



Information Sheet

Game: Rail – Connect 4

Short information

You have already have taught these contents ...

- transport infrastructure, transport policy, transport networks, means of transport and transport aids, tolls, load securing, transport and route planning
(HAK, BGBl. II 2014/209)
- transport logistics
(HTL, BGBl. II 2015/262)

Goals of the game

- Repetition and consolidation of the fundamentals of the mode of transport "rail".
- Bridging the time between class register entry & in-depth discussion of "rail"

Explanation

With "Connect 4", you can revise and consolidate the basics and essential terms of "rail" within the logistics focus.

"Connect 4" is based on the goal of the classic game: whoever is first to have 4 squares in a row - vertical, horizontal or diagonal - on the board wins. The opposing player tries to prevent this. In pairs, the pupils receive an A4 sheet with the board in tabular form. The table contains terms relating to the transport mode "rail", which are used in the lessons on rail transport. In pair work, the pupils must now select terms one after the other and explain this word to their partner in their own words. If the partner considers the definition or the description to be correct, the player may mark the field accordingly (either as a cross or in colour). If the term is explained incorrectly, the player is not allowed to mark a field in this round. After that, it is the opponent's turn.

"Connect 4" can be used as a warm-up activity before teaching "rail" in-depth or as a more relaxing exercise for teaching the basics of the "rail" mode of transport. The teacher has a template available for "Connect 4" that can be used immediately in the lesson. The game should only be played in pairs with constant monitoring by the teacher. The time required is estimated at approx. **15 to 20 minutes**, whereby the time can be variably adjusted depending on the course of the game. At the end, the terms the pupils found difficult to explain could be discussed again.