



CARDINAL DIRECTIONS

Objectives:

- Students will utilize cardinal directions to find locations on the map.

Recommended Grades: 2-6

Materials (all included in the trunk):

- Colored cones
- Large Hoops
- Map legends
- Cardinal Directions game cards
- Teacher set-up key

Preparation: 15 minutes

- Use the key provided to place large hoops on the map so that specific locations may be found within the hoops. The color of the hoops is not relevant to the game.
- On the circle at each Base Camp stack game cones of the corresponding color, one cone per player.
- Stack each team's Cardinal Directions game cards—one per player—face down next to the National Geographic icon at the Base Camps.

Rules:



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



No writing utensils on the map.

Introduction

Introduce/review cardinal directions. These are the four principal directions on a compass rose. They are north, south, east, and west. Give each team a legend and help them to orient it to the map (north facing toward the North Pole).

Have the whole class spread out on the map. Lead them in taking two steps north, then two steps south, east, or west as you command and lead.

Divide the class into 4 teams—red, yellow, green, and blue—and instruct each team to line up along the yellow, braided border behind their “Base Camp” (colored circles in each corner). As the game is a relay race, each team should have the same number of players. If a team is short a player, one player on that team will play twice.

Playing the Game:

Instruct the first player in line at each Base Camp to stand on his or her colored circle and take one cone from the stack. When a player is here or on the map he/she is the “Explorer.”

Instruct the next player in line at each Base Camp to stand on his or her National Geographic icon. The player on the icon is the “Navigator.”

When the game begins, each Base Camp’s Navigator must draw one Cardinal Directions card. On each card is the name of a place in Africa, as well as a mini-map indicating its location. The Navigator may not show the card to the Explorer. Using only cardinal directions and the team color, the Navigator must guide the Explorer to the location indicated on the card. The Explorer may only take one step per instruction. For example, Yellow Team draws “Cairo.” The Navigator calls out, “Yellow, north.” The Explorer takes one step north. The Navigator calls “Yellow, east,” and the Explorer takes one step east.

The Navigator continues to direct his Explorer one step at a time until she steps inside the hoop containing Cairo. The Navigator then confirms that he has successfully directed the Explorer by calling out, “Have you reached Cairo?” The Explorer examines the area within the hoop, locates Cairo and responds, “Yes, I have reached Cairo!” The Explorer places her cone within the hoop and returns to Base Camp.

When the Explorer returns to Base Camp, she tags the Navigator and rejoins her teammates at the end of the line on the yellow, braided border. When tagged, the Navigator steps onto the team’s circle and becomes the Explorer. The next team member in line on the yellow, braided border steps forward to become the Navigator.

Explorers may not touch each other while on the map, nor may they step on or in any hoop other than the one in which the target location is found. Explorers who touch each other, or mistakenly step on or in a hoop other than the one in which the target location is found must return to their circle and begin again. Alert students that some hoops indicated on their cards may also contain cones from other teams. The teacher referees the activity on the map.

