

# Ready, Set, Travel!

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## Spielkonzept:

Das Spiel Ready, Set, Travel! ist ein Englischlernspiel für drei bis fünf Personen, wurde für die Anwendung im Englischunterricht des 8. bis 10. Jahrgangs konzipiert und dauert laut Regelwerk 30 Minuten an, wobei die Zeit grundsätzlich flexibel gestaltet werden kann. Das Ziel ist es, so viele Landmarks wie möglich zu sammeln bevor die Zeit abgelaufen ist. Das Brettspiel lässt sich im Englischunterricht flexibel und spontan einsetzen, beispielsweise als Differenzierung für schnelle Lerner:innen oder als Unterrichtsinhalt zum Trainieren des englischen Sprechens, insbesondere im Wortfeld „Travel“. Wie auch beim Kerncurriculum ist hier das übergeordnete Ziel, die sprachliche und interkulturelle Handlungsfähigkeit zu fördern.

Im Rahmen der Geschichte gewinnen die Spieler:innen jeweils ein Rund-um-die-Welt-Ticket der Airline Air-Globe. Sie haben die Chance, ein lebenslanges Flugticket der Airline zu gewinnen. Dafür müssen sie innerhalb von 30 Tagen (im Spiel 30 Minuten) so viele Sehenswürdigkeiten wie möglich sammeln und in ihren Reisepass eintragen. Wer am Ende der Reise die meisten Sehenswürdigkeiten besucht hat, hat das Spiel gewonnen. Das Spiel besteht aus dem Spielbrett, Regelwerk, den Questkarten, Landmarkkarten, einem kleinen Faltblatt für sprachliche Unterstützung und einem Umschlag inklusive Brief, Reisepässen und Flugtickets.

Druckhinweis: Dieses Dokument ist in DIN A2 und somit druckfertig.

Ready, Set, Travel!

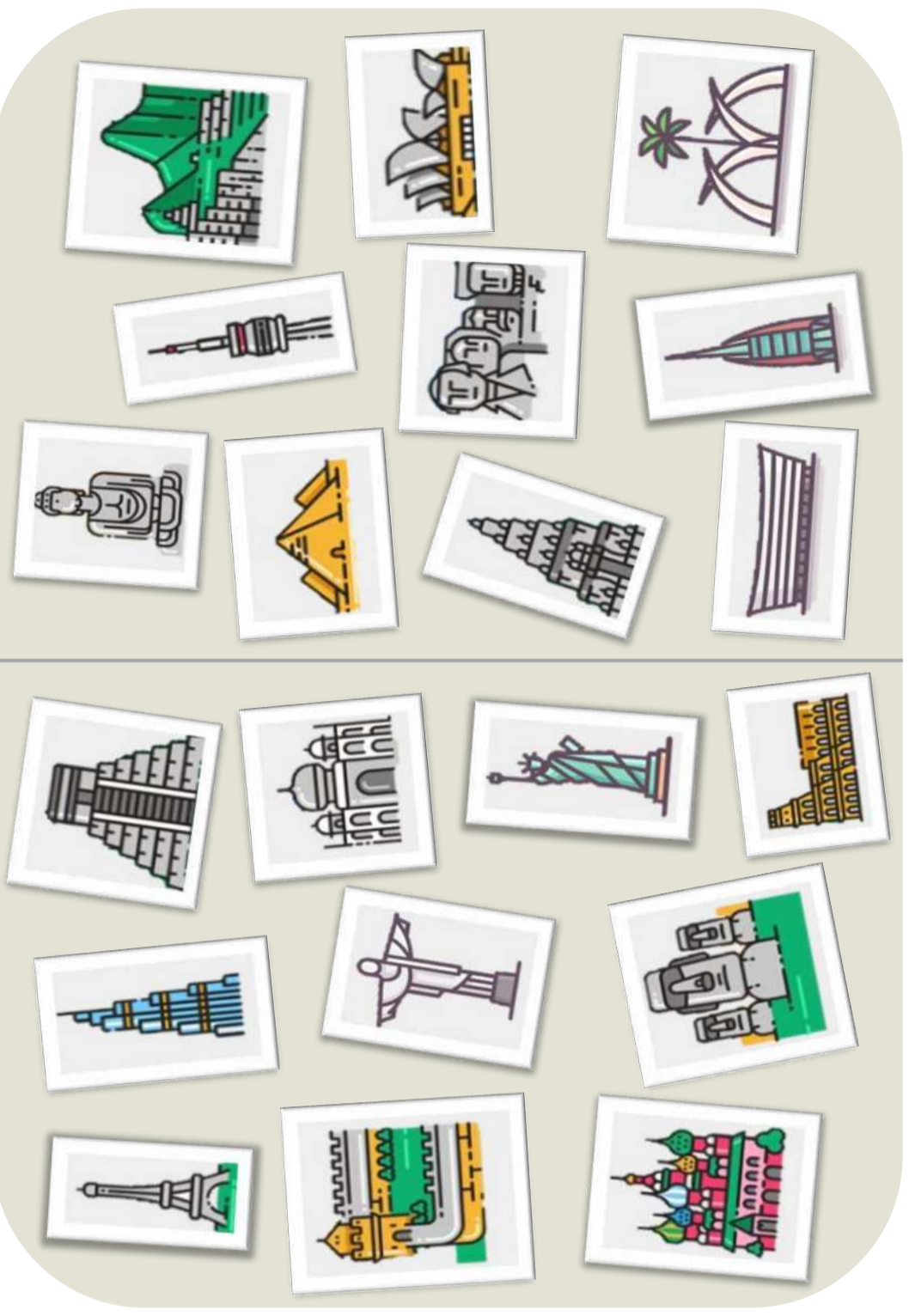
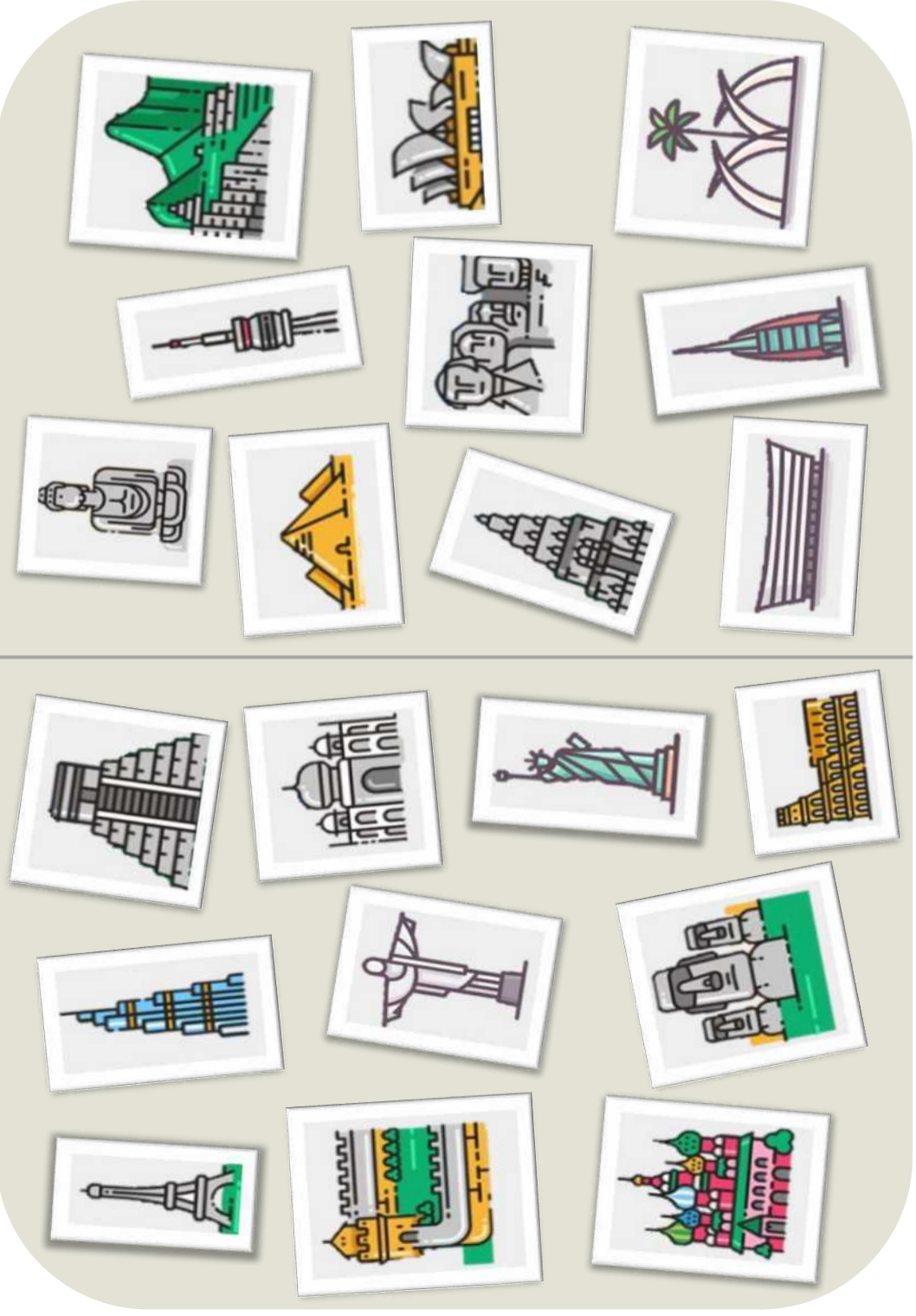


