



Below are suggestions for additional activities on the National Geographic Giant Traveling Map of Asia. Improvise as needed to make appropriate for grade level.

Rules:



Shoes are not allowed on the map. Please have students remove shoes before walking on the map.



No writing utensils on the map.

No running or skidding. Skidding in socks can damage the surface of the map.

ADDITIONAL ACTIVITIES

Trunk Resources

Use the books, videos, music and other resources found in the map trunk to supplement your giant map experience and classroom studies. Many of the resources in the trunk can enhance the activities and help you adapt them to various grade levels.

Geo-Gym!

Collaborate with a Physical Education teacher to create fun games on the map that combine exercise with geography! Use Nerf balls, hoops, flag football equipment to invent your own games! Remember: No shoes on the map! Running on the map is not recommended.

Music!

Invite a music teacher lead an activity on the map using the sounds and instruments of Asia. Go to <http://worldmusic.nationalgeographic.com/worldmusic/> to sample music from Asia.

Hemisphere Jumping!

Students line up just south of the Equator facing north. Direct students to jump over the Equator. They all have now jumped into the northern hemisphere! Now, have them turn around and jump back over the Equator. They have now jumped into the southern hemisphere! Hop forward, backward, sideways, and one legged. After a minute or two they will feel warm, just like at the real Equator!

Ocean, Coast, Boundary, and Landlocked:

Direct students to stand in the blue (ocean) and jump on to the land. The edge is called the coast.

Show the lines drawn on the map; they form countries. Some lines straight, some crooked. Using your hand, trace the boundary lines for one country. Direct students to trace the boundary of the country they are standing on.

Direct students to stand in a country that does not touch the ocean. The country is called land-locked. Ask the students to find ten of these countries. Are there any more? How many can they find?

Simon Says

Divide the class into four teams, each at a “Base Camp,” (the four colored circles located in the map corners.) Students line up behind their circle. Teacher stands in the middle of the map and plays the role of Simon. Using the color coded Country Cards, the teacher rotates from team to team. Example: “Simon Says Blue team go to India.” The first player in line for the Blue team goes to India and stays there until it is Blue team’s turn again. Each of the other teams gets a turn. Players stay on the map until they get one wrong. If the student does not locate it, he/she must return to base camp and it is the next team’s turn. The team that finds the most countries wins (this is also the team with the most remaining players).

Hint: Tell students to watch players from other teams go to countries, as Simon may tell them to go to the same countries.

Related suggestions: This game may also be adapted by reducing the number of teams. Teacher may also choose to only include cards for countries the class has been studying.

Team Quiz

Distribute handouts to students one day in advance with readings that cover facts about numerous countries in Asia. Create multiple-choice quiz questions based on the readings in which the answers are all countries in Asia. Divide the class into four teams, each at a base camp, and give each player a cone of his or her color. Students line up behind their circle. One player per team stands in the colored circle. Turn rotates clockwise. Pose quiz questions to players and ask them to place a cone on the country that best answers each question. If the player answers correctly the cone remains in play. If he answers incorrectly he must return with his cone to the end of his team’s line. The first team to place all of their cones is the winner.

