The Ludoboxes:

DIY printable activities to

create in school and at home

What are the ludoboxes* ?

How, in a distance education situation, can teachers propose creative activities to ensure educational continuity? La Fabulerie, with the expertise of teachers and artists, answered this question with the Ludobox. These are small printable paper activities that the teacher can print or share with the parents with a downloadable link sent by email. The instructions are in a video tutorial, without words.

La Fabulerie has designed these ludoboxes to keep interest for its *fabulous museum* alive, while the visits for classes had been postponed due to sanitary restrictions. But these resources are also designed to be shared and remixed. They are licensed under Creative Common and can be adapted to any school project.

https://lefabuleuxmusee.com/les-ludobox-du-fabuleux-musee

In this module, we will explain how they were created, and give tips if you want to create your own ludoboxes.

Screenshot of the ludobox "L'amulette du climat" #4

Why were they developed ?

The ludoboxes were developed to reach La Fabulerie's pedagogical ambitions. These ambitions are close to the pedagogical topics defined in the keep in touch project.

- Topic 1 - Blending learning. Learn using different supports : videos, talks, exercises, debates, etc.
- Topic 2 - Learn by doing : prefer experimentation to theory
- Topic 3 - Social learning : Teachers, educators, children and parents are members of a learning community. La Fabulerie's role through the project is to animated and foster this community that will learn by itself.

When we set up an educational project like the Fabulous Museum, we believe it is important to integrate it into a story with main characters, a world to discover and narrative challenges. With all these ingredients, children experience the pleasures of play and discovery and establishes a favourable ground for learning.

Read module 3 to learn more about how la Fabulerie uses storytelling in its exhibitions.

How to link the ludoboxes to your educational project ?

Based on the experience of La Fabulerie's Fabulous Museum

Le fabuleux musée is a creation of La Fabulerie associated with the city of Marseille. It is a mixed exhibition, which combines the open digital collections of the city's museums with immersive devices and a theatrical storytelling..

Classes visiting the museum were invited by a letter sent by Edith Labruyère, the main character, and were invited to visit the museum's website where a treasure hunt was proposed to get to know Edith. This character, invented by La Fabulerie, is an explorer who travels the world to discover its mysteries before taking refuge in Marseille in the 1900s, after a terrible climatic event.

In order to continue the story started with Edith's letter read by the teachers to their students, we created the ludoboxes. Each ludobox brings clues and details about the character of Edith, her history and her travels. Each ludobox explores a creative use of paper, often referring to techniques used in the entertainment industry, theatre or engineering. These hybrid, wildly creative activities that explore science and travel recall the characteristics of Edith's character.

Link to the museum's website

https://lefabuleuxusee.com/

The second lockdown forced la Fabulerie to postpone the opening of its *Fabulous museum*. The ludoboxes were used to keep emotional bondage with the children during the pandemic. They helped us keep the interest for the museum alive while giving further details about the characters of the story. It was also a way to stay in touch with our community of parents, teachers, educators and children. From this experience we learnt :

- Ask parents to take and send pictures of their kids creation to share with the community.
- Make sure that the link to your digital content is easily accessible by all on the web.
- Make sure that the instruction are simple and provide video explanation with them. A poorly recorded video on a phone is a lot better than nothing
- The challenge when creating free to use ressources is their distribution. It is important to foster your community (not only in crisis time) to keep people involved in your project. Storytelling[*] is a good way to generate attention towards your project

We will give tips on this subject on module 3

Magic pictures done in school by kindergarten children after working on the ludobox "L'amulette du climat" #7

Now let's create !

What does a ludobox looks like ?

A fabulous phrase says *"a tutorial worth more than words"*. You can download all the ludoboxes in the table below. Download the printable material with the link to the PDF and then start the activity following the video instructions.

Links to the PDF and to the tutorial

Create an underwater pop-up

[Ludobox Vivant.es #1](#) (pdf)
[Ludobox - Exposition Vivant.e.s ! #1](#) (tutorial)

Create a theatre stage with animals

[Ludobox Vivant.es #2](#) (pdf)
[Ludobox - Exposition Vivant.e.s ! #2](#) (tutorial)

Create vegetable jigsaw

[Ludobox Vivant.es #3](#) (pdf)
[Ludobox - Exposition Vivant.e.s ! #3](#) (tutorial)

Create a paper puppet

[Ludobox L'amulette du climat #1](#) (pdf)
[LudoBox#1 - Créer une marionnette de papier à partir des fonds d'archives municipales de Marseille](#) (tutorial)

