



“Discover the continents of the world!”

Ref. 38995



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The game comprises **42 cards** of thick, robust, very hard-wearing, high quality cardboard, plus **1 maxi-dice** made from recycled plastic.

There are six round cards, each showing an enlarged continent, and 36 cards with real-life images showing the landscapes, traditions, foods, wildlife and culture typical of each continent.

The cardboard used is environmentally-friendly and sourced from sustainable forests. It contains a high percentage of recycled material and is 100% recyclable.

DESCRIPTION OF THE CARDS

There are various models based on different criteria to portray the continents of the world. Given the game's content, we chose to include only the populated continents.

Each continent has a different coloured border to allow it to be associated with its corresponding cards more easily:

- Africa: orange
- North America: blue
- South America: purple
- Asia: green
- Europe: red
- Oceania: yellow

RECOMMENDED AGE GROUP

Children aged 3 to 8.

This is a simple game of association for children to travel through the continents, familiarize themselves with their geographical location, and discover real-life images of the huge diversity of landscapes, traditions and cultures in the world today.

Due to the size of the cards and their images, this is the ideal game for adults and children to play together. Throw the dice and get playing!

Discovering the world is the first step in learning to respect it!



EDUCATIONAL OBJECTIVES

- To discover the continents of the world and get familiar with their geographical location.
- To learn about the characteristics of each continent.
- To discover the huge variety of landscapes, traditions and cultures in the world today.
- To understand that diversity enriches the planet's culture, and to encourage dialogue to talk about the common characteristics and differences around the world.
- To develop the skills of observation and logical reasoning.
- To extend the vocabulary related to the images shown on the cards.
- To learn to respect the order of play.

SYSTEM OF PLAY

1. Put the six round cards showing the continents face up in the middle of the table, and distribute the other cards among the players.
2. Taking turns, each player throws the dice and, depending on which continent it shows, uses one of their cards to complete the corresponding continent. If they do not have a card that matches the continent shown on the dice, the turn passes to the next player.
3. The winner is the first player to use up all their cards.

Group version

1. Put the six round cards showing the continents face up in the middle of the table, and next to them the 36 cards showing the real-life images of typical scenes, well shuffled.
2. Taking turns, each player throws the dice and, depending on the continent shown, searches for a matching card for that continent in the pile of cards. If there are no more cards left for that particular continent, the turn passes to the next player.
3. The game is finished when all six continents have been completed with all the cards.

Other notes

The coloured border of the cards serves as a self-correcting system to check that the correct association has been made.

