The Great African Race is an educational game that I have designed and revised from a previously created game entitled the Afrikan Tahti.

This game can be used for a History, Geography, Humanities, or Social Studies class and the questions can be modified in difficulty based on the grade level.

Rules

In this game students will be using the attached map to navigate through the continent of Africa. This game will require a minimum of 2 players and a maximum of 5. Students can chose to start the game from either the pyramids in Cairo, Egypt or the architectural building in Tangiers, Morocco. Each student will start out with a total of $500. The object of the game is to arrive in Cape Town, South Africa and be the player with most money.

Game Pieces

Game pieces include the player pieces, as seen below:

There is also a series of small circular tokens that are to be shuffled at the beginning of each game and turned upside down and distributed to each of the red dots on the game board. The tokens are not matched with specific cities; they are to be randomly distributed. The possible options as to what could be on a token include:

- A gemstone—Either a ruby, an emerald, a diamond, or a topaz.

- A robber
- A blank token.

There are a total of 30 red dots on the board. There are 5 blank tokens. There are 5 robbers. There are 7 topazes. There are 6 emeralds. There are 4 emeralds and 3 diamonds.

Navigating through the Game

There are 3 ways to travel on this map: by plane, by foot, and by boat. Plane travel is indicated on the map by connecting red dots. To travel by plane will cost a player $200. Traveling by foot is indicated by the black dots on the board and it is free of charge. Traveling by boat is indicated by the blue dots on the board and costs plays $100.

Anytime a student lands on a blue or black dot, he or she will be required to draw from a deck of question cards. If he or she answers the question correctly then they are rewarded $100, if they answer the question incorrectly, they will not receive any money.

Once a player lands on a red dot they will have to draw a question card from a second deck of cards. These questions are but more challenging. If the student answers the question correctly they are rewarded their $100 and the circular token. If they do not answer the question correctly, they can still get the circular token but they will have to pay a fee of $200.

The first player to arrive in Cape Town is awarded $500, but the object of the game is to be the player in Cape Town with the most amount of money.

Prizes and Artifacts

If a player lands on a red dot and draws a diamond they receive $1000, a ruby $800, an emerald $600, and a topaz $400. If a player draws a blank token they receive nothing. If a player draws a robber, they will need to forfeit $500. If they do not have $500, they will need to forfeit what they have, but they are not eliminated from the game.

Educational Aspect

As students navigate through the board they will draw question cards from one of 2 decks of cards. The deck of cards players will draw from when they land on black or blue dots are history, cultural, geographical questions about Africa which will either be True or False, Multiple Choice, or Fill-in the Blank. The deck of cards students will draw from

when they land on red dots are a bit harder as they are all open ended questions but still dealing with cultural, geographical, historical, and social aspect of Africa.

Scoring System

There is not a scoring system for this game. Students will win the game based on the amount of money they have when they reach Cape Town.