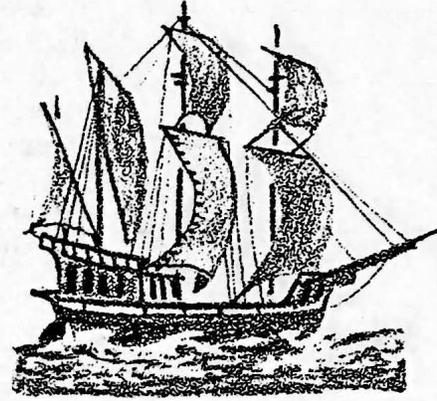


THE EXPLORERS GAME

Scientific progress during the Renaissance made it possible for Europeans to undertake voyages of exploration. The following developments led to the discovery and colonization of the New World:

1. Travelers to China brought the compass back to Europe, enabling sea captains to sail beyond the sight of land.
2. A new type of rudder made it easier to steer ships on the ocean.
3. More accurate maps were made based on the reports of early travelers and explorers.
4. Johannes Gutenberg of Germany invented movable type, which made it possible to arrange individual letters and print pages quickly and inexpensively. Earlier books were costly and limited in number because they had to be copied by hand. But now maps and travelers' tales could be circulated throughout Europe. Geographic knowledge and curiosity about distant lands increased.
5. During the 1200's, the Chinese invented gunpowder. Visitors to China brought gunpowder back to Europe where it led to the development of cannons and muskets. These weapons helped the explorers conquer Indian tribes and establish empires in the New World.
6. An instrument called the astrolabe helped explorers determine their latitude and longitude. The astrolabe measured the angles of stars above the horizon. It told sailors their exact position at sea.



Map Skills: Latitude and Longitude

Latitude is the distance in degrees north or south of the equator. Latitude lines run across on a map. Longitude is the distance in degrees east or west of the prime meridian. Longitude lines run up and down on a map. Latitude and longitude lines appear on the map on page 4. Use the map to answer the following questions.

- (1) Ship 1 is located at 45 degrees north latitude.
- (2) Ship 1 is located at _____ degrees west longitude.
- (3) Ship 2 is located at _____ degrees _____ latitude.
- (4) Ship 2 is located at _____ degrees _____ longitude.
- (5) Ship ___ is located at 15 degrees north latitude and 120 degrees west longitude.

Questions

Use the information above and the facts on the chart on the next page to answer the following questions.

True or False

- (1) _____ Explorers sailed to the New World during the Renaissance.
- (2) _____ The explorers were helped by inventions from outside of Europe.
- (3) _____ A compass is used to determine a ship's exact position at sea.
- (4) _____ Johannes Gutenberg's invention made it easier for the Europeans to conquer Indian tribes and establish empires.
- (5) _____ The French came to the New World before the English.

Completion

- (6) _____ Did Spain claim most of its land in the New World during the 1400's, 1500's, or 1600's?
- (7) _____ What are the lines called that measure distance north or south of the equator?
- (8) _____ The name "America" comes from the first name of which Spanish explorer?
- (9) _____ The Vikings sailed along the coast of North America about the year 1000. Was this before or after the voyage of Columbus?
- (10) _____ By the year 1550, which European country had established the largest empire in the New World?

<u>Explorer</u>	<u>Date</u>	<u>Country</u>	<u>Letter of Area Explored</u>	<u>Route</u>	<u>Points</u>
(1) Christopher Columbus	1492	Spain	E	12-16-15-14	_____
(2) John Cabot	1498	England	K	7-3-2-6-10	_____
(3) Amerigo Vespucci	1499	Spain	M	12-16-15-14	_____
(4) Pedro Cabral	1500	Portugal	F	12-16-18	_____
(5) Vasco Nunez de Balboa	1513	Spain	L	12-16-15-14	_____
(6) Ponce de Leon	1513	Spain	B	12-16-15-14-10	_____
(7) Hernando Cortes	1519	Spain	I	12-16-15-14-13	_____
(8) Francisco Pizarro	1532	Spain	O	12-16-15-14-17	_____
(9) Jacques Cartier	1534	France	A	7-6-5	_____
(10) Cabeza de Vaca	1536	Spain	D	12-16-15-14-13-9	_____
(11) Francisco Coronado	1540	Spain	J	12-16-15-14-13-9	_____
(12) Samuel de Champlain	1608	France	C	7-6-5	_____
(13) Henry Hudson	1610	England	H	7-6-1-5	_____
(14) Marquette and Joliet	1673	France	N	7-6-5-10	_____
(15) Robert La Salle	1682	France	G	7-6-5-10	_____
Total Points					=====

Rules for THE EXPLORERS GAME

The class will be divided into groups of three or four students. These people will sit together in an assigned area of the room. One group member's map will be used as the gameboard.

Notice that the map has spaces which are numbered from 1 to 18. You will be moving across these spaces during the game. To mark the space you are on, use a small piece of colored paper given to you by the teacher. Each player will have a different colored marker. Everyone will put their marker off to the side of the map where England, France, Spain, and Portugal are located.

You are ready now for the game to begin. Find Columbus on the chart above. Notice that the route he followed to the New World took him across spaces 12, 16, 15, and 14 on the map. He left Spain (in space 12), sailed across the Atlantic Ocean (spaces 16 and 15), and discovered the West Indies (in space 14). You will follow this same route to America.

When the teacher tells you to take your turn, move onto either space 12, 16, 15, or 14 -- whichever one you choose. The teacher will then describe one of the many hardships and dangers faced by Columbus and the other explorers of the New World. You might be told about sickness among the crew, a bad storm, a shortage of food and fresh water, a hurricane, or some other serious problem. After hearing the problem, a number will be announced from Columbus' route. If this is the number of the space where your ship (the marker) is located, your voyage ends in failure and you score no points. If, however, your ship is in one of the other spaces, you score 4 points for a safe trip to the New World. You get 4 points because Columbus' route crossed 4 spaces. You will put either a 0 or a 4 in the Points column on the chart to the right of Columbus' route. Then print Columbus next to letter E on the map. The letters on the map are listed on page 2 and show the areas explored by each sea captain.

All players will then return to their starting position in Europe. The next explorer is John Cabot. Play continues in the same way as with Columbus. For John Cabot, you will score either 0 points or 5 points since his route covers 5 map spaces. Remember to print Cabot next to letter K.

The game ends with the 15th explorer, Robert La Salle. For each of the 15 explorers, you will take only one turn. After your turn, the teacher will always describe a problem and name a space where something has gone wrong.

The winner of THE EXPLORERS GAME will be the person in each group who has the highest point total for the 15 explorers.

Map Exercise: Colonial Empires

- 1) Use four different colors or special markings to show the locations of Portugal, England, France, and Spain. Color or mark these countries where they are found on the map.
- (2) Portugal claimed area F in South America. Fill in area F with the same color or marking that you used for Portugal.
- (3) England claimed area H and area K. Fill in these areas with the color or marking used for England.
- (4) The French claimed the land around A, C, G, and N. Color or mark these areas in the same way that you represented France.
- (5) Spain claimed areas B, D, E, I, J, L, M, and O. Fill in these areas with the color or marking used for Spain.

