

Physical vs human geography activity

Preamble:

Based on a popular game of Sim City, Civilization, and Settlers of Catan, this simulation adapts variations of those games and allow students to create and develop their own piece of land to visually see the differences between physical and human geography.

Materials:

Foam boards, 2' x 2' boards (plywood), moss, sand, pebbles, twigs, paint, white glue, paper mache for mountains.

Instructions:

1. Students get into small groups of 4-5 and is distributed a piece of land (plywood / foam board that is 2' x 2')
2. Every group will be distributed a different land structure and composition such as **40% grass land 20% lakes, and 20% forest** or **90% ocean 10% island with rain forest**
3. They are then build their land with various materials such as moss, pebbles, twigs for trees, and blue paint for water.
4. Once they have completed their land according to the land specifications, they are to decide on a location to establish their city or civilization. They must provide **reasons (via research)** in why they chose their specific location based on the various components of human geography, ie. Economy (crops), location, political boundaries, transportation systems etc...
5. Once they have established their civilization, they are to **receive** a civilization / country (Inca, Maya, Greek, Chinese, Egypt etc...) from the teacher and provide the **language, culture, types of crops, religion, and currency** (based on research).
6. Build your city with the foam boards provided. Build buildings such as church/mosque, buildings that involve the economy, tourist destinations, farming, places of interests, etc...
7. Answer the reflection worksheet.
8. Explore other groups and present your creations.



Civilizations:

India, China, Canada, Egypt, South Africa, Germany, Peru

India

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

China

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

Canada

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

Egypt

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

South Africa

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

Germany

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

Peru

Language:

Culture of the people:

Religion:

Buildings for Worship:

Types of Crops:

Currency:

Tourist destinations:

Land compositions:

Land Composition

10% water

20% hills

30% grasslands

30% mining fields
(your choice)

Land Composition

70% water(Ocean)

15% grasslands

15% forest

Land Composition

30% mountains

40% forest

20% lakes

10% rocky plains

Land Composition

10% forest

50% water (lakes)

30% grassland

10% hills

Land Composition

70% mountains

20% forest

10% lakes

Land Composition

50% forest

10% water (lakes)

10% mining

30% grasslands

Land Composition

30% grasslands

30% lakes

40% mountains