Create a pocket travel book

[Ludobox L'amulette du climat #2](#) (pdf)
[LudoBOX #2 - Créer un carnet de voyage de poche avec les archives municipales de Marseille](#) (tutorial)

Create a pop-up scene

[Ludobox L'amulette du climat #3](#) (pdf)
[LudoBox#3_PopUp Le ballet aquatique du Palais Longchamps_Fonds d'archives municipales de Marseille](#) (tutorial)

Create a thaumatrope

[Ludobox L'amulette du climat #4](#) (pdf)
[Ludobox #4 Créer des thaumatropes à partir des archives municipales de Marseille](#) (tutorial)

Create a mini-diorama

[Ludobox L'amulette du climat #5](#) (pdf)
[Ludobox #5 Créer un mini diorama dans une boîte origami, avec les fonds des archives de Marseille](#) (tutorial)

Create a paper animation

[Ludobox L'amulette du climat #6](#) (pdf)
[Ludobox #6 - Créer une animation de papier à partir des fonds des archives municipales de Marseille](#) (tutorial)

Create a magic picture

[Ludobox L'amulette du climat #7](#) (pdf)
[LUDOBOX #7 - Créer une image magique à partir des fonds des archives municipales de Marseille](#) (tutorial)

Create a crown

[Ludobox L'amulette du climat #8](#) (pdf)
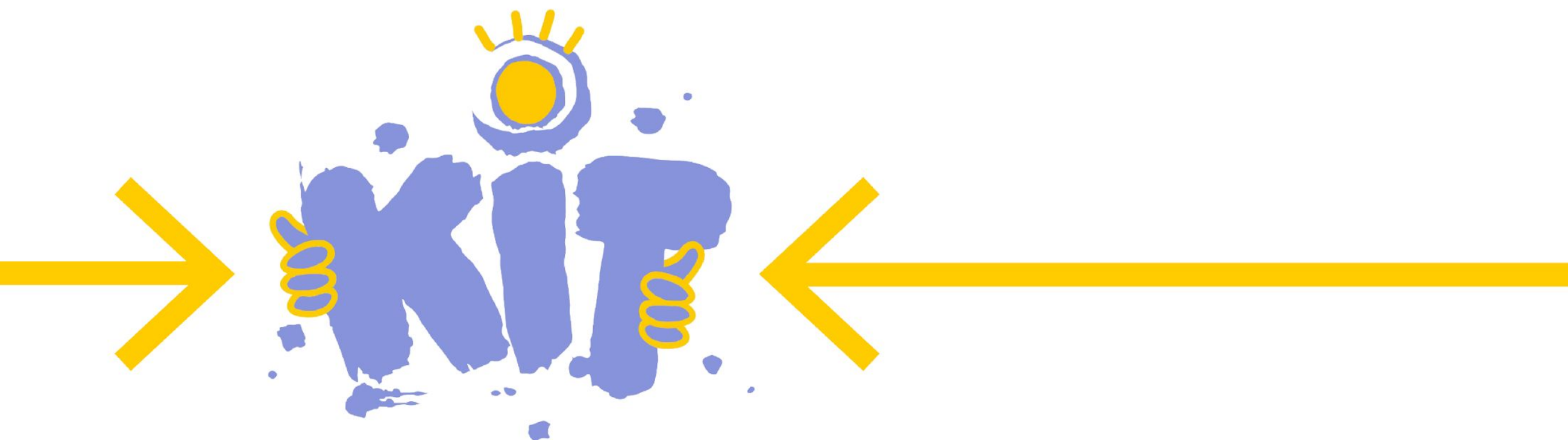[Ludobox #8 Créer la couronne de la cité phocéenne à partir des archives municipales de Marseille](#) (tutorial)

Spreading and impact

La Fabulerie imagined the ludoboxes as a resource for teachers that can be used in distance education situations. Our goal is for teachers to use these resources to discover Edith's story but also to create their own stories and make their students dream.

This logic of adaptable workshops is in line with that of the Keep In Touch project. These resources allow teachers to provide quality distance education, which dive²rsifies the tools and keeps the interest in the school alive. They are also important for children's education, as they provide a range of creative and educational activities at home where some children tend to consume only entertainment.

Around **9000** people tried the ludoboxes and gave us very enthusiastic feedback.

This is why we choose to improve and digitalize those print and play activities within the keep in touch project . You can discover these digital ludobox in the e-learning module 2.

PARTNERS