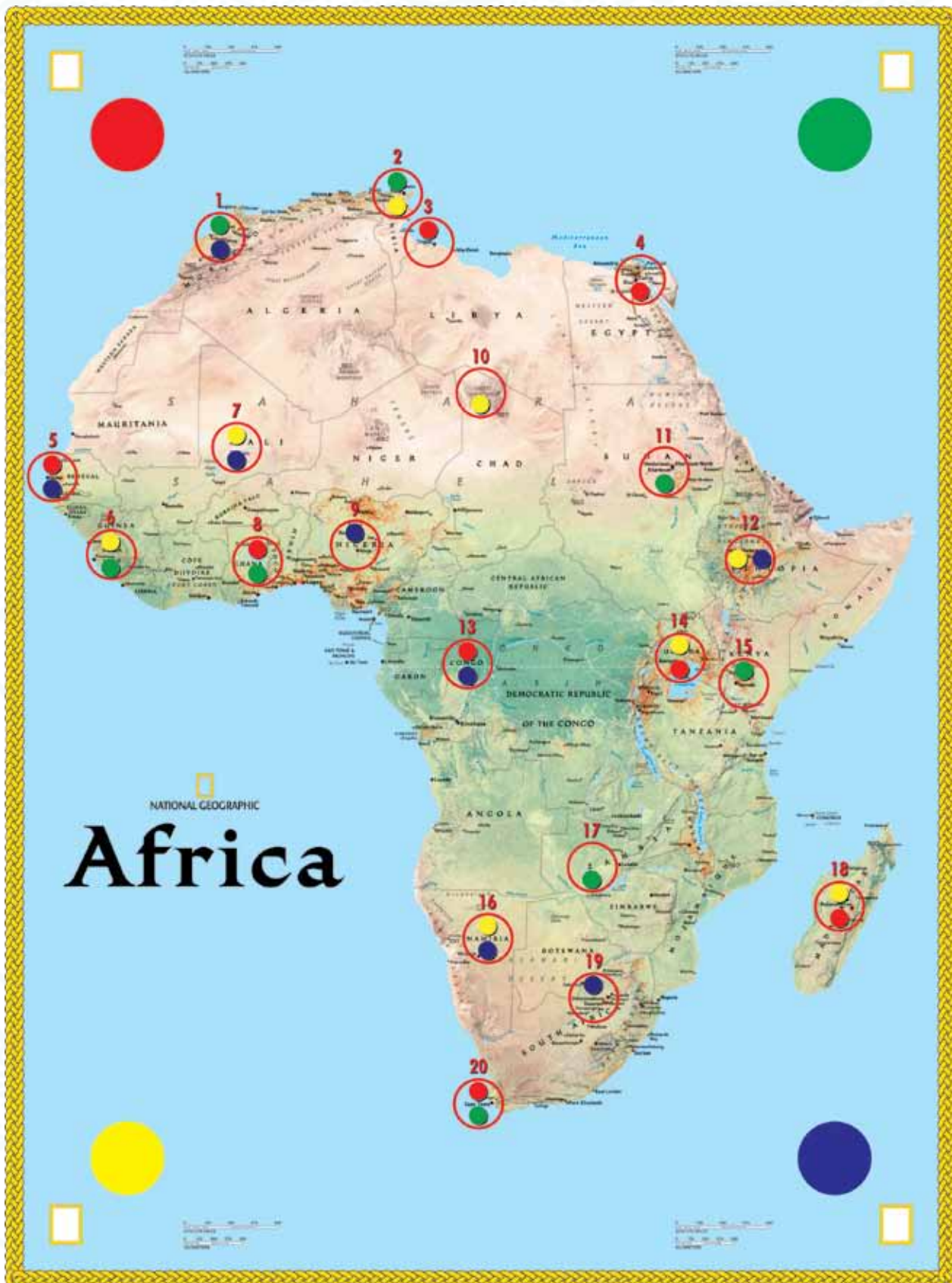
Each player has an opportunity to be a Navigator and an Explorer. The winning team is the first to correctly mark each of its locations with a cone and return to Base Camp.

Please Note: This game may be a little more difficult for Red Team and Green Team as their Base Camps are at the north end of the map. It may help to advise Explorers on these teams to face north before they begin taking steps, so that their orientation—north is forward, south is backward—is the same as that of Yellow Team and Blue Team.



CARDINAL CAPTURE TEACHER KEY

Place hoops on the map in the locations indicated. The colored dots within the hoops represent the correct placement of cones by students if all game cards are used.



CARDINAL CAPTURE TEACHER KEY

This chart indicates the locations within the hoops as indicated on the game cards, and cone placements at the end of the game (if all game cards were distributed). If each team has fewer than eight players, you may need to confirm the teams' cone placements against the cards you distributed.

Hoop #	Location	Cones placed by teams (if all game cards are distributed)
1	Casablanca	Green, Blue
2	Tunis	Yellow, Green
3	Tripoli	Red
4	Cairo	Red
5	Dakar	Red, Blue
6	Sierra Leone	Yellow, Green
7	Mali, Timbuktu	Yellow, Blue
8	Ghana, Togo	Red, Green
9	Nigeria, Abuja	Blue
10	Tibesti Mountains	Yellow
11	Khartoum	Green
12	Ababa, Ethiopia	Yellow, Blue
13	Congo	Red, Blue
14	Lake Victoria, Uganda	Red, Yellow
15	Nairobi	Green
16	Namibia	Yellow, Blue
17	Zambia	Green
18	Madagascar	Red, Yellow
19	Johannesburg	Blue
20	Cape Town	Red, Green