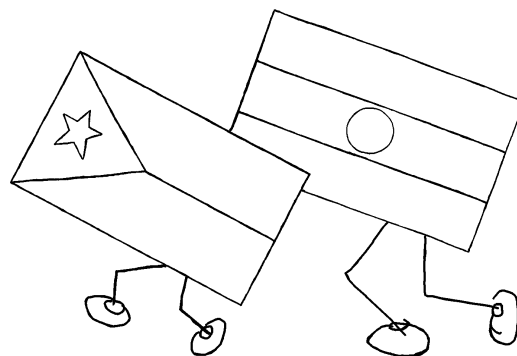




For language and social study instructors who are seeking entertaining ways to teach and reinforce geography and culture, try this activity from Freddie's Follies!

FLAG RACE

Flag Race is a fun way to reinforce information about the countries of the world. The game may be played as a quick warm-up or review, or in a lengthier version in numerous rounds. The teacher may wish to divide the class into teams or play the game as an individual effort - in any language!



Materials needed: A globe and an assortment of flags. For the most fun, an inflatable beachball globe is best. *Globes and flags can be purchased from Concordia Programs. Go to **Flags and...** for more details!*

Preparation: Select the flags to be used in the game. Inflate the globe.

Group dynamics: The game may be played individually or with teams.

Explain the rules: The globe is tossed to the first student to participate. A flag is drawn randomly from the set. The student-player has ten seconds to locate the country on the globe and state the country's name and capital. (Or whatever information the teacher requires.) If successful, the student receives a point.

Set-up: Assemble a mixed assortment of flags. Place the globe at the front of the class.

To play: Toss the inflated globe to the first player. Draw a flag from the mixed assortment and show it to the class. The class counts down from ten to one: *ten...nine...eight...seven...* while the student locates the country on the globe. Once the student finds the correct country, the counting ceases and the student then must state the name of the country and the capital city. Ex: "*The capital of Honduras is Tegucigalpa.*"

The solution: If the student finds the country before the countdown is completed and is successful in naming the country and capital, a point is awarded to the student or the team.

Points: One point is awarded for a correct response. The team or student with the most points at the end of play is the winner.

Variation: Appoint a timekeeper who keeps track of one minute of play. At the signal, the student taking a turn has one minute to identify as many flag-country-capital combinations as possible. One point is awarded for each correct response within the minute.