

# RAFT IDEAS

**Topics:** U.S. Geography, Navigation, Map Reading

## Materials List

- ✓ 2 dice (1 8-sided and 1 4-sided)
- ✓ Large, 45 cm (18") across, outline map of the United States, unlabeled (Die-cuts are available at RAFT)
- ✓ 8 Sticky dots, 6 mm (1/4")
- ✓ Permanent marker,
- ✓ Caps or equivalent (for game pieces, 1 per player)
- ✓ Poster board 60 cm x 75 cm (2ft x 2½ft)
- ✓ 1 meter (3ft) straightedge
- ✓ Small, labeled U.S. State map

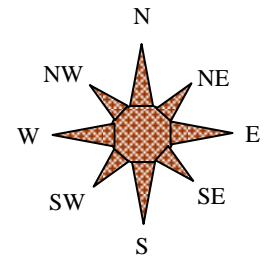
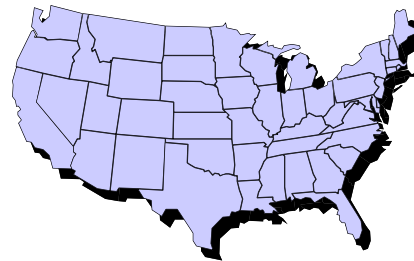
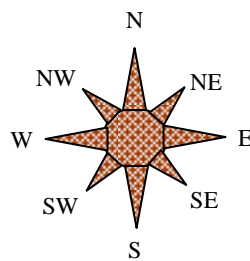
This Activity can be used to teach:

- U.S. Geography, location and names of the 50 States and their capitals (National Curriculum for Social Studies: Theme 3, People, Places, and Environments)



## IN A U.S. STATE OF MIND

### A Dice Race to Reinforce the States



In this dice game, students race to land on states, naming them to get points and win the game! This simple game provides an interactive way to learn or reinforce U.S. Political Geography, and it can be expanded or modified to suit the needs of teachers and students at many different levels.

### Assembly

1. If using the die-cuts, glue or tape the States to the poster board, making a game board. The States should NOT be labeled. (Optional: laminate the game board.)
2. Using permanent marker and a straightedge, draw a grid onto the playing surface. Squares should be about 4 cm (1½") in diameter and cover all states. Many squares will contain parts of more than 1 state.
3. Draw in 1 or 2 compasses showing 8 main compass directions: North, Northeast, East, Southeast, South, Southwest, West, and Northwest.
4. Create the direction generator by placing a small sticky dot onto each face of the 8-sided die. Label the sticky dots with the 8 compass directions.

### Playing the Game (for 2-4 players, plus 1 "judge")

1. Students place their game pieces on any square.
2. Player 1 rolls both dice, moving the number of spaces rolled on the 4-sided die and in the direction rolled on the 8-sided die. Player 1 then tries to identify a state that appears in the square based on its shape and location. If the square contains more than 1 state, the player may choose which state to name, but only 1 state can be identified per turn.
3. The "judge" either verifies that the player named the state correctly. If the player identified the state correctly, he writes it down.
4. Play continues until a player correctly identifies 10 different states, winning the game.

### Taking it Further

To make this game more challenging, consider the following modifications:

- **States Plus:** In order to win the game, players need to name 10 states, PLUS the capitals of any 3 states that they land on.
- **Capital Quest:** In this variation, the game board has the states labeled. Players would need to land on the states and correctly name the capital in order to claim the point.
- **Monumental Task:** Students try to identify National Parks and Monuments from a list generated by the teacher.

**Web Resources** (Visit [www.raft.net/raft-idea?isid=169](http://www.raft.net/raft-idea?isid=169) for more resources!)