

# Science in the Language Class

South American Endangered Species

Los animals de Sudamérica en peligro de extinción

**How to Play**

This board game introduces four South American animals – giant armadillo, