



## COUNTRIES & CAPITALS CONCENTRATION

### Objectives:

- Students will learn the countries and capitals of South America.

### Recommended Grades: 4-8

### Materials (all included in the trunk):

- 13 Countries and Capitals cards (red)
- 13 Countries and Capitals cards (yellow)
- 13 red poly spots
- 1 yellow foam die (6" x 6" x 6")

### Preparation: 5 minutes

Separate red and yellow cards and shuffle each group

### Rules:



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



No writing utensils on the map.

## PLAYING THE GAME

Direct students to walk quietly around the map, focusing their attention on the country names and capital cities. Be sure they know the symbol (encircled star) for capital cities. Tell them they will soon be playing a competitive game testing their knowledge of the names and locations of these capital cities.

Place red poly spots over all thirteen capital city names, concealing the whole name.

Select participants for two groups of thirteen students and instruct one group to line up along the western (left) yellow border of the map and the other group along the eastern (right) yellow border. Each group should be spread apart and evenly spaced along the whole border.

Give each student on one side a country card and each student on the other side a capital card. Students can look at the cards, but should not show them to the students on the opposite side of the map until instructed to do so.

If you have fewer than twenty-six students you can have some hold more than one card. If you have more, students can share cards.

**Notes:**

- There are two Bolivia country cards and two different capital cards given that Bolivia has two national capitals (La Paz and Sucre).
- French Guiana has no cards since it has no national capital (it is an overseas territory of France).

Explain to the students that this game is similar to the popular game of concentration. The object is for each student to remember the student across the map who has the match for their country or capital.

Have the side with the country cards hold up their cards for one minute, facing the opposite side before turning them back toward themselves. Then have the side with the capital cards hold up their cards for one minute.

Choose a student to roll the die (or do it yourself from the center of the map). If the number is 1, 2, or 3, a student on the country side of the map will go first. If the number is 4, 5, or 6, a student with a capital card will go first.

The first student selects their match (or at least guesses who has it) and asks for that student to reveal their country or capital name. If they do indeed match, those two students will say the name of their country and capital out loud and walk onto the map and sit together in the correct location on or near the capital of their country.

Roll the die again to determine which side goes next. The game is over when all the students are sitting in the right locations on the map.

If time permits, you can reshuffle and distribute both cards and students and play again.

Caution students not to speak out and reveal the location of a match when it is not their turn. These students can sit out if the teacher wants to discourage this behavior.

