

Medieval "Snakes and Ladders"



Target age group:

primary and secondary school

Objective :

to discover the historical heritage of Gubbio in a funny and creative way , stimulating memory, logic and imagination

Form:

after reading the historical information about Gubbio and its monuments ,players will compete in the game answering historical questions and rolling dices only once the correct answer is given. The aim of the game is to get, as quickly as possible, to the finish square : the imposing entrance of Palazzo dei Consoli.

La modalità è la stessa del gioco dell'oca tradizionale. Vince chi arriva prima alla meta, ovvero alla casella con il portone del Palazzo dei Consoli.

Duration:

1,5 h

Costo:

€ 4,00 if held in the Civic Museuml

Realized with the
contribution of



Regione Umbria

**Museo Civico
Palazzo dei Consoli**

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