Voyage to the New World Activity

Academic content: History

Purpose of Activity: To continue history study of Columbus’ voyage to the New World and to develop cooperation skills in addition to review of locomotor movements.

Suggested Grade Level: 3rd

Materials Needed: 30 cones, voyage cards, one jump rope for each group, several markers.

Physical activity: Locomotor movements, in addition to basic calisthenics.

Source:


Preparation:

1. Create Voyage cards which will direct students what to do at each cone, as well as where to move next. The cards will include possible situations that may have occurred on the voyage to the New World (such as “Strong winds pushing the ship back, run back to the cone you just came from and then on to the next cone”), and may ask the students to perform various movements or calisthenics.

2. Create a map that represents Columbus’ voyage. Different areas should be separated by color stations. Include 10 to 20 circles along the ships pathway for the students to fill in as they sail cross the ocean. On the map, dictate the way that students are to travel from one color station to the next...i.e., jump backwards, gallop forwards, etc.

Set up:

1. Spread cones throughout the gymnasium and place 1 voyage card and 1 marker under some of the cones. Remember to have empty cones as well.

2. Divide up different areas into color stations.

3. Have map and key ready.

How to play:

1. Divide class into 2 equal groups and have them decide on who will represent which member of the crew (see below). The cones are already spread out in the gym with voyage cards and
markers underneath them. The sailors stand in line holding onto the jump rope. Each line represents a ship. Now we are ready to sail!

JOBS:

NAVIGATOR: Holds the map during the voyage.

CLERK: Marks the paper with the marker.

CAPTAIN: This is the only team member to touch the cone and tip it so all their shipmates can see what is under it.

INTERPRETER: Picks up the voyage card and reads the card out loud to the group.

SHIP'S BOY(s)/GIRL(s): Advises Columbus as to where they think they should go next - helps Columbus remember where they have been and helps to decide where to go next.

2. To sail our ships, we must travel as a group, holding onto the jump rope cone to cone until we find a voyage card. If the students get in a hurry and break their hold on the rope, they yell "sailor overboard" and the whole group must return to the "harbor" (a place designated by the teacher), regroup and start again. They must hang on to the jump rope at all times.

3. The team will follow the map, and once they find a voyage card, they must follow the directions on it, and only move on from each color station once it has all of its required circles filled in on the map.

4. Once the group has reached Bahama Island, they can report back to King Ferdinand or Queen Isabella (the teacher) for discussion.

Discussion:

What did we learn about the voyage to the New World?

Did you enjoy acting out the voyage? What about reading the map?

Was it fun to review our locomotor movements?

What were some of the challenges you faced when trying to find the New World? Was it frustrating? How do you think you would have felt on such a journey?