

130350 travel the world - Instruction Sheet

Pages: 4

Size: A3 folded to A4

Colour: B/W (1C x 1C)

Country and Major City information

Country	Major city	Postcard pictures
Alaska	Juneau	Polar bear
Antarctica	NA (It is a continent)	Penguins
Argentina	Buenos Aires	Gaucha and Horse
Australia	Canberra	Koala
Bangladesh	Dhaka	Donkey's
Belgium	Brussels	The Grand Place
Brazil	Brasilia	National Congress Building and Brazilian Dancer
Canada	Ottawa	Brown bear and ranger
Chile	Santiago	Cape Horn
China	Beijing	The Great Wall
Cuba	Havana	Beach
Denmark	Copenhagen	Little Mermaid statue
Egypt	Cairo	Pyramids and a camel
France	Paris	Eiffel Tower
Germany	Berlin	Brandenburg Gate
Ghana	Accra	A girl in national dress
Greece	Athens	Acropolis
Greenland	Godthab	An eskimo and an igloo
Holland	Amsterdam	A windmill and a girl in national dress
Iceland	Reykjavik	Ice capped mountains and blue whales
India	New Delhi	The Taj Mahal
Indonesia	Jakarta	Legong dancer and traditional house
Italy	Rome	The Coliseum
Japan	Tokyo	Generic temple and girl in traditional dress
Kenya	Nairobi	Elephant and giraffe
Madagascar	Antananarivo	Lemur
Mexico	Mexico City	Aztec architecture and man in traditional outfit
Mongolia	Ulaanbaatar	Local horseman
Morocco	Rabat	Moorish archways and a water seller
New Zealand	Wellington	A geyser
Nigeria	Abuja	African village
Pakistan	Islamabad	Snake charmer
Peru	Lima	Peruvian Indian and a Llama
Russia	Moscow	St Basils Cathedral
Saudi Arabia	Riyadh	The city wall and mosque
South Africa	Pretoria	Safari bus and animals
Spain	Madrid	Flamenco dancer
Sweden	Stockholm	Traditional buildings
Switzerland	Bern	The Zytglogge Tower
Turkey	Istanbul	Blue Mosque
United Kingdom	London	Big Ben and London bus
United States of America	Washington	Whitehouse
Venezuela	Caracas	Caracas House, the National Congress

*Alaska - is in fact an American state but is separated from the rest of the United States by Canada and has therefore been shown as a separate country

page 4

Back Cover (P.4)



travel the world
user guide

130350 0813
Early Learning Centre®
Walford WD24 6SH England.

Customer Service Department
0871 231 3511

Travel the World is a fun game that will instill an interest in geography.

The board game will help to teach children where countries are and how large some countries are compared to others.

The countries selected for play are those found on most early school maps and those commonly used in topics within the National Curriculum. Due to the scale of the board/map, it is impossible to depict every country without confusing the players. No offence is intended to those countries omitted from the game.

Adults may find the board useful as a means of showing children how far some countries are away from their home, or to show where they are going on holiday etc.

It may also be a useful exercise with younger children to get them acquainted with where the countries are by asking them "Can you find Australia?" etc.

Postcards

For a more challenging way to play, match the postcards of major cities or landmarks/animals to their countries. The only clue is the picture on the postcard. (The picture is intended to depict a scene from the relevant country and not necessarily the major city). Some cards are more challenging than others. Adults should therefore select which postcards and suitcase cards are to be used (depending on the age and the ability of the child) i.e. Eiffel Tower, Big Ben are relatively easy whereas the differences between Ghana and Nigeria are tricky.

To get the most out of the game, it is useful to use the postcards independently beforehand and to discuss them with the players, e.g. "Where do you think this building is? Let's look at the map." For information, the postcards are listed in a little more detail at the back of this leaflet.

The games suggested are an introduction to geography and as such need to be built upon by further reading, maps, globes, puzzles, etc. The games should be entered into with a sense of fun that will encourage children to learn as they play.



page 1

Front Cover (P.1)

how to play

Game 1 - Travel the world

Shuffle all the suitcase cards and place them face down in a pile. Each player picks up 3 or 5 (depending on the chosen level of the game).

