



CARDINAL CAPTURE

Objectives:

- Students will learn cardinal directions, taking into account the complication of map projection

Recommended Grades: 3-6

Materials (all included in the trunk):

- Giant 6-sided foam die
- Colored flag belts
- Four (4) Map Legends
- Colored cones

Preparation: 10 minutes

- Read over the activity and make adaptations for student grade level.
- Place colored cones (4) in “No Go Zones”. Cones may be placed to block access to spaces in the northernmost regions of the map where the spaces become too small, and randomly on the board to create obstacles players must work around.

Rules:



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



No writing utensils on the map.

PLAYING CARDINAL CAPTURE

Object of the Game

Be the team to capture the most opponents.

Setup

Divide the class into four teams and assign each team a “Base Camp” (circles located in the map corners). All players must wear the team’s colors on a flag belt. Each team selects one player to “start” on the colored circle. The remaining team members line-up on the gold braid near base camp.

Review

Introduce or review Cardinal Directions: These are the four principal directions on a compass rose. They are North, South, East, and West. Give each team a legend and help them orient it to the map (North facing toward the North Pole.) Introduce the concept of a map projection. This map’s projection presents challenges to identifying cardinal directions. Show students how the direction of North, for instance, appears different from different locations on the map.

Gameplay

Players in the game move among the “spaces” between lines of latitude and longitude, and attempt to capture opponents by landing on the space they occupy.

The teacher is stationed at the North Pole and holds and rolls the giant die that determines the number of “moves” a team may make. Determine which team shall start. Play turn progresses clockwise. The teacher rolls the die. The player on the colored circle for the team that plays first starts by stepping onto an adjacent space, and then makes the number of moves shown on the die stepping in cardinal directions from space to space—diagonal moves are not allowed. The player must count and call out the cardinal direction of each move. For example, if a team rolls a 4 the player on the colored circle steps onto an adjacent space, then calls out as he moves further, “One South, Two East, Three East, Four East.”

Players must use all of their moves each turn. Players may not move through spaces occupied by a cone or another player, but may “land” at the end of a turn in a space occupied by an opponent.

Capture

If a player lands in a space occupied by an opponent, he has captured that player. Captured players must immediately leave the map and go to the yellow braided border behind the capturing team.

To Start a Player

To move more players onto the map, teams must roll a 1 or a 2. The team that rolls a 1 or a 2 may choose to add a player to the colored circle and roll again to allow that player (only) to move.

Notes on Rules

Team members not yet in play may give direction to players on the map, planning strategy and choosing the player who moves on a turn, but they must stay on the yellow braided border near their Base Camp.

Players may not move back into a space they just occupied (stepping back and forth to use up moves.)

Only one player may move per turn.

If at any time a team cannot move, the team forfeits its turn.

But if a team can move, it must move even if doing so is to its disadvantage.

Winning

When only one team has players remaining play ceases. Each team counts the number of players it has captured. The team that had players remaining adds this number of players to the number of players it has captured. The team with the highest total is the winner. If time runs out, the winner is the team with the highest total number of remaining players and captives.

Options

- The teacher may – at any time – ask a player which country he/she is standing on. If the player cannot answer, they are considered captured by the nearest player on the map and must go to the yellow braided border behind the capturing team.
- Teams may split their moves on a turn between 2 players on the map (but may not use this tactic to start a player.
- Once students master Cardinal directions, play the game using Ordinal Directions (also known as Intercardinal Directions). These are Northeast, Southeast, Southwest, Northwest. In this game players can only move diagonally!