**Passport**

Ready, Set, Travel!



**Passport**





Ready, Set, Travel!

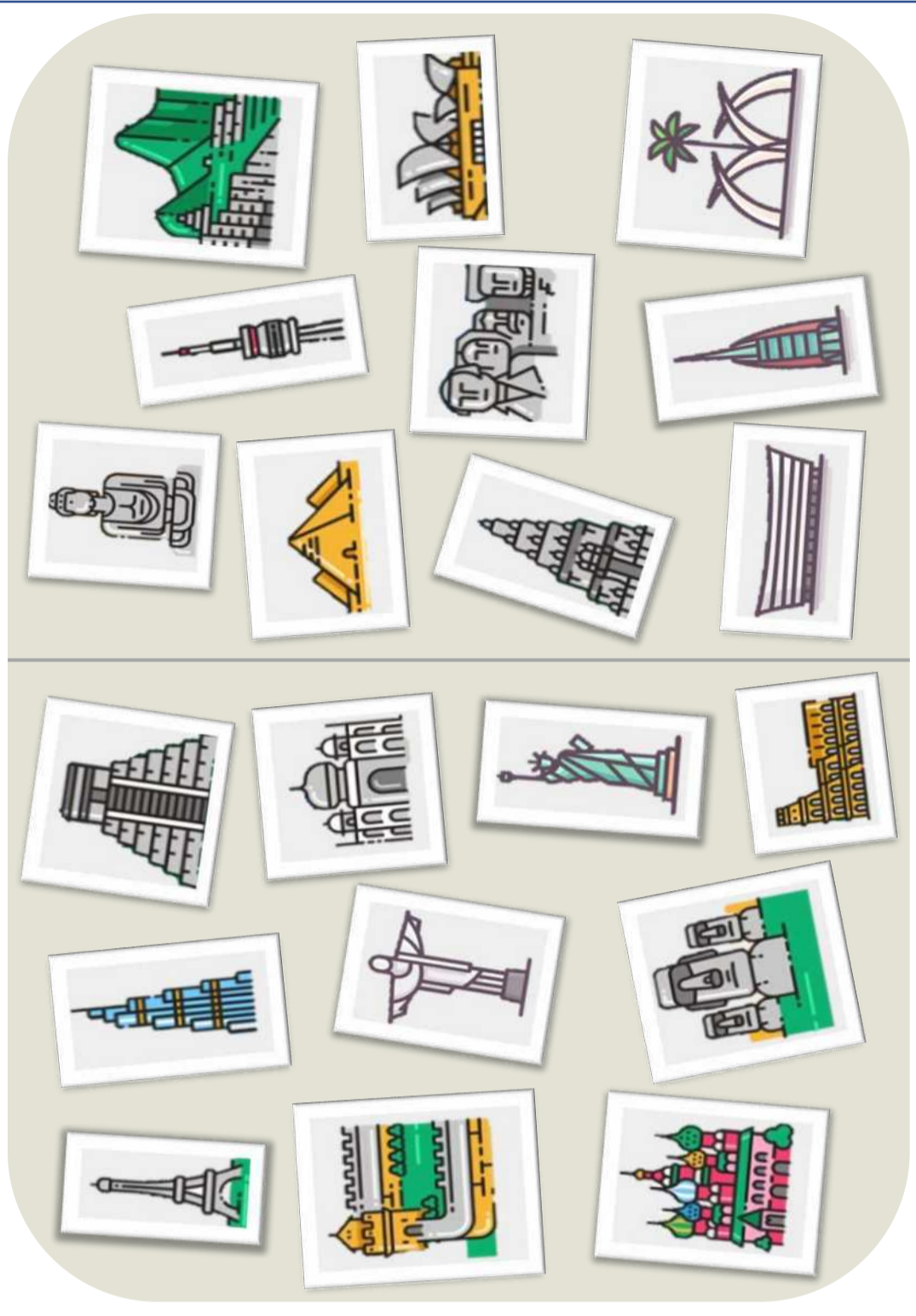
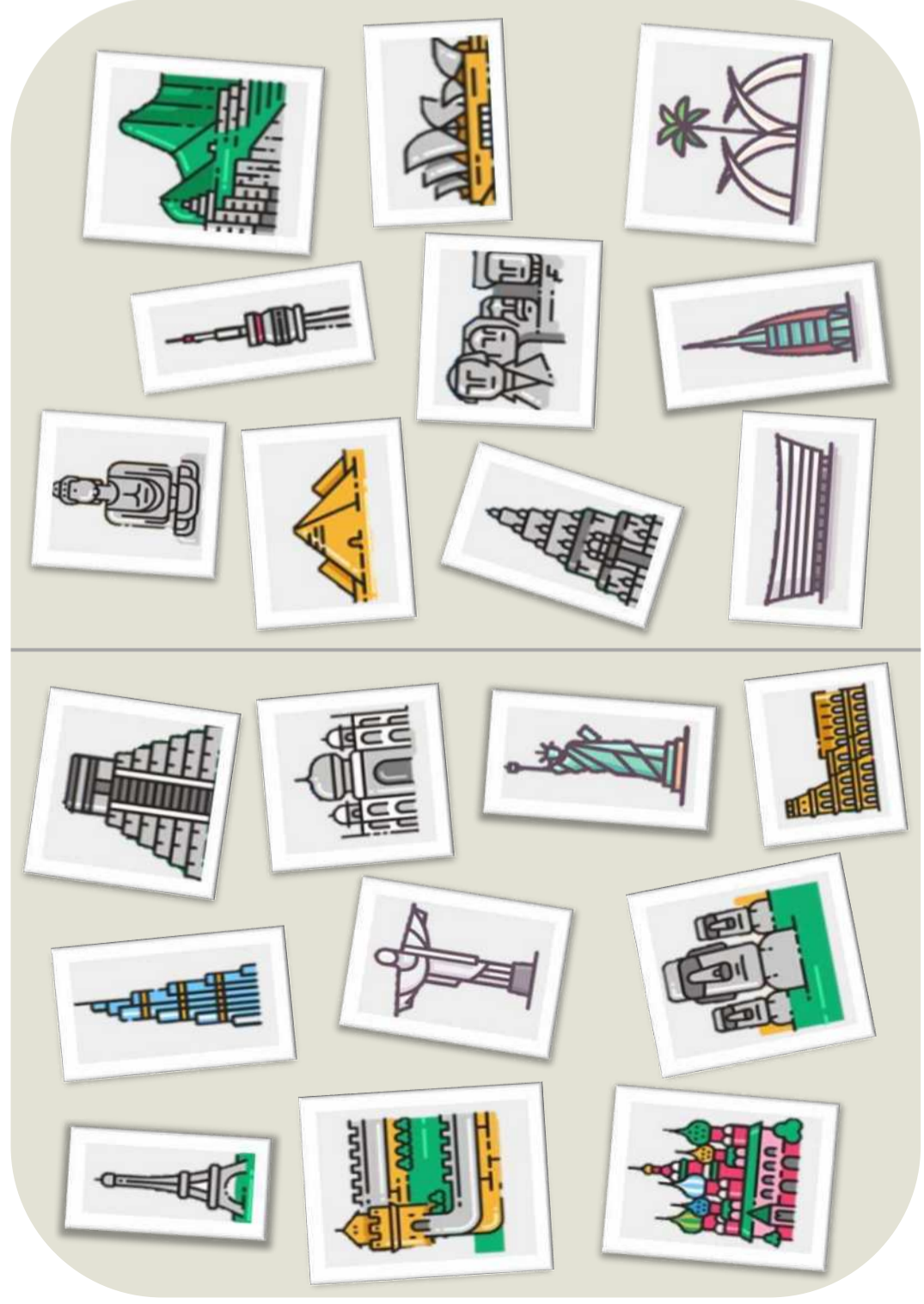


**Passport**

Ready, Set, Travel!



