

Let's explore Europe!

Previous compulsory steps / Prior students' knowledge	None
Learning objectives	Strengthening and further developing knowledge about the map of Europe, cities, cultures and modes of travelling; Fostering spatial understanding of Europe
Subjects	Geography, History, English as a Foreign Language
Recommended Age	10 – 14
Material needed	PCs or smartphones, Wi-Fi access
Sequence duration	90 - 120 minutes
Individual or group activity	Group activity
Skills developed	Collaboration & teamwork, Communication, Creativity, Critical thinking, Problem solving, learning to learn
Price range of the game	<20€,
Extension / differentiation activities	Pedagogical sequence in IO3 “Bringing the world to the classroom”
Similar games to use with the approach of the sequence	Mini Motorways, Carcassonne, Pandemic, Catan
Tips for shorter duration	The sequence duration depends on how long the students will play the game. It's not necessary that all students finish the game before continuing with





	the assignment and creating their maps.
Tips to make the sequence more accessible or inclusive	The game is available in 12 languages, but if it is not available in the language your students understand the most, consider explaining the scenario, the dialogues, and the basics of the game.



Step by step: how to implement the sequence

- **Step 1: Introduction of the topic (5 minutes)**

Show the blank map of Europe to the students.



Source : <https://www.deviantart.com/fjana/art/Europe-blank-map-16-9-format-current-situation-798547174>

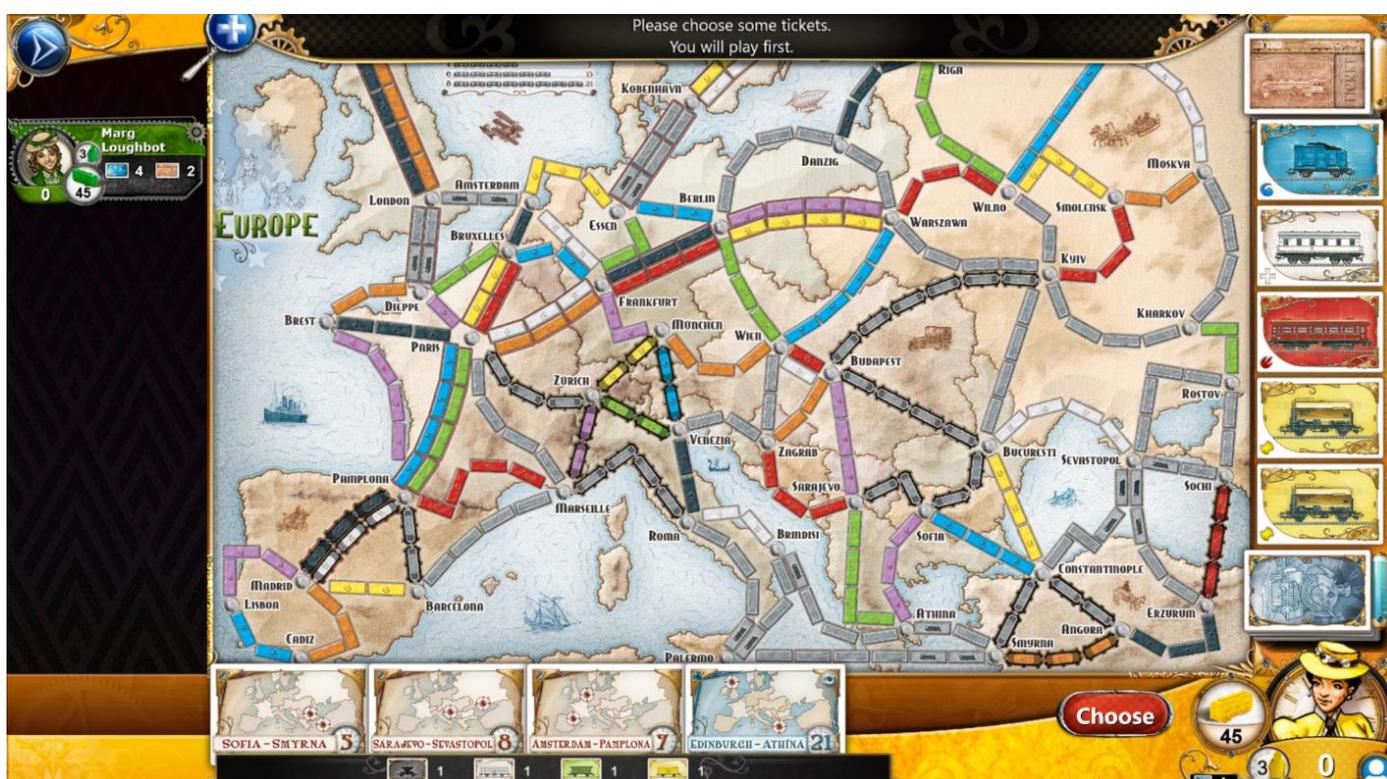
Ask them what they know about the map of Europe so far and tell them to write down one thing they know about Europe. Can they find the country where they are? How would they travel to other countries? Ask them if they have visited other European countries. If yes, which ones?



