

AROUND THE WORLD IN 10 DAYS! (LEVEL 1)

Description	Learners will apply their general knowledge and design their own board game
Leading Question	How fast can you race your opponents around the world?
Total Time Required	3.5 hours to develop and 30 minutes to play and revise
Supplies Required	Reference material (google, Atlas, parental knowledge), paper, pencils, cardboard, scissors and colors. Preferred: an existing board game for reference.
Learning Outcomes	<ol style="list-style-type: none"> 1. Number sense of the board. 2. Exploration of topics chosen and questions. 3. Design of a spinner and shapes
Topics/Concepts Covered	<ol style="list-style-type: none"> 1. Continents 2. 2D Shapes 3. Board games 4. Creativity 5. Geography 6. Critical thinking
Required Previous Learning	None

DAY 1

Today you will learn how to create a basic knowledge board game and a spinning wheel.

Suggested Duration	Activity and Description
15 minutes	<ul style="list-style-type: none"> ● Recount your favorite board game and discuss what you love about it. ● Write down the objective of the game and the rules of the game. ● This is an opportunity to design your own game.
15 minutes	<ul style="list-style-type: none"> ● Understand the basis and steps of developing the game as listed below:

- The basis of the game is that due to an environmental disaster, players have to leave their home country and travel around the world and come back as fast as they can.
- The steps to follow to create your board game include:
 - Make a spinner which determines the category they ask questions for.
 - Make the board which is a map of the world or your home country.
 - Make question cards for each of the categories.
 - Design icons for each of the players.
 - Think of the name and write the rule sheet of the game.

20 minutes

- Design the spinning wheel for the game.



- Use any round object to trace out a large circle
- Then make 4 sections to the circle
- Color each of the 4 sections a different color (e.g. yellow, green, red and blue) and category (that will be determined in the next day)
 - o *TIP: Please see below as a reference and learners can understand it by imagining the circle is one big pizza or cake and you had to cut 4 pieces of the pizza)*
- Now create the spinning arrow – which could be a paper clip that is inserted in a paper pin that is inserted into the center of the circle as below
- Alternatively, the cut out an arrow on cardboard or thick paper and then insert this into the center of the circle using an opened paper clip or paper pin.

DAY 2

Today you will use your art skills to develop your board game and pick general knowledge questions for the game.

2

EAA welcomes feedback on its projects in order to improve, please use this link:

<https://forms.gle/LGAP9k17fMyJrKJN7>

Suggested Duration	Activity and Description
10 minutes	<ul style="list-style-type: none"> Choose 4 categories of questions based on their prior knowledge. Examples can include: Animals, Countries, Math, Rhyming Words, Planets, and Languages etc. <i>TIP: Learners can choose categories based on what they are familiar with, curious about learning more about and can easily seek information about</i>
5 minutes	<ul style="list-style-type: none"> Label your spinning wheel with the relevant categories. Such as: yellow is animals, red is country names, blue is rhyming words, and green is math.
30 minutes	<ul style="list-style-type: none"> Develop the board with a frame divided into 10 slots in any shape. <ul style="list-style-type: none"> <i>TIP: Think of the shape or letter that they want to design the board as e.g. Z or U or W etc.</i>
<ul style="list-style-type: none"> Draw out the board on a large piece of paper then an adult will cut it up into the desired shape. The board must have 10 spaces labeled 1-10. The first space in the board will be the starting spot and the last spot will be the finish. 	
15 minutes	<ul style="list-style-type: none"> Label space 1 as “START” and space 10 as “FINISH” Then label all the remaining spaces from 2 – 9 <ul style="list-style-type: none"> <i>TIP: Illustrate the spaces as they choose</i> Think about the name for your board game and write this on the board

DAY 3

Today you will find out more about different social science questions for your board game.

Suggested Duration

30 minutes

Activity and Description

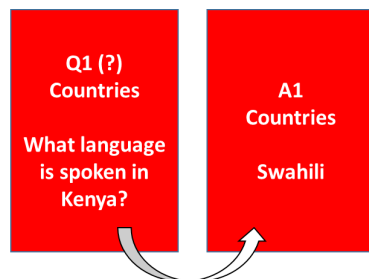
- Design 12 question-answer cards, 3 for each of the 4 categories with the question on one side and answer on the other.
- Each category will have 3 questions and answers and therefore 3 cards (3*4=12)
- Color the 3 cards of the category in the color of the category e.g. Yellow for Animal cards and Red for Country cards etc.
- On one side of the card ask parents to write Question No 1 (or 2 and 3 depending on the card they are on). Younger learners can just write Q1, Q2 and Q3 on the top side
- Think of 3 questions for each of the categories. Examples include:
 - Country category: Which country has the most people or largest population? Which is the largest country on the continent? Which country has the lowest temperatures? How many countries are there?
 - Geography Category: What's the highest mountain on the continent? What's the most important river? What's the largest desert? What are common animals?
 - Way of Life Category: What's the language spoken by the largest amount of people in the continent? What are three common dishes? What ingredients are common in the food? What religions do people practice?
 - Fun Facts Category: What were the ancient civilizations?, etc.
- With support from parents/educators, seek out the answers to some of the questions on Appendix #1. For the answers, use any reference material available at home or input from family members. Parents can write the questions and the answers on the following sheet for you:

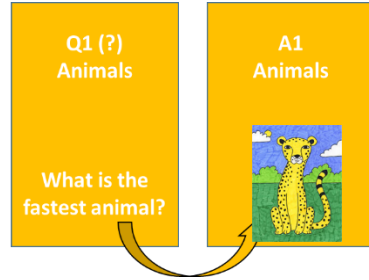
Category	Question #	Question	Answer
----------	------------	----------	--------

Green	1		
	2		
	3		
Yellow	1		
	2		
	3		
Red	1		
	2		
	3		
Blue	1		
	2		
	3		

With the help of an adult, write one question on each of the cards based on the category.