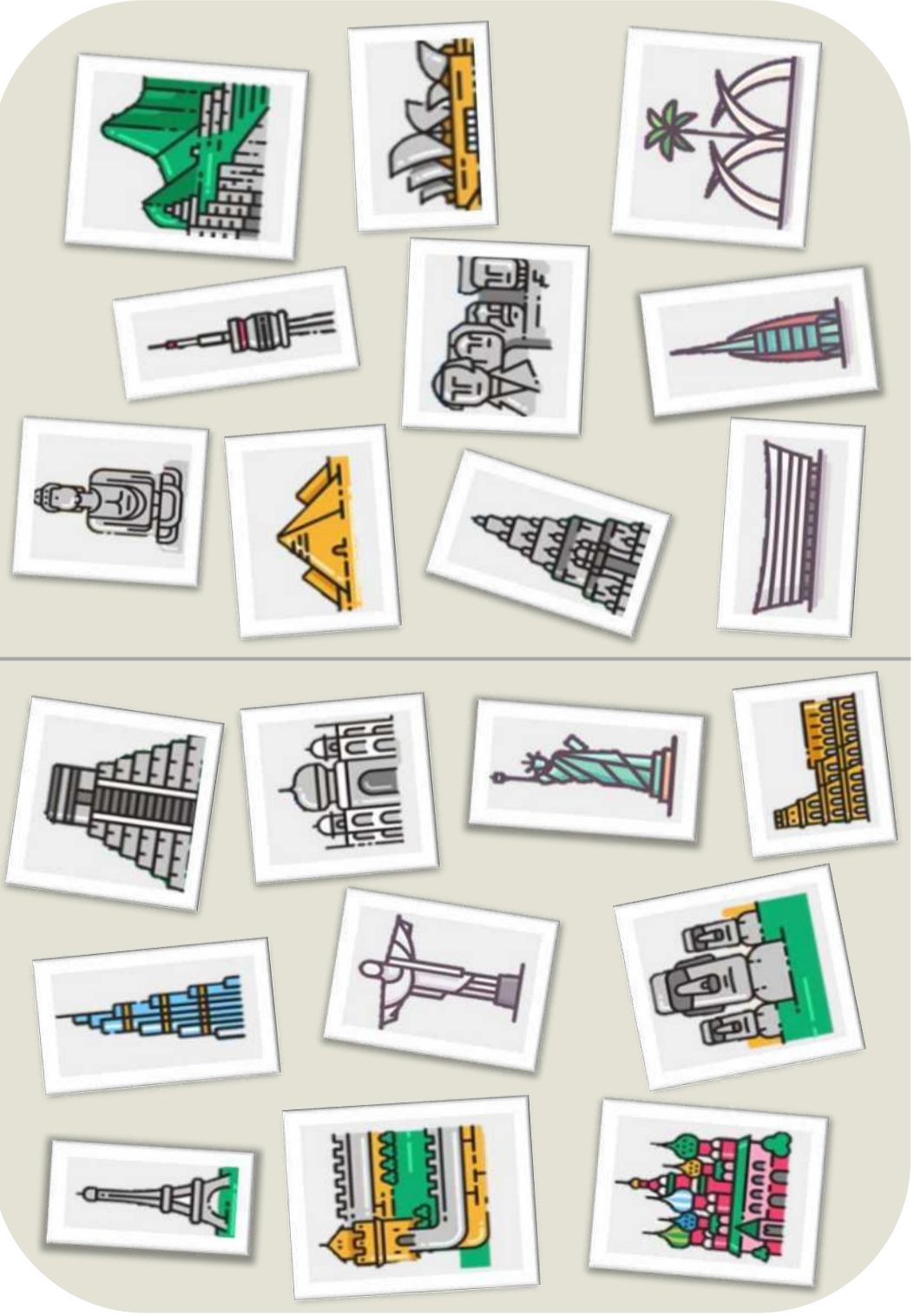
**Passport**



Ready, Set, Travel!



# Passport



**BOARDING PASS** **AIR** 

**FLIGHT 125**  
to see the world

**Terminal 3**  
Boarding Area C

**PASSENGER**  
Player E

**DEPARTURE**  
August 21, 2016

**SEAT**  
**5E**

**FLIGHT 125**  
to see the world

**T 3**  
Area C


**PASSENGER**  
Player E

**Priority 1**

**First Class**

**DEPART** 12:34 PM **ARRIVE** 6:50 AM



**BOARDING PASS** **AIR** 

**FLIGHT 125**  
to see the world

**Terminal 3**  
Boarding Area C

**PASSENGER**  
Player D

**DEPARTURE**  
August 21, 2016

**SEAT**  
**4D**

**FLIGHT 125**  
to see the world


**T 3**  
Area C

**PASSENGER**  
Player D

