

Identifying Landforms Board Game

Help kids have fun while learning about landforms. A description of the landform is given, along with a picture of it. Players must correctly name the landform described to move. If you are using this game with younger children, there are options for how to play. If you want to use the game to teach, younger children can learn by listening to the descriptions of the landforms and the names and then play by matching the pictures. If you are just playing for fun, reading the description and name are optional.

Preparing the Game:

1. Using a file folder as a base, attach the game board to the inside of the file folder, matching the spaces on the board and trimming the pages as necessary to make them meet in the correct places. Display the list of terms to choose from near the board if you choose to. This page is optional.
2. Cut out the clue cards. If they are printed on cardstock or printed on paper and laminated, they will hold up longer, but they can be used just as easily if printed on regular copy paper. Each card has the description of one landform and a picture of the landform. Blank cards are included for you to use if you have other information to add to the game.

Object of the Game:

To move from start to the end of the game by correctly naming the landform described on each card drawn on your turn.

Playing the Game:

1. Mix all the clue cards together in a pile or stack beside the board
2. Each player places a marker in the starting space. Markers from other games, dried beans, buttons, etc., can be used. Be sure the size of the marker is not a choking hazard for young players.
3. The youngest player goes first. The player draws a card and reads the clue. The player then tells what landform is described in the clue. A designated person checks the players answer against the Answer Key. The landforms are listed in alphabetical order on the Answer Key.

If the player is correct, the player moves a marker to the first available space with the symbol for that landform on it **IF** the move can be made in six or fewer spaces. If the landform symbol is seven or more spaces away, the player must move backward to the closest matching symbol. If this occurs early in the game and there are no matching symbols behind the player on the board, the player does not move at all. After moving, if possible, the player's turn ends.

If the player gets the answer wrong, their play ends.

4. Play passes to the left, and the second player completes their turn.

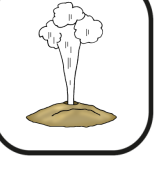
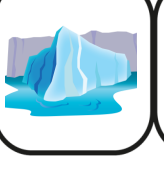
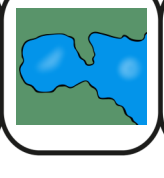
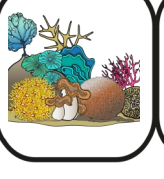
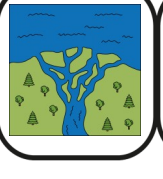
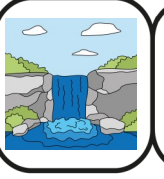
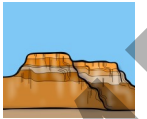
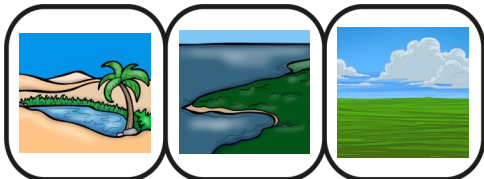
5. Play continues in this way until all the clue cards have been drawn. If the game is not over after all the clue cards have been drawn, everyone puts their clue cards back in the pile. Then mix the cards together to use again.