On the opposite side of the card, with the help of the adult, write or draw the answer for that question.

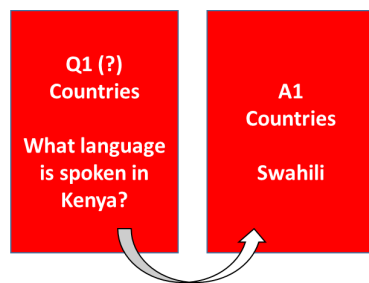


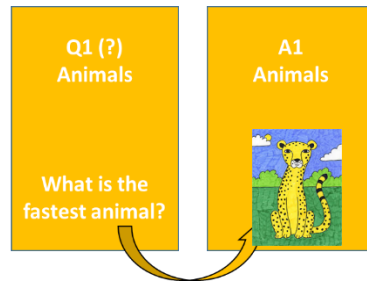


TIP: You can design the cards with any relevant imagery or illustrations based on the categories.

30 minutes

- Think of 3 questions for each of the categories. Examples include:
 - Animal category (yellow) will have 3 questions on animals including: Q1: What is the fastest animal? (Cheetah) Q2: What is the biggest fish? (Whale Shark) Q3: Which animal sleeps standing? (Giraffe)
 - Country category (red) will have 3 questions on countries: Q1: Which country has the most amount of people or largest population? (China) Q2: What language do people in Kenya speak? (Swahili) Q3: Name one food that they eat in Italy? (Pizza)
 - Rhyming category (blue) will have 3 questions on words: Q1: Give 2 rhyming words with Shake, (Make, Bake, Rake, Take, Fake etc.) Q2: Which of these words does not rhyme: Sun, Hot, Run, and Fun? (Hot) Q3: How many words can you make that end with "at"? (Mat, Bat, Hat, Rat, Cat, Fat etc.)
 - Math category (green) will have 3 questions on math: Q1: Give us 2 ways to make the number 8 (4+4, 6-2, 1+7, 2*4, 16/2 etc.), Q2: Fill the missing numbers: 11, 13, 14, 16 (missing is 12 and 15) Q3: Arrange the numbers in descending or biggest to smallest order: 93, 8, 14, 39, 36 (93, 39, 36, 14, 8)
- With the help of the adult write one question on each of the cards based on the category
- On the opposite side of the card, with the help of the adult write or draw the answer for that question





- *TIP: Design the cards with any relevant imagery or illustrations based on the categories*

DAY 4

Today you will finish designing and creating the board game and creating a feedback sheet.

Suggested Duration

Activity and Description

30 minutes

- Design the 2 game icons for the 2 players that can be different vehicles (rocket, ship, submarine, car etc.) or drawings of characters resembling family members (father, mother, my brother etc.) with a little cardboard stand to help the icons stand. Suggestion: Use existing small toys or objects available in the house as icons



15 minutes

- Work with your parents to write the rules sheet. Find the steps below:
- Rules Sheet
- Objective / Goal: To reach the finish line first

EAA welcomes feedback on its projects in order to improve, please use this link:

<https://forms.gle/LGAP9k17fMyJrKJN7>

- Set up: Open the board, place each of the category cards with the question side facing the top, chose an icon and place the spinner on a firm surface. Begin the game
- Steps:
 - All players will spin the wheel and depending on the color they get, they will have to draw a question card and answer it – they can then check their answer and if they answer correctly can then move up one space on the board towards the finish line.
 - If they do not answer it correctly, they do not move
 - If they have finished all the questions in a particular color correctly the players will keep spinning

15 minutes

- Work with parent to write the rules sheet, when the child articulates the steps below
- All players will spin the wheel and depending on the color they get, they will have to open the question card and answer one question – they can then move up one space on the board towards the finish line.
- If they do not get a new color and have answered all the questions in a particular color, the players will keep spinning

15 minutes

- Design a feedback sheet on the game for players. (This can be 1 to 3 questions including: Was the game fun? Were the rules easy to understand? Were the questions nice?)
- Responses can be: Did not like it 😞 / Liked it 😊 / Loved It :D
- Parents can write the questions and learners can draw the emojis

DAY 5

Today you will use all the creative skills and general knowledge you used in the previous sessions to play your board game!

**Suggested
Duration**

Activity and Description

30 minutes

- Family will play the game together.

10 minutes

- Gather feedback and reflect on the development of the game.

ASSESSMENT CRITERIA

- Quality of questions.
- Understanding of the rules.
- The game is attractive and fun to play.

ADDITIONAL ENRICHMENT ACTIVITIES

- Learners can add more questions and categories once they have mastered the game.
- They can also add “difficult cards” if they answer these more difficult questions they can move up two places on the board

MODIFICATIONS FOR SIMPLIFICATION

- Learners can omit the categorization of questions and just have 10 – 12 question-answer cards. The spinner can have numbers and they can move up to that number if they are able to answer any question card