**Priority 1**

**First Class**

**DEPART** 12:34 PM **ARRIVE** 6:50 AM



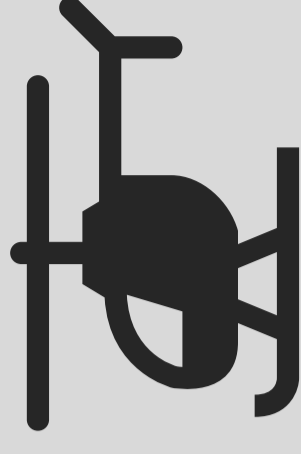




## Helicopter-Ticket

With this ticket, you can move 1-10 steps forward or backward on the game board.

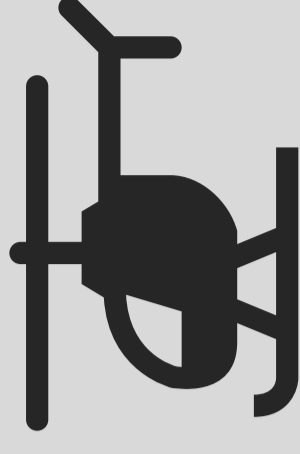
This helicopter ticket can only be used once.



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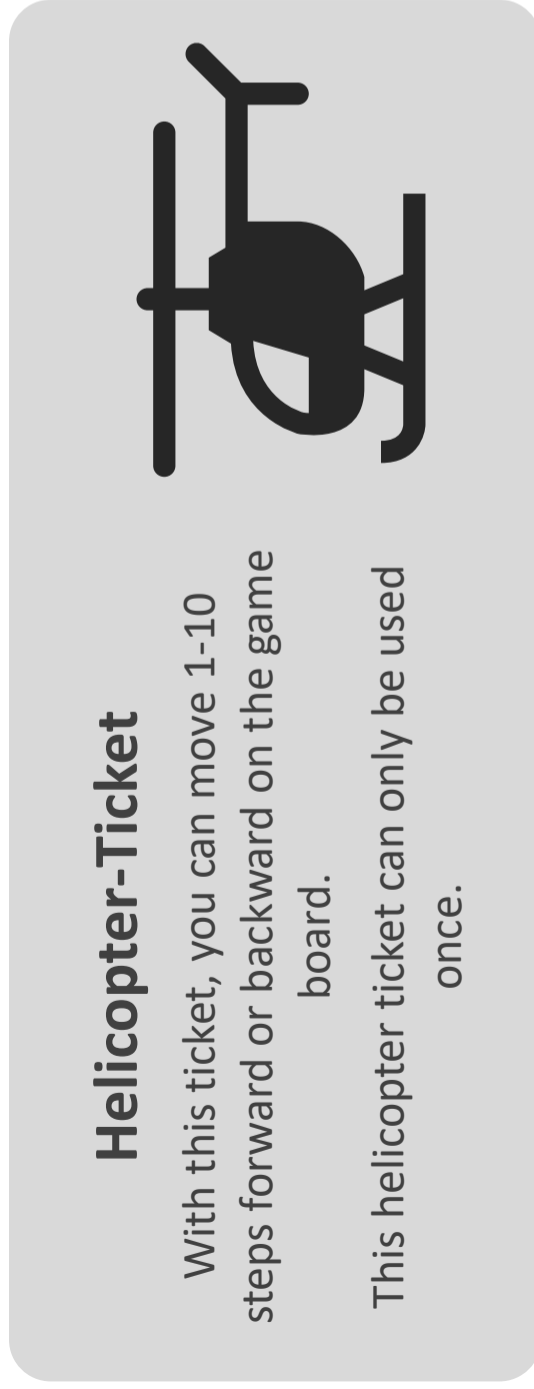
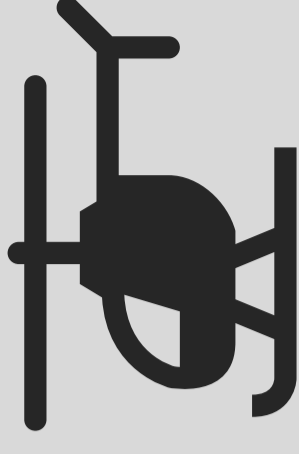
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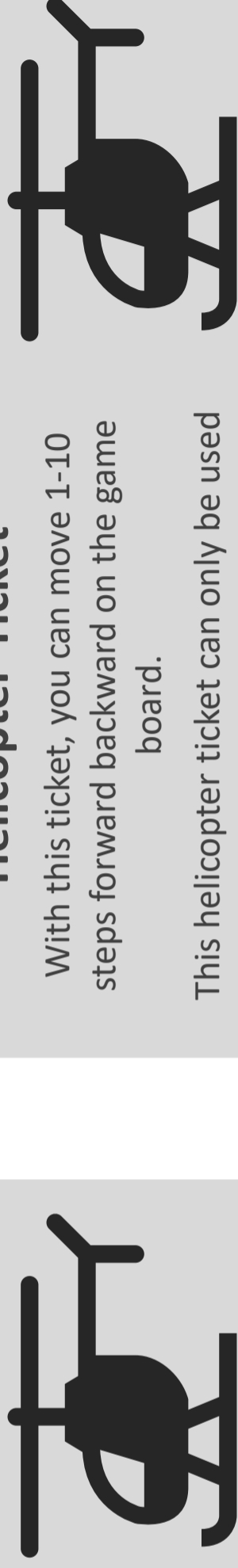
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## Helicopter-Ticket

With this ticket, you can move 1-10 steps forward or backward on the game board.