After the initial discussion and checking the blank map of Europe, introduce the game to students.

- **Step 2: Introduction of the game (5 minutes)**

For this pedagogical sequence, we will use the digital adaptation of the board game Ticket to Ride for distance learning.



Screenshot 1 from the game: Map of Europe without any trains.

Game description:

Ticket to Ride was originally created as a board game in which players collect and play matching train cards to create railway routes between different cities. In this sequence, we will use a digital adaptation of this popular board game. Ticket to Ride can be played locally and online with up to 4 players. The main goal of the game is to connect as many cities as possible by train. The player earns points by placing trains and creating routes, while uncompleted tickets cost you points. At the end of the game, the player who has the most points is the winner. You can get the game on [Steam](#), [App Store](#), or on [Google Play](#). You can check the step-by-step instructions on how to play the game with Steam here: <https://blog.jongallant.com/2020/04/ticket-to-ride-steam/>.

There are different versions of the maps to play, but in this case, we will use Ticket to Ride: Europe. In this version, the player needs to connect different European cities at the beginning of the 20th century.



Before playing the game, show students this short trailer: [Ticket to Ride – Launch Trailer.](#)



Screenshot 2 from the game.

- **Step 3: Playing the game (45 minutes)**

Divide students into groups (up to 4 per group) and let them play the game. The game takes between 30-60 minutes to complete, depending on the number of players.

However, it can easily be stopped and re-started later, if necessary. Check on your students every now and then to see their progress.

How to play the game: At the start of the game, players must choose at least two route tickets, and during each turn, they can either take two train cards from the deck or complete sections of a route with train cards of the same quantity and colour. The player gets the points immediately after a section of a route is completed. At the end of the game, the player who has the most points is the winner.

Throughout this game, the students will adapt and adjust to changing conditions. The game is a good flexibility practice, as many sections of routes have two different colour options, so even if an opponent's trains are on the way to completing a ticket, there is always a different path to take – it just needs more time and effort. In addition, students will practice self-regulation and how to manage their feelings and behaviour, as well as how to make decisions. This game is also good for helping students to enhance their strategic planning skills.

- **Step 3: Discussion and students' assignments (in pairs or small groups) (15 minutes)**

Once students finish the game, bring them back together (in an online or offline setting) and ask them to share their experiences.

- Give the students the map of Europe again to compare it with the map used in the game, considering that the game is set at the beginning of the 20th century.
 - You can use [Google maps](#) for this task so students can also move on the map, check the cities and see if there are any differences between the two maps.
- Is the map of Europe different from the map used in the game? How?
- Which changes can you notice between the two maps?
- Do you notice changes in the names of cities? Which ones?



- **Step 4: Students create their own maps for the game (in pairs or in small groups) (20 minutes)**

You can use [Scribble maps](#) for this task.

Instruct students to choose one European country and select some of the cities across chosen countries. Then, they can draw tracks (like in the game), and they can also create their own destination cards between cities.

Students will simply zoom in to the country of their choice and create “tracks” using the tool to create lines. Although students will not be able to use these maps to play, it is a good exercise for them to get to know more European cities and be able to orient themselves on the map. You can tell students to search whether there are railways between the cities that they connected.

- **Step 5: Presentation and discussion (15 minutes)**

Ask the students to present their maps and explain their choices: why did they choose a specific country? Which cities did they connect? Are those cities connected by railway in real life?

While discussing, you can also ask them how they liked this type of lesson and check with them whether that would be something you could use again in the future.



References

Days of Wonder (2012). Ticket to Ride [Video Game]. France: Asmodee Digital.

<https://www.daysofWonder.com/online/en/t2r/>

Gallant, J. (December 4th, 2020). How to play Ticket to Ride online with Steam. [Blog post] <https://blog.jongallant.com/2020/04/ticket-to-ride-steam/>

Learning Works for Kids (n.d). Ticket to Ride. [Blog post].

<https://learningworksforkids.com/playbooks/ticket-to-ride/>

PlayStation (March 31st, 2020) Ticket to Ride - Launch Trailer | PS4. [Video]. Youtube.

https://www.youtube.com/watch?v=S_p1IXpFSfs

Image sources: All screenshots used in this pedagogical sequence were taken from Ticket to Ride: Europe. Days of Wonder (2012).

