Didactic tool: Board game (Institut Montbui)

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| Board: Geographical map of Europe with 8 routes dealed during the project: 1.Amber road, 2. Roman roads, 3. Viking raids, 4. Saint James’ Way 5. Mediterranean-Adriatic marine powers (Barcelona/Venezia/Dubrovnik) 6. Portuguese-Spanish discoverers’ route, 7.Salt route, 8. Magna Via route  C:\Users\PROFES\Downloads\FullSizeRender (3).jpgC:\Users\PROFES\Downloads\FullSizeRender (2).jpg |
| How to play. It can be played by 2 to 8 players (the player can be a person or a team).  To start the game, each player choose at random:   * a *Counter* representing one of the 8 routes (Amber road: bracelet, Roam roads: sandal, Viking raids: viking helmet, Saint James’ way: scalop, Mediterranean-Adriatic marine powers: boat, Portuguese-Spanish discoverer’s route: compass, Salt route: salt cellar, Magna Via route: Magna via logo) * a *Route mission card* containing 10 questions related to one of the 8 routes * a *Country Factfile* (with information about one of the 9 countries in the project) * a *Route missions summary* (containing all the questions in the 8 *Route mission cards*).   Aim: The aim of the game is to get all the answers to the questions in the player’s *Route mission card*.  Before starting the game, the player will have 5 minutes to memorize the information in its *Country Factfile* and put it backwards. To start the game, each player locates his/her counter at the starting point -pointed with the letter B (Beginning)- of the route according to his/her mission. Then each player throws the dice and the one getting more points starts. Then, throws the dice and moves on his/her counter according the dice result. In order to fall in the M (Mission) squares, players can move counters forwards or backwards.  When a player –Player 1- falls in a square pointed with the letter M he/she will be able to ask (to the player on his/her rigth –player 2-) one of the questions of Player’s 1 mission. But in order to get the answer, Player 2 will ask to Player 1 one question about Player 1 country. Before listening to the question, Player 1 can turn on the *Country Factfile* and glance it for 30 seconds to remember the information on it. Then Player 1 gives the *Country Factfile* to Player 2, who takes –from the middle of the board game- one C*ountry factfile question* and reads it to Player 1. Then Player 1 tries to answer the question made by Player 2 (once the question is made Player 1 can not check the *Country factfile*!). If Player 1 answers correctly (to check the answer of Player 1, Player 2 reads the information in the country factfile) Player 1 can ask one of the questions of his/her mission to Player 2, that is obliged to answer it (the answers to all *Route mission cards* will be located –backwards- in the middle of the board game). Once Player 2 reads the answer, Player 1 -and all the other players!- writes down the answer in the appropiate place: Player 1 on his/her *Mission card* and the other players on his/her *Route missions summary*. It’s very important that each player write the answers to all questions because at the end of the game they will need them.  If player 1 fails to answer correctly, he/she looses the opportunity to ask and it is the turn of the next Player clockwise.  When a player gets all the answers to the questions of his/her *Mission card*, in order to win the game, he/she will have to answer 1 of the questions of each of the other routes that have been answered during the game. In order to do so, each of the other players choose one question of his/her route to be asked. If the player trying to win the game fails the answer to anyone of these questions, he/she looses the turn. When this player gets the turn again, he/she should only answer a new question related to the routes that didn’t answer correctly in the previous turn. |