This helicopter ticket can only be used once.



**Quest**

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**To:**  
*The winners of the  
grand prize*

*Congratulations! You are the lucky winners of the  
grand prize. You have won tickets for a 30-day travel  
around the world.*

*In the envelope you can find everything you need to  
start your journey: a passport and a boarding ticket.  
But that's not all. You have the chance to win the  
ultimate ticket: a free A/R-🌐 ticket for life!  
All you have to do is visit as many places as you can  
and mark them in your passport.*

*Enjoy the adventures, your journey awaits.*

*Ready, Set, Travel!*



### Category

You get hungry on your journey. You have two minutes to name common food for the continent you are currently\* in.

For this task, you can use the internet. It might help you to think of specific countries in your continent, for example: Europe → Italy, Belgium, Poland, Germany

\_\_\_\_\_ currently – zurzeit



### Category

You strand on a lonely\* island. What three items do you take with you?

\_\_\_\_\_ lonely - einsam



### Category

Someone asks you about different means of transportation\*, name five.

\_\_\_\_\_ means of transportation -  
Transportmittel



### Category

Name six out of seven continents.

\_\_\_\_\_



### Mediation

A foreigner\* wants to order a taxi but does not know how. Help them out by translating the following:

Foreigner: Hallo, ich bin Kim aus Deutschland. Ich hätte gerne ein Taxi zum Flughafen. Ich kann mit Bargeld bezahlen.

You: *This is Kim...*

\_\_\_\_\_ foreigner – Ausländer\*in



### Mediation

A young girl at the market wants to buy something. Translate the following in both directions:

Girl: Kann ich hier auch Taucherbrillen kaufen? Falls ja, wie viel kosten sie?

Seller: Yes, we also sell diving goggles. One pair costs 10 pound.

\_\_\_\_\_



### Mediation

You are on an airplane. Another passenger can't speak English. Help them by translating the following:

Passenger: "Ich hätte gerne einen Orangensaft und einen Kaffee."

You: *"Excuse me, ..."*

\_\_\_\_\_



### Game

*"I pack my suitcase and take with me ..."*

Who first forgets items loses and takes two steps back.

\_\_\_\_\_



### Game

Play a round of Rock, Paper, Scissors\* against a player, who is in South America. The winner may take two steps.

If no player is in South America, choose a player.

\_\_\_\_\_ Rock, Paper, Scissors – Schere, Stein, Papier (Spiel)



### Game

Play a round of Rock, Paper, Scissors\* against a player, who is in North America. The winner may take two step.

If no player is in North America, choose a player.

\_\_\_\_\_ Rock, Paper, Scissors – Schere, Stein, Papier (Spiel)



### Game

Play a round of Rock, Paper, Scissors\* against a player, who is in Australia. The winner may take two steps.

If no player is in Australia, choose a player.

\_\_\_\_\_ Rock, Paper, Scissors – Schere, Stein, Papier (Spiel)



### Game

Create a story as a team. Each player adds the next word. You start with *"Once upon a time on a lonely island..."* The person to your left continues the story with one word.

**Every player needs to say at least three words in total.**

If successful, everyone may move one step forward.

\_\_\_\_\_



### Conversation

Tell the rest of the players about your last vacation.

Talk for at least one minute.

\_\_\_\_\_



### Conversation

Your airplane leaves soon. Have a one-minute conversation with a partner of your choice.

Topic of conversation: travelling by airplane.

You both can take two steps.

\_\_\_\_\_



### Conversation

Talk with a player of your choice about this:



Talk for at least one minute. You can both take two steps.

\_\_\_\_\_



### Conversation

Talk with a player of your choice about this:



Talk for at least one minute. You can both take two steps.

\_\_\_\_\_



### Category

What items cannot be missing when you go to the beach? Name five.

\_\_\_\_\_



### Category

Name three things you need to have with you to be allowed\* on the airplane.

Hint: The airport staff\* needs to know who you are, where you are going, etc.

allowed – erlaubt;  
staff – Personal, Mitarbeiter\*innen



### Category

Name five things you can find on an airplane.

\_\_\_\_\_



### Category

Name five things you can take on a sightseeing-tour as a tourist.

\_\_\_\_\_



### Game

*"I pack my hand luggage and take with me ..."*

Who first forgets items loses and takes two steps back.

\_\_\_\_\_



### Game

Telephone game\*

Think of a sentence and pass it on to your neighbor on your left. They will then whisper it to the next person in line\* and so on.

The last player says it out loud. You may not repeat the sentence.

Everybody can take one step.

telephone game – Stille Post (Spiel);  
in line – in der Reihe



### Game

Play a round of Rock, Paper, Scissors\* against a player, who is in Africa. The winner may take two step.

If no player is in Africa, choose a player.

Rock, Paper, Scissors – Schere, Stein, Papier (Spiel)



### Game

Play a round of Rock, Paper, Scissors\* against a player, who is in Europe. The winner may take two step.

If no player is in Europe, choose a player.

Rock, Paper, Scissors – Schere, Stein, Papier (Spiel)



### Game

Create a story as a team. Each player adds the next word. You start with:

*"Once upon a time in a big city ..."*

The person to your left continues the story with one word.

**Every player needs to say at least three words in total.**

If successful, everyone may move one step forward.

\_\_\_\_\_



### Game

Create a story as a team. Each player adds the next word. You start with:

*"Once upon a time on an airplane ..."*

The person to your left continues the story with one word.

**Every player needs to say at least three words in total.**

If successful, everyone may move one step forward.

\_\_\_\_\_



### Game

Create a story as a team. Each player adds the next word. You start with:

*"Once upon a time on a sightseeing-tour..."*

The person to your left continues the story with one word.

**Every player needs to say at least three words in total.**

If successful, everyone may move one step forward.

