

# *Round the world in ten minutes* Worksheets **11a** and **11b**

NOTE: Use Worksheet 11a and 11b for this activity.

## **HOW TO PLAY THE GAME**

- 1 Work with a partner in your group. Each pair has one map, and each group has one destinations sheet, one set of destinations cards, and one dice.
- 2 Each pair takes six destinations cards. These are the places you have already been to and you should cross them off on your map.
- 3 Put the destinations sheet in the middle of the table and throw the dice.
- 4 The pair of players who throw the highest number start the game.
- 5 Pairs of players throw the dice once each to find their next destination. The first number they throw refers to the line of numbers across the top of the destinations sheet and the second number refers to the line of numbers down the side. For example, if the players throw a 2 and then a 4, they land on 'swim with the dolphins in Florida'. They should then cross off Florida on their map to show that they have been there and done the activity.
- 6 If players land on a place they have already been to and crossed out on their map, they miss their turn. They also miss a turn if one of them throws a six.
- 7 The game continues for ten minutes. Then everyone must stop playing and listen to the teacher's instructions.