For younger children 3-5 years pick 3 cards.
For older children 6-8 years pick 5 cards.

The remaining travel suitcase cards are then put into separate piles on the board.

Each player takes their top suitcase cards and this becomes his/her starting place. Each player declares their starting country and places their chosen playing piece on the relevant red dot on the board.

Each player now turns over the remaining (2 or 4) suitcase cards to see their travel destinations.

The youngest player starts and then moves clockwise. Each player looks at the map to see where they are attempting to reach and which route is the quickest. Players now take turns, each spinning the dial on the board twice. The first spin tells the player which mode of transport they can use, the second spin determines the number of moves. Eg. if a player spins a boat, he/she can only make moves over water, if he/she then spins a 3, the player may make 3 moves (from red star or grey dot to red star or grey dot) moves over the sea. Planes and helicopters can move anywhere, coaches and cars may only move overland.

The aim of the game is to travel to the different countries on your suitcase cards (2 or 4) and then to return to your starting country. Each time a player reaches a destination, he/she discards that suitcase card. The winner is the player who discards their "home" suitcase card first.

NB: More than one player may occupy a country at one time. A player must throw an exact number to land on a country, but may move forward or backwards on any turn.

Game 2 - Postcards

FOR ADVANCED PLAY

Each player gets 5 postcards, which will either show a landmark, costume, animal or something well-known in that particular country.

Please note that some of the illustrations do not solely symbolise the city, but the whole country as well.

The aim of the game is to match the postcard to the (country) suitcase cards.

The pile of suitcase cards are shuffled and placed face down in a pile where all the players can reach them. Each player takes a turn (start with the youngest and move clockwise) to pick up a suitcase card. If the player thinks the suitcase card matches one of his/her postcards (i.e. the Eiffel Tower and France), he/she keeps the suitcase cards. If the player does not need the suitcase card then it is placed face up in front of the other players. If any player wants the suitcase card, he/she can pick it up by shouting "MINE" first. Play will still move to the next player in the same way as before.

When a player has 10 cards (5 suitcase cards and 5 postcards), an adult should check to see if they are all correctly matched. If they are, that player is the winner! If they are not matched correctly, the incorrect suitcase cards(s) are placed back down (face up) in front of the other players in case they need them and play resumes until a player has 10 correct cards.

The correct matches/answers are at the back of this instruction leaflet.

page 2

P.2

Game 3 - Matching Pairs (an alternative game to postcards)

First, all 43 pairs are spread out face down and thoroughly mixed up. Then, each player takes turn to pick up 2 cards. If the player finds a matching pair, he/she can keep the pair of cards. If the cards do not make a pair, then they are turned over and left where they are.

To make this game easier you can separate suitcase cards and postcards from each other.

The winner is the player with the most pairs of cards at the end of the game (i.e. when all the cards have been picked up)

Matching pairs can be checked for the correct answers against the city and country listing on the back page of these instructions.

Game 4 - Where am I?

FOR ADVANCED PLAY

An adult picks up a postcard and describes the picture, he/she then says "Where am I?". Children then shout out where they think that place is (city or country) and if they are correct, they get that card. Alternatively an adult may ask players in turn.

If the player cannot make a guess from the adult's description, then the postcard pictures may be used (see Country and Major City information on the back of this instruction leaflet), i.e. "Whitehouse"... "Where am I?" Again the players have a chance to reply. If no players can answer correctly, the adult then says what the city is, i.e. "Washington"... and "Where am I?". The children must then give

the adult the name of the country. If no child gets the right answer the adult gives the answer, i.e. "United States of America". The postcard should then be put back into the pile and re-used during the game so that the players recognise the descriptions and names through repetition.

The winner is the player with the most postcards at the end of the game.

For younger children 3-5 years, 3 correct answers is a good target. For older children 6 years plus, 5 or 6 depending on how familiar they are with this game or geography. An adult should feel free to give as many clues as possible, which will make the game more fun (good examples are "We went on holiday there last year" or "We saw a programme about this country on the television last night"). It is also an added benefit to the child if the country is then pointed out on the board map, or alternatively the child is asked to find it.



page 3

P.3