\_\_\_\_\_



### Conversation

Choose a partner and talk about a country you want to visit someday. Keep the conversation going for two minutes.

Possible topics: weather, food, culture, landmarks  
If successful\*, each take two steps forward.

successful - erfolgreich



### Conversation

Talk with a player of your choice about this:



Talk for at least one minute. You can both take two steps.

\_\_\_\_\_



### Conversation

Talk with a player of your choice about this:



Talk for at least one minute. You can both take two steps.

\_\_\_\_\_



### Conversation

Talk with a player of your choice about this:



Talk for at least one minute. You can both take two steps.

\_\_\_\_\_



### Sentences

Lost Luggage: Go to the info-center and ask for help. Give them the information they need to find your suitcase.

Start with "Excuse me" and talk for one minute.

Help: describe your suitcase, tell them what is inside, where you are going, ...

\_\_\_\_\_





### Sentences

Formulate at least two sentences with the following words. Make sure to use all of them:

Sightseeing – tour guide – cash – sunscreen – towel

\_\_\_\_\_



### Sentences

Formulate at least one sentence with the following words. Make sure to use all of them:

airport of departure – delay – turbulence – stopover

\_\_\_\_\_



### Sentences

Formulate at least two sentences with the following words. Make sure to use all of them:

island – water – airplane – passenger – emergency landing

\_\_\_\_\_



### Sentences

Formulate at least two sentences with the following words. Make sure to use all of them:

Europe – taxi – hotel – travel

\_\_\_\_\_



### Description

**Do not read this part out loud:**

Describe the word "taxi" without saying the words itself or the following:

car – driver

The other players need to guess the word.

The player who guesses it right, can take one step.

\_\_\_\_\_



### Description

**Do not read this card out loud:**

Describe the word "diving goggles" without saying the words itself or the following:

water – glasses

The other players need to guess the word. You and the player who guesses it right, can take one step.

\_\_\_\_\_



### Description

**Do not read this card out loud:**

Describe the word "boarding pass" without saying the word itself or the following:

ticket – plane

The other players need to guess the word. You and the player who guesses it right, can take one step.

\_\_\_\_\_



### Description

**Do not read this card out loud:**

Describe the word "Australia" without saying the words itself or the following:

continent - country

The other players need to guess the word. You and the player who guesses it right, can take one step.

\_\_\_\_\_



### Odd One Out

Which word does not belong?

bus – restaurant – menu – food

\_\_\_\_\_



### True or False

Each player decides if this statement is true or false:

The Burj Khalifa is located in Australia.

Count down from three and give a thumbs up (true) or down (false).



\_\_\_\_\_



### True or False

Each player decides, if this statement is true or false:

Christ the Redeemer is one of the Seven New Wonders of the World.

Count down from three and give a thumbs up (true) or down (false).



\_\_\_\_\_



### True or False

Each player decides, if this statement is true or false:

The Cape Town Stadium was reconstructed for the 2018 FIFA World Cup

Count down from 3 and give a thumbs up (true) or down (false).



\_\_\_\_\_



### Invitation

Invite a player from another continent. Write a postcard (on the notepad) to that player to invite them over to where your figure is standing.

Formulate at least three sentences. If you make more than three mistakes, the player does not accept your invitation.

Keep in mind: You can help someone else with this card or take them away from the next landmark.

\_\_\_\_\_



### Invitation

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Keep in mind: You can help someone else with this card or take them away from the next landmark.

\_\_\_\_\_



**Odd One Out**

**Odd One Out**

**Odd One Out**

Which word does not belong?

check-in counter – airline – charger – boarding pass

Which word does not belong?

tour guide – captain – landmark – sight-seeing

Which word does not belong?

beach – diving goggles – towel – runway

\_\_\_\_\_

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\_\_\_\_\_



**Guess the Picture**

**Guess the Picture**

**Guess the Picture**

**Guess the Picture**

Draw a picture of one of the following words. The other players have to guess the word.

**Do not read this part out loud:**

Choose between:

passport – plane ticket

You and the winner may take one step.

Draw a picture of one of the following words. The other players have to guess the word.

**Do not read this part out loud:**

Choose between:

camera - photograph

You and the winner may take one step.

Draw a picture of one of the following words. The other players have to guess the word.

**Do not read this part out loud:**

Choose between:

airplane – bus – car

You and the winner may take one step.

Draw a picture of one of the following words. The other players have to guess the word.

**Do not read this part out loud:**

Choose between:

mountain – beach

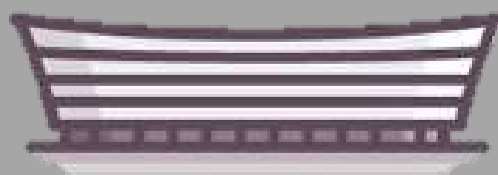
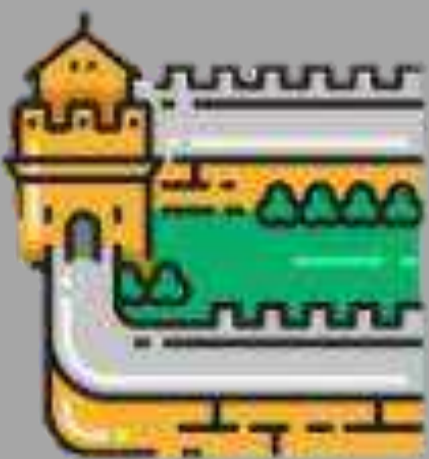
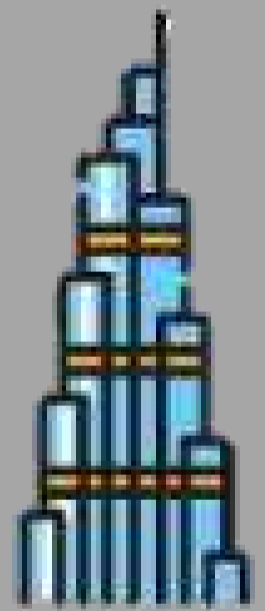
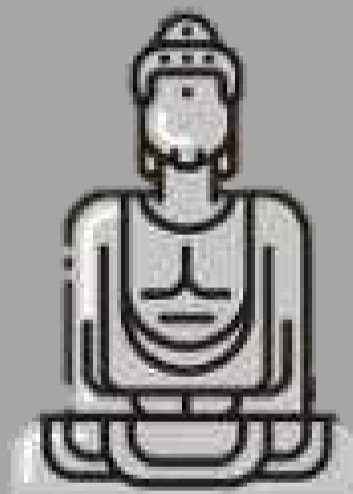
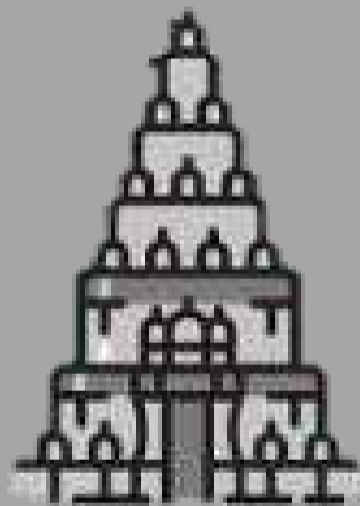
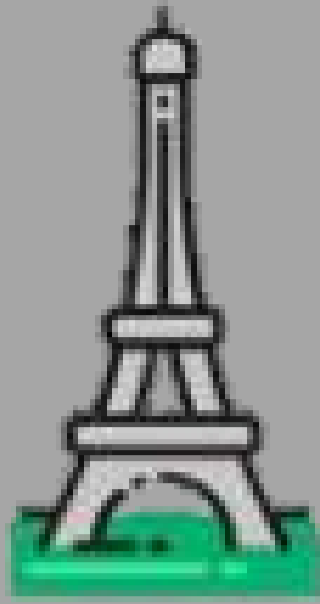
You and the winner may take one step.