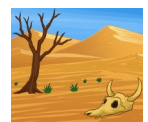
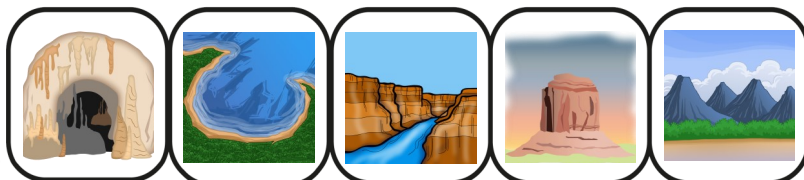
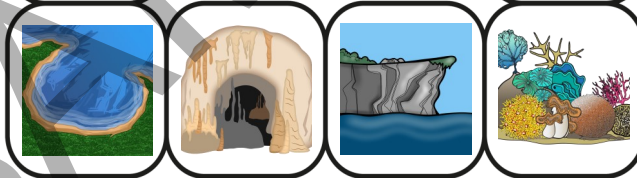
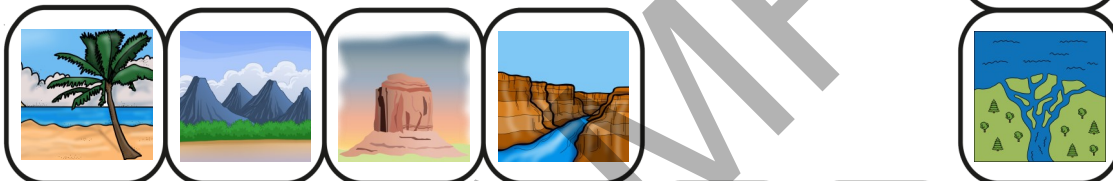
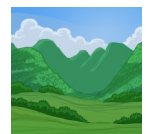
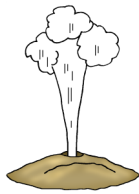
6. When a player reaches the end of the board the first time and cannot move forward to a matching landform on his turn, the player moves to the TURN AROUND/FINISH space. On the player's next turn, he takes a turn as usual and play continues. When the player reaches the beginning of the board again, the player moves to the START/TURN AROUND space for the last move in that direction and play continues until the player reaches the TURN AROUND/FINISH space again. When the player reaches the TURN AROUND/FINISH space the second time and his turn ends, he must answer one more question to be the winner. On his next turn, he must get a correct answer in order to win the game. If he answers incorrectly, his turn ends, and he must wait until his next turn to try again. The first player to reach the Finish space and answer an additional question correctly wins.




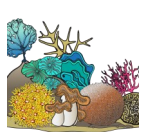




Bay	Island
Beach	Isthmus
Block mountains	Lake
Butte	Mesa
Canyon	Mountain
Cape	Oasis
Cavern	Peninsula
Cliff	Plain
Coral reef	Plateau
Delta	Polar desert
Deserts	River
Fold mountains	Rock arch
Geyser	Sand dunes
Glaciers	Strait
Gorge	Valley
Gulf	Volcano
Hill	Waterfall



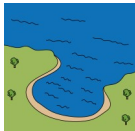






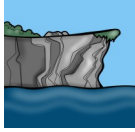
TURN
AROUND/
FINISH





<p>body of water, smaller than a gulf, that is partially surrounded by land</p> 	<p>usually a large cave or system of caves and underground chambers; can have beautiful formations of rocks that reach up from the floor and reach down from the ceiling</p> 
<p>anywhere you find sand, pebbles, or rocks along the shoreline where water meets land</p> 	<p>land that juts out overtop land or water and then stops abruptly; very steep</p> 
<p>type of mountains formed when a tectonic plate of the Earth pulls apart, called rifting, and one side tilts up while the other side drops down</p> 	<p>large underwater formation of coral usually in shallow water</p> 
<p>juts up from the land and stands tall above it as a steep hill or small mountain; smaller than a mesa</p> 	<p>clay, sand, gravel, and other things the river has picked up that settles at the mouth of a river when it runs into a body of water and has to slow way down</p> 
<p>deep valley that has steep sides</p> 	<p>barren places that receive an extremely small amount of rainfall each year; make up one-fifth, or 20%, of all the land in the world</p> 
<p>point of land that sticks out into a body of water</p> 	<p>type of mountains formed when two tectonic plates run into each other, causing tremendous force that can make mountains jut up miles or kilometers high</p> 

Answer Key

Bay: body of water, smaller than a gulf, that is partially surrounded by land	
Beach: anywhere you find sand, pebbles, or rocks along the shoreline where water meets land	
Block mountains: type of mountains formed when a tectonic plate of the Earth pulls apart, called rifting, and one side tilts up while the other side drops down	
Butte: juts up from the land and stands tall above it as a steep hill or small mountain: smaller than a mesa	
Canyon: deep valley that has steep sides	
Cape: point of land that sticks out into a body of water	
Cavern: usually a large cave or system of caves and underground chambers; can have beautiful formations of rocks that reach up from the floor of the cavern and reach down from the ceiling	
Cliff: land that juts out overtop land or water and then stops abruptly; very steep	
Coral reef: large underwater formation of coral usually in shallow water	