

## HANDOUT 1.2 A - TRAVEL THROUGH GERMANY GAME PREPARATION AND INSTRUCTIONS

### German City Game

#### Materials Preparation

- Using one large piece of poster board, create the game board for your German City Game. Draw the shape of Germany to cover the entire poster board and mark the German cities listed on each City Card. Connect each city with a line (road) creating various routes through the country. The Game Board should resemble the City Map from **Handout 1.2 C**, or the handout may be printed out and used as a template.
- Make sure you have enough game pieces for each student (plus two extra to mark the start and finish cities on the game board).
- Print out the City Card templates and have the students fill in the information for each City Card (to be completed on Day 1 according to the lesson plan in 1.2).
- Print out *five copies of each* Action Card located on the template.

#### Procedure

- Stack the City Cards that have been filled-out and prepared by the students.
- Stack the Action Cards.
- One player picks a random card from the pile of City Cards. This city is going to be the starting and end point for the Germany tour (mark it with a playing piece).
- Each player chooses a playing piece and puts it on the starting-point city.
- Each player takes six to ten cards from the pile of city cards, depending on the number of players and the available time, and holds them in hand.
- Each player should now plan their individual route by looking for their cities on the map. Each player should identify the shortest way between the different cities in order to be the first one back at the starting point.

#### How to Play

- The youngest player starts; players move in a clockwise direction.
- The player must throw the die and move the playing piece in any direction according to the roads between the different cities. Moving from one city point to another counts as one point on the die.
- When a player arrives in a city for which they have a City Card they must turn the card over and read the information on the card to all the other players.
- During the game each player can adjust the direction of travel if it is advantageous.
- Whenever a player throws a six, they must pick up one of the Action Cards, read it aloud and fulfill the task written on it.
- Once a player has turned over all their cards, they need to return to the starting point in order to finish the round trip of Germany (remember: each point on the die counts for only one road between cities) and the player must return with the exact number on the die.
- The first player to return to the start city after visiting all the cities on their City Cards wins the game.

## German Geographic Feature Game

### Materials Preparation

- Using one large piece of poster board, create the game board for your German Geographic Feature Game. Draw the shape of Germany to cover the entire poster board and mark the German Geographic Features listed on each Geographic Feature Card. Connect each feature with a line (road) creating various routes through the country. (For rivers and seas, choose one spot within the geographic feature to mark.) The Game Board should resemble the Geographic Feature Map from Handout 1.2C, or the handout may be printed out and used as a template.
- Make sure you have enough game pieces for each student (plus two extra to mark the start and finish features on the game board).
- Print out the Geographic Feature Card templates and have the students fill in the information for each Geographic Feature Card (to be completed on Day 1 according to the lesson plan in 1.2).
- Print out five copies of each Action Card located on the template.

### Procedure

- Stack the Geographic Feature Cards that have been filled-out and prepared by the students.
- Stack the Action Cards.
- One player picks a random card from the pile of Geographic Feature Cards. This feature is going to be the starting and end point for the Germany tour (mark it with a playing piece).
- Each player chooses a playing piece and puts it on the starting-point feature.
- Each player takes six to ten cards from the pile of Geographic Feature Cards, depending on the number of players and the available time, and holds them in hand.
- Each player should now plan their individual route by looking for their features on the map. Each player should identify the shortest way between the different features in order to be the first one back at the starting point.

### How to Play

- The youngest player starts; players move in a clockwise direction.
- The player must throw the die and move the playing piece in any direction according to the roads between the different features. Moving from one feature point to another counts as one point on the die.
- When a player arrives at a feature for which they have a Geographic Feature Card they must turn the card over and read the information on the card to all the other players.
- During the game each player can adjust the direction of travel if they think it is advantageous.
- Whenever a player throws a six, they must pick up one of the Action Cards, read it aloud and fulfill the task written on it.
- Once a player has turned over all their cards, they need to return to the starting point in order to finish the round trip of Germany (remember: each point on the die counts for only one road between features) and the player must return with the exact number on the die.
- The first player to return to the start feature after visiting all the areas on their Geographic Feature Cards wins the game.

## Action Card Templates

### **SPEEDY CARD**

You get a special phone call from your mother who tells you that a package of your favorite snacks is waiting for you at your next stop.

Therefore, you are allowed to move directly to your next stop.

### **RESTING CARD**

You are overwhelmed by the beauty of the place and decide to stay where you are for another day.

Therefore, you miss your turn in the next round.

### **LOST AND FOUND CARD**

You left your camera in the hotel at your last stop.

Return there to get it. Lose one turn.

### **GO HOME CARD**

You get a special phone call from your mother saying that your Grandmother who lives in America has come for a surprise visit.

You must return to the place you started and after a one-turn visit, begin your trip again.

**CHANGE OF MIND CARD**

You thought you planned your tour so well, but now you change your mind about going to one of the stops.

Therefore, you must put one of the cards in your hand back into the stack and pick a new one.

**FLYING CARD**

Always traveling on the road or by train can be quite exhausting, especially if you need to go long distances. Sometimes it saves time and is more convenient to fly, even if it's not very environmentally friendly.

You can "fly" to any city where another player is already located if it's more than five steps away on the road.

**RESTING CARD**

Traveling so fast is not good for your health, so you should take a rest.

Therefore, you are not allowed to participate in the next round.

**SPEEDY CARD**

Why did you spend so much time in the last place? You need to speed up in order to be back home in time for the start of school.

Therefore, you are allowed to move on three more steps.

## City Card Template

Name:
Founding Year:
Population:
State/Political Function:
2-3 Interesting Facts:

## Geographic Feature Card Template

Name:
Source/Mouth/Length within Germany:
Highest Mountain:
Location: