



ADDITIONAL ACTIVITIES

Preparation: 15 minutes

Read over the activity and acquaint yourself with the locations you will be bringing students on the map.

Rules:



Shoes are not allowed on the map. Please have students remove shoes before walking on the map.



No writing utensils on the map.

Trunk Resources

Use the props and other resources found in the map trunk to supplement your giant map experience and classroom studies. Many of the resources in the trunk can enhance the activities and help you adapt them to various grade levels.

Geo-Gym!

Collaborate with a Physical Education teacher to create fun games on the map that combine exercise with geography! Use school Nerf balls, hoops, and flag football equipment to invent your own games! Remember: No shoes on the map! Running on the map is not recommended.

Music!

Invite a music teacher to lead an activity on the map using the sounds and instruments of Africa. Go to <http://worldmusic.nationalgeographic.com> or play the compact disc included in the trunk to sample music from Africa.

Hemisphere Jumping!

Place the red nylon strap on top of the Equator. Students line up along the Equator, facing north, with their toes just south of the red tape. Direct students to jump over the tape. They all have now jumped into the northern hemisphere! Now, have them turn around and jump back over the Equator. They have now jumped into the southern hemisphere! Do this enough and they will get warm, just like at the real Equator!

Ocean, Coast, Boundary, and Landlocked:

- Direct students to stand in the ocean and jump on to the land. The edge is called the coast.
- Show the lines drawn on the map; they form countries. Some lines straight, some crooked. Using your hand, trace the boundary lines for one country. Direct students to trace the boundary of the country they are standing on.
- Direct students to stand in a country that does not touch the ocean. The country is called landlocked. Ask the students to find ten of these countries. Are there any more? How many can they find?

Find It Fast

Divide the class into four teams, each at a “Base Camp,” (the four colored circles located in the map corners.) Students stand along one side of the map on the yellow, braided border near their base camp. The teacher shuffles the Country Cards. From the center of the map, the teacher directs the first player in line for the starting team to find the country named on the first card within a specific amount of time (10 to 30 seconds depending upon the skill level of the students). For instance, “Blue team go to Mali.” The first player must proceed to Mali within the time limit, and remain there as gameplay continues. If the player does not find the country before time expires, he is “eliminated” and must return to camp and sit at the end of the line. Turn rotates clockwise from team to team. Players who correctly located their previous country and remain on the map continue to play for their team until eliminated. The last team to have players remaining is the winner.

Hint: Tell students to watch other players and try to remember country locations as you may shuffle and reuse the cards.

Related suggestions:

- This game may also be adapted by reducing the number of teams.
- Teacher may also choose to only include cards for countries the class has been studying.
- Play several rounds, allowing less time in each.
- If a player survives three rounds, the teacher may insist he be replaced by another player on the team. The player being replaced is not “eliminated” and does not sit down.
- Instead of sitting when eliminated, use the flag football belts and flags. Remove a flag when a player fails to find a country within the time limit. A team plays until all its players are out of flags.

Team Quiz

Distribute handouts to students one day in advance with readings that cover facts about numerous countries in Africa. Create multiple-choice quiz questions based on the readings in which the answers are all countries in Africa. Divide the class into four teams, each at a base camp, and give each player a cone of his or her color. Students line up behind their circle. One player per team stands in the colored circle. Turn rotates clockwise. Pose quiz questions to players and ask them to place a cone on the country that best answers each question. If the player answers correctly the cone remains in play. If he answers incorrectly he must return with his cone to the end of his team’s line. The first team to place all of their cones is the winner.