

Countries and Continents



Objective

Locate the world's countries



Equipment

- Small cones
- 'Country Cards' (See Activity Sheet)
- Hoops (5 per team - at least 1 red, 1 green, 1 blue per team).
- Beanbags



Preparation

- Children are in teams.
- Place two hoops at 'throwing distance' from a line in front of each team.
- Place a number of 'country cards' in each hoop.
- Each team also has a red, green, and blue hoop – red for Europe, green for South America, blue for North America.
- Place several beanbags (at least one for each team member) at the front of each team.



Instructions

- The teacher gives a signal and the child at the front of each team takes a beanbag and runs to the 'throwing line'.
- They throw their beanbag, aiming to get it into one of their hoops which contain 'country cards'.
- If their beanbag lands in one of the hoops, they can collect a 'country card' from that hoop and run with it back to their team. The next child can then run and throw a beanbag.
- If they miss, they have to run to touch the wall at the end of the playing area and then sit down at the back of their team.
- The game continues until the teacher signals the end. (Children can take more than one turn within the game.)
- At the end of the set time, each team has to work together to put the countries they collected into the correct continent hoop (red for Europe, green for South America, blue for North America).
- The teacher checks the countries each team has collected. Teams gain a point for each country that is located within the correct continent. A point is deducted for any incorrect countries.



Other information

- Teachers can select which country cards they wish to use for each continent.
- Geographically, Central America is classed as part of the continent of North America. If Central American countries are included, this should be discussed with children before playing this game.
- Children could use an atlas to help them sort the countries that they have collected into the correct continents.

