



CARAVANS

An adventure simulation focusing on world geography

FRANK WHITE, the author of CARAVANS, has also written SPELLING WIZARDS, an adventure simulation using spelling and language arts skills; MATH QUEST, which teaches math problem solving strategies; and SLEUTH, a treasure hunt through literature.

Copyright ©2000

Revised 2009

Interact

10200 Jefferson Boulevard

Culver City, CA 90232

800-421-4246

www.teachinteract.com

ISBN 978-1-57336-014-2

All rights reserved. Only those pages of this simulation intended for student use as handouts may be reproduced by the teacher who has purchased this teaching unit from **Interact**. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means—electronic, mechanical, photocopying, recording—without prior written permission from the publisher.

TABLE OF CONTENTS

Purpose	1
Overview	2
Setup Directions	3
Before You Begin	3
Student Guides.....	3
Preparing Your Classroom.....	3
Classroom Bulletin Board	3
Classroom Map.....	3
Resources	4
Grouping Students	4
Assigning Countries	4
Country Study Sheets	5
Oral Reports.....	5
Activity Sheets.....	6
Student Progress	6
Assessment	7
Scoring.....	7
Fate Cards	8
Duplication	10
Other Materials	10
Fate Cards and Behavior Modification	10
Fate Cards and Unit Enhancement	11
Extensions.....	11
Activities Answers	12
Assessments Answers	19
Daily Directions	21
Duplication Masters	
CARAVANS MAP.....	32
COUNTRY STUDY SHEETS	33
SEARCH LIST FOR BIG BUCK’S MUSEUM.....	34
Activities	
A TRIP TO JAPAN.....	36
BASEBALL TEAMS	37
CURRENCY.....	38
CURRENT EVENTS HOMEWORK	39
EXPLORERS MATCHING	40
EXPLORERS REPORT	41
FOOTBALL TEAMS.....	42
FORMS OF GOVERNMENT.....	43
INTERNATIONAL DATE LINE	44
INTERNATIONAL FOOD DAY	45
INTERNATIONAL FOOD DAY RECIPES	46
ISLAND ADVENTURE	51
LANGUAGE.....	52
LANGUAGE USAGE.....	53
LATITUDE AND LONGITUDE	54
MAP YOUR CLASSROOM.....	55
MAPPING AN IMAGINARY COUNTRY.....	56
ORIENTEERING	57
ORIENTEERING COURSES	58
SPECIAL REPORT TOPICS	59
TRAVEL BROCHURE	60
U. S. AIR DISTANCES.....	61

TABLE OF CONTENTS

Map Activities

- AMERICAN BODIES OF WATER 62
- ASIA SKELETON PUZZLE..... 63
- EUROPE SKELETON PUZZLE 64
- INTERNATIONAL DATE LINE 65
- LATITUDE AND LONGITUDE: CITIES OF THE WORLD 66
- LATITUDE AND LONGITUDE: WORLD 67
- LATITUDE: UNITED STATES 68
- LONGITUDE: UNITED STATES 69
- MATCHING AFRICAN CAPITALS..... 70
- MATCHING AMERICAN CAPITALS 71
- MIDDLE EAST SKELETON PUZZLE 72
- RUSSIA AND ITS NEIGHBORS..... 73
- WHERE IN THE USA? 74
- WHERE IN THE WORLD? (1)..... 75
- WHERE IN THE WORLD? (2)..... 76

Assessments

- FIND THESE PLACES..... 77
- LATITUDE AND LONGITUDE REVIEW 78
- QUESTIONS ABOUT THE STATES..... 79
- READING BETWEEN THE LINES 80
- RUBRIC FOR ORAL PRESENTATIONS 81
- STUDENT EVALUATION 82
- TRUE / FALSE TEST 83

Maps

Africa

- AFRICA OUTLINE 84
- AFRICA OUTLINE (COUNTRIES & CAPITALS) 85

Asia

- ASIA MINOR OUTLINE 86
- ASIA MINOR OUTLINE (COUNTRIES & CAPITALS) 87
- ASIA OUTLINE 88
- ASIA OUTLINE (COUNTRIES & CAPITALS) 89
- AUSTRALIA AND NEW ZEALAND 90
- AUSTRALIA AND NEW ZEALAND (COUNTRIES & CAPITALS)..... 91

Europe

- EUROPE OUTLINE 92
- EUROPE OUTLINE (COUNTRIES & CAPITALS) 93

Western Hemisphere

- CENTRAL AMERICA OUTLINE..... 94
- CENTRAL AMERICA OUTLINE (COUNTRIES & CAPITALS) 95
- NORTH AMERICA OUTLINE 96
- NORTH AMERICA OUTLINE (COUNTRIES & CAPITALS)..... 97
- SOUTH AMERICA OUTLINE 98
- SOUTH AMERICA OUTLINE (COUNTRIES & CAPITALS) 99
- UNITED STATES PHYSICAL FEATURES 100
- UNITED STATES POLITICAL DIVISIONS..... 101

World

- WORLD POLITICAL DIVISIONS 102
- WORLD TIME ZONES 103
- WORLD OCEANS..... 104

Miscellaneous Maps

- CITY 105

- Fate Cards** 108

PURPOSE

CARAVANS is a role-playing simulation which helps students improve their knowledge of world geography. CARAVANS activities reinforce students' basic geography skills while they travel around the world on a treasure quest as a member of a *Caravan*. Students will also use and refine group decision-making skills as they encounter obstacles and opportunities while journeying to cities throughout the world. During the simulation your students will experience the following:

Knowledge

1. Geographical location of the world's countries
2. Capitals of the world's countries
3. How geographical location affects a country
4. Major land masses and associated topographical features
5. Locations of continents
6. Political, economic and social aspects of various countries
7. Geographic terms
8. Knowledge of monetary systems, languages and products produced by countries around the world

Feelings

1. Acceptance toward peoples of the world
2. Appreciating the benefits of working in groups
3. Gaining pride in developing discussion and presentation skills

Skills

1. Making individual and group decisions
2. Using almanacs, encyclopedias and other reference works
3. Reading maps
4. Presenting oral reports
5. Interpreting artifacts from other countries

OVERVIEW

Working within groups called *caravans*, student adventurers join a race to supply artifacts for the museum of “Big Buck” Billionolla.

Student Caravans travel the world, from city to city and from country to country, seeking treasures for which they earn rewards paid in gold pieces. As a Caravan reaches a new city, the group acquires that city’s treasure and records it on the posted **Search List for Big Buck’s Museum**. Students chart their progress by moving a Caravan marker along the class Caravans Map. Students also keep individual records of their acquisitions in their Student Guides.

As they travel, student Caravan members research, complete a variety of geography-related activities and present oral reports on various countries of the world. Caravan members earn points for their work, which you convert to Travel Dots. These Travel Dots allow the CARAVANS to move along the Caravans Map routes, visiting as many of the world’s cities as possible.

You decide which countries student Caravans will study, and what length of time you will allow for student preparation of written work and oral presentations.

The simulation ends after a pre-determined period of time, generally six to eight weeks. The winner of the CARAVANS treasure hunt race is the student Caravan that collects the most treasure and earns the most gold pieces during the allotted time.

CURRENCY

Name _____ Caravan _____

During your travels, you will use the common currency of many different countries. The rate of exchange varies daily. The current rates for the most common types of money can be found in the newspaper or on the Internet. Research the current rates and complete this exercise.

Approximate Exchange rates

\$1.00 (one dollar U. S.) = _____ Euros
_____ Mexican pesos
_____ British pounds
_____ Japanese yen
_____ Spanish pesetas

1. A \$28 sweater costs _____ Euros or _____ Mexican pesos.
2. A \$200 airline ticket costs _____ British pounds or _____ Australian dollars.
3. A \$5 plate of sushi costs _____ Japanese yen.
4. A \$15 bottle of French perfume costs _____ Euros.
5. You have 15,000 Mexican pesos. Can you buy a \$10 train ticket?
Yes _____ No _____
6. How many pairs of shoes at \$20 per pair can you buy if you have 5000 yen?

MASTER