

Cardinal Capture, Pennsylvania Style

Object of the Game:

Be the team to capture the most opponents.



Setup:

Divide the class into four evenly numbered groups – red, yellow, blue and green. Give each student a lanyard corresponding to the color of their team and send each team to a different corner of the map. Have a student from each team start by standing on a county at their corner of the map. The rest of the team remains along the edge near their corner of the map.

Review:

Introduce or review the cardinal directions. These are the four principal directions on a map – north, south, east and west.

Gameplay:

Players in the game move among the counties on the Giant PA map and attempt to capture opponents by landing on a county they occupy.

The teacher is stationed in New York in order to roll the giant die that will determine how many moves a team will make. Determine which team will start. Play turn moves clockwise. The teacher rolls the die. The player from the first team moves from county to county the number of counties indicated on the die, calling out the cardinal directions with each move. For example: if the number 4 is rolled, the player steps onto the first county, then calls out as he/she moves, “One east, two east, three east, four north.” Players must use all of their moves each turn.

If a one or a two is rolled, another player from that team may enter the game. The die is then rolled again for that player to move. Only one player may move per turn.

Capture:

If a player lands on a county occupied by another player, that player is captured and must go stand with the capturing team.

Winning: The game ends when only one team color remains on the map. Whichever team has the most captured opponents wins.