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### Saint Basil's Cathedral

Moscow, Russia

- height: 47.5m
- 10 domes and 9 chapels
- construction until: 1561
- design inspired by a bonfire licking at the sky

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

dome – Kuppel;  
chapel – Kapelle;  
bonfire – Lagerfeuer

### Eiffel Tower

Paris, France

- construction until: March 31<sup>st</sup>, 1889
- height: 320m
- worlds tallest structure until 1930
- 50 tonnes of paint every 7 years for rust protection

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

rust protection – Rostschutz

### Colosseum

Rome, Italy

- construction: 72 A.D. - 80 A.D. in Ancient Rome
- for ~50,000 people
- two-thirds ( $\frac{2}{3}$ ) were destroyed over time
- one of the New Seven Wonders of the World

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

A.D. (anno domini) – nach Christus;  
Ancient Rome – Römisches Reich

### Moai-Statues

Easter Island, Chile

- construction: 1250 - 1500 A.D.
- volcanic stone
- 887 Moai Statues
- height: up to 21m, Ø 4m
- by the natives of the Easter Island, the Rapa Nui people

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

A.D. (anno domini) – nach Christus

### Christ the Redeemer

Rio de Janeiro, Brazil

- statue of Jesus Christ
- symbol of Christianity
- one of the New Seven Wonders of the World
- construction until: 1931
- height: 30m

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

redeemer – Erlöser;  
Christianity – Christentum

### Chichen Itza

Teotihuacan, Mexico

- ancient Mayan city
- construction: 5th century A.D.
- one of the New Seven Wonders of the World.

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

Maya – indigenous civilization of Central America;  
A.D. (anno domini) – nach Christus

### Machu Picchu

Cusco, Peru

- construction: 1450 - 1460 by the Inca
- ruins of a citadel with >150 buildings
- one of the New Seven Wonders of the World
- abandoned for 300-400 years

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

Inca – indigenous civilization of South America; citadel – Zitadelle, Burg

### Sydney Opera House

Sydney, Australia

- construction: 1959 - 1973
- at the Sydney Harbour in New South Wales, Australia.
- over 1,500 performances each year.

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

harbour – Hafen

### Taj Mahal

Agra, India

- construction: 1632 - 1653
- 20,000+ construction workers
- white marble
- meaning: "Crown of Palaces"
- 3 Million visitors a year
- one of the New Seven Wonders of the World

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

marble – Marmor

### Prambanan

Tlogo Kidul, Indonesia

- collection of Hindu temples
- construction since: 850 A.D.
- Originally 240 temples
- three main inner shrines are dedicated to Brahma the Creator, Vishnu the Keeper and Shiva the Destroyer

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

shrine – Grabmal;  
dedicate – widmen

### Great Buddha of Kamakura

Kamakura, Japan

- outdoor bronze statue
- first construction: 1243 (wood)
- reconstruction: 1252 (bronze)
- height: 13.35m
- it has experienced many storms, earthquakes and tsunamis

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

earthquake – Erdbeben

### Burj Khalifa

Dubai, UAE

- height: 830m
- 163 floors
- 57 elevators
- since 2009
- tallest existing structure in the world

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

floor – Etage;  
elevator – Fahrstuhl, Aufzug

### Great Wall of China

China

- length: 21,196 km
- construction start: 770 B.C.
- to prevent invasions from enemies
- longest man-made construction in the world
- one of the New Seven Wonders of the World

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

prevent – verhindern

### Cape Town Stadium

Cape Town, South Africa

- sports stadium
- first construction: 1987
- Reconstruction: 2007-2010 for the 2010 FIFA World Cup
- 64,100 seats

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

FIFA World Cup – Fußball Weltmeisterschaft

### Statue of Liberty

New York City, New York, USA

- height: 93m
- construction until: October 28<sup>th</sup>, 1886
- a gift to the USA from France
- figure of the Roman liberty goddess, Libertas
- symbol of freedom in the USA

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

liberty – Freiheit

### Mount Rushmore

Keystone, South Dakota, USA

- Construction: 1927 - 1941
- Four of the most important Presidents visible: George Washington, Thomas Jefferson, Abraham Lincoln und Theodore Roosevelt

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

### CN Tower

Toronto, Ontario, Canada

- height: 553.33m
- construction: 1973 – 1976
- communications and observation tower

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

observation – Beobachtung



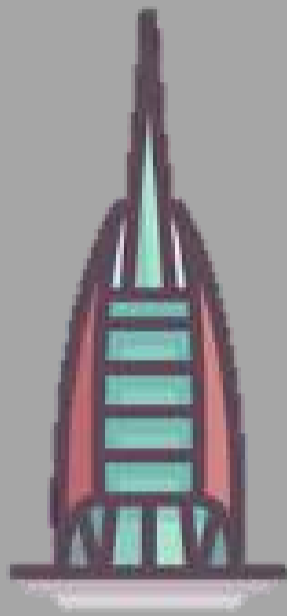
### Bell Tower

Perth, Australia

- height: 82.5m
- 18 bells, 12 of which are from before the 14th century
- 360° view of the Swan River and the city of Perth from the observation deck
- 2<sup>nd</sup> largest set of change ringing bells in the world

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

° (degree) – Grad;  
change ringing – Wechselläuten  
(Kunstform des Glockenläutens)



### Pembe Za Ndovu

Mombasa, Kenya

- meaning: „elephant ivory“
- other name: Mombasa Tusks
- form: M for Mombasa
- construction: 1952

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

tusk – Stoßzahn



### Pyramids of Giza

Giza, Egypt

- burial places and monuments for the Pharaohs and their families
- Construction: 2630 B.C. - 1530 B.C.
- one of the Seven Ancient Wonders of the World

**Task:** When you get to this landmark, act as a tour guide for the other players. Form full sentences with the facts above.

