



Use this helpful overview to decide which activities to do with your students based on their grade/readiness level and the amount of time you have available.

**Walkabout...South America..... Grades K-2**

Time Needed: 45 minutes

Explore the basic features of the South American continent, including numerous and diverse mountains, rivers, waterfalls and other features. Learn how to read basic map symbols.

**Simon Says....Explore!..... Grades K-8**

Time Needed: 15 minutes and up (activity is flexible as to grade level, size of group, and amount of time).

Play this popular and fun game while exploring the geography of South America. (Can be used as a pre-assessment or post-assessment tool.)

**Animals & Habitats..... Grades 3-5**

Time Needed: 45 minutes

Place photo cards of anacondas, jaguars, poison dart frogs, and twenty-one other animals on their correct habitat in this fun game in which you discover interesting facts about mammals, amphibians, reptiles, birds, and insects and the places they make their homes.

**The Hollow Continent..... Grades 3-5**

Time Needed: 30-45 minutes

Create population towers on thirty cities of South America; look for patterns in the locations of these cities, and learn what reasons explain their locations. Using fresh data, determine how many people in South America live in rural environments versus urban environments.

**Cultural Geography Relay..... Grades 3-6**

Time Needed: 45 minutes

Explore the colorful and diverse cultural life of South America in this fun relay game using photos of festivals, music, crafts, sports, food, and art.

**Symbols Are the Key..... Grades 3-6**

Time Needed: 25-45 minutes

Learn how to read a map key and play a fun relay game! As a team, compete to see who can find map features accurately and quickly.

**Countries and Capitals Concentration..... Grades 4-8**

Time Needed: 25 minutes

The giant map turns into the world's biggest concentration game board as students learn the locations of all of South America's countries and their capital cities.

**Go With the Flow..... Grades 4-8**

Time Needed: 45 minutes

Using props, build raised relief features showing the major mountains and four principal watersheds of the South American continent. Then, simulate rain on the map and see where the water flows!

**The Grid Game..... Grades 4-8**

Time Needed: 30-45 minutes

Using latitude and longitude coordinate cards, your team finds locations on the map and marks them. If correct, you get a special bonus question about a place nearby. The team with the most points wins!

**The Voyage of the H.M.S. Beagle..... Grades 5-8**

Time Needed: 45 minutes

Explore the coast of South America and the Galápagos Islands with Charles Darwin! Using latitude and longitude, trace the voyage of the H.M.S Beagle, read excerpts from Darwin's journals, and deliver postcards with photos of animals he observed on his historic journey.

**Physical Features Scavenger Hunt..... Grades 6-8**

Time Needed: 45 minutes

The world's largest river, tallest waterfall, and driest desert await you! Using colorful and engaging photographs of thirty-two prominent physical features of the continent, you will compete in teams to place them on the map using clues provided on the cards.

**Additional Activities..... Grades K-8**

There's so much more you can do. We invite you to try some of these, or use the props and cards provided to create your own!

