



WORKSHOPS XPLORE NATURE - XPLORE ARCTIC

Here you can use the Xplor Nature and Xplor Arctic packs to offer from 30 to 60 minutes of pleasure and learning of the wonderful wild animals from around the globe.

How does it work concretely?

1. You put on a table all the 54 cards of the animals classified by continent in 3 rows. The red cards for the animals native from Asia, the blues one to the Americas and the yellow to Africa.
2. For the Xplor Arctic workshop, you only take out the 12 animal cards.
3. One by one, you ask each students (6-8 students) to select one animal. If you have 7 students to play Xplor Nature, let them choose 2 animals from Asia, 2 animals from Africa and 3 animals from the Americas and put in place these cards close to each continent of the board game.
4. Select for each student a boat and one explorer by taking into account the continent the explorer will discover. To take specific examples, Imagine one student has selected the panda, a native from Asia, then give him/her the blue boat of Zheng He or the red from Magellan or the brown one of Vasco da Gama. If another children selects the crocodile then give to him/her all the explorers who reached the Americas (ie ; the yellow's one from Colombus or the blue from Cartier, the orange from Eriksson, the black from Vespucci, the red from Magellan/Barret or the white from Cortes), When it comes to the African animals then give to the children the brown boat of Gama, or the blue Zheng He or the red one Magellan/Barret.
5. Now that everything and everyone is in place it is time to play!
6. To play a quicker game, the winner is the one who first reaches his/her continent (13 stops in total for all the participants)
Because the Magellan/Barret expedition is so long, the one who first reaches the Philippines (where Magellan died) will win the game.
7. If you want a twice-long gaming experience, all the participants have to return to their ports of departure.
8. Once the game is over, the parent or the teacher will gather all the kids and read the cards of all the selected animals.
9. Please note that without deploying and playing the game, children can just play with the cards and can try to recognize the animals. You can then read these cards to stimulate their curiosity.

A fun and effective play-based learning method that not only teaches about the animals but also helps the kids to locate them on the world map and brings them some basic notions of history and geography.

Happy Nature and Arctic Xploration!



WWW.XPLOREGAMES.NO

Created by Laurent Benguigui

Copyright © 2018-2020 La Table Benguigui, All rights reserved