B.C. (before Christ) – vor Christus



# Support Language

### Language Support Game play (I)

<u>Deutsch</u>	<u>English</u>
Wer ist dran?	Who's turn is it?
Du bist dran.	It's your turn.
Du musst würfeln.	You need to throw the dice.
Was hast du gewürfelt?	What did you roll?
Ich habe eine x gewürfelt.	I rolled a(n) x.
Beweg deine Figur x Feld(er) weiter.	Move your figure x space(s) forward.

### Language Support Game play (II)

<u>Deutsch</u>	<u>English</u>
Zieh eine Karte.	Draw a card.
Kann mir jemand bitte eine Karte geben?	Can someone give me a card, please?
Der Timer startet jetzt.	Your timer starts now.
Habe ich die Quest geschafft?	Did I complete the quest?
Du hast die Quest geschafft.	You completed the quest.
Du kannst die Karte weglegen.	You can put the card away.
Shuffling the cards	Karten mischen

### Language Support Vocabulary (I)

<u>Deutsch</u>	<u>English</u>
fliegen	(to) fly
Flugangst haben	(to) be afraid of flying
Flugbegleiter	steward
Flugbegleiterin	stewardess
Flugkapitän	captain
Flugplan	flight plan
Flugzeit	light time
Landebahn	runway
Notausgang	emergency exit
Notlandung	emergency landing
Pilot	pilot

### Language Support Vocabulary (II)

<u>Deutsch</u>	<u>English</u>
Reiseführer	travel guide
Reiseleiter*in	tour guide
Rettungsweste	life vest
Sitzplatz	seat
Verspätung	delay
Bargeld	cash
Kreditkarte	credit card
Standort	location
Besichtigung	sightseeing
Wahrzeichen, Sehenswürdigkeit	landmark, tourist attraction

### Language Support Sentence Starters





(for the landmark tour guides)

- I want to welcome you at the ... in ... .
- The ... is located in ... .
- To the left you see ... .
- With an incredible\* height of ... .
- The process of building this landmark started/ended in ... .
- Thank you for joining me, I hope you have learned something new today.

\*incredible – unglaublich



## How to prepare the game:

1. Set up the board and read the game rules.
2. Each player chooses a coloured figure. 
3. Put your figure on the starting position of its colour (e.g., green figure on green  in Europe).
4. Read the storyline and open the envelope. 
5. When you are ready to play, set a timer to 30 minutes. 
6. The timer starts and the youngest player begins.

## How to play:

In each round you have to ...

1. roll the dice,
2. move your figures,
3. possibly carry out a quest or present a landmark.

## It's your turn:

1. Roll the dice and take as many steps forward on the board as the number on your dice. Go clockwise.

**Be careful:** Sometimes there are different paths you can take. See which ones make more sense to you. Going backwards on the board is not allowed!

2. If you land on a question mark, draw a *quest card*. Read it out loud and follow its instructions. If you successfully complete the card, you may then move as many spaces as the quest card allows. Your teammates decide whether the task is considered passed or not.






3. To visit a landmark, you need to land directly on it. Take the *landmark card* from the deck. You have one minute (the person to your right is the timekeeper) to read interesting facts about your location. Then, pretend to be a tour guide and share your knowledge with the other players.

**Be careful:** You can only collect landmarks that have not been collected by another player. Use the passport to see which landmarks are still available and to mark the landmarks you have collected yourself.

4. If you moved your figure and possibly carried out a quest or presented a landmark, you are done with your turn. The player to your left is next.

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## The symbols:

-  If you land on a question mark, you have reached an unknown location and have to draw a quest card.
-  If you land directly on a ship, you will travel slowly and miss a turn. You are not allowed to do anything in the next round.
-  If you land directly on a plane, you travel faster and can move two spaces forward.
-  The icons represent a famous landmark in a specific country. (For further information, see *Landmark Cards*.)
-  Arrows show you where you have to go. Sometimes you have more than one option.

## The cards:

### Quest Cards

If you land on a question mark, you have to draw a *quest card*. Carry out the task on the card and you may be allowed to move your figure forward on the board. At the top of the card, you can see these icons:

-  show you if you carry out the task by yourself, with a partner or with all players.
-  shows you, how much time (in minutes) you have to complete this task. Use a timer for this.
-  shows the maximum number of spaces you get to move forward on the board, if you want to, or the number of spaces you have to go backwards. When you take steps forward and land on a question mark, you do not draw a quest card and no quest-task is carried out! However, if you land on a landmark, mark it on your passport.

### Landmark Cards

The *landmark cards* give information about landmarks all around the world. When you visit them, you have one minute to read the information that is written on the back. After that, tell the rest of the players what you now know about your location. Pretend to be a tour guide!

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## Language Support

The *language support* can help you out with useful phrases and sentence starters for the game play and for presenting your landmarks. Feel free to use it at any time. On *quest* and *landmark cards*, some words are marked with a \*. At the bottom of the card, you can find the translation of these words.

## The travel documents:

### Boarding pass

The boarding pass allows you to travel the world. On the back you can find a helicopter ticket. This ticket can only be used once, so use it wisely! You may move between one and ten spaces forward or backward

### Passport

The passport shows all the landmarks on the board. Mark the landmarks collected by you by circling them. The ones collected by other players should be marked by crossing them out



## How the game ends:


Your goal is to visit as many landmarks as possible in the given time. The game ends when the timer that was set at the beginning of the game has ended.


Whoever has visited the most landmarks at that time, wins and is the "Travel Champion."

*So, what are you still doing here? Go on to open the envelope and pack your suitcases, travelers!*

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## Storyline:

All of you have won an „All-Around-The-World-Ticket“ from AIR-. Open the envelope to claim your prize and passport and enjoy your adventure!

You have 30 days (one day equals to (=) one minute) to visit as many continents and landmarks as possible. The person who has travelled the world the most will be the „Travel Champion“ and wins a free AIR- ticket for life.

## Game material:

- 1 game board
- 5 figures
- 1 dice
- 20 landmark cards
- 58 quest cards
- 5 passports
- 5 boarding passes
- 1 language support
- 1 notepad
- 1 non-permanent pen

## You need:

- mobile devices with connection to the internet or mobile data
- 2 timers (on tablets or mobile phones)
- pencil

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Page 6

C. Köhler

M. Thiede

# Ready, Set, Travel!

## Game Rules

-  3- 5 players
-  recommended for grades 8 to 10
-  30 Minutes (adjustable)

Scan the QR code, to watch a video explanation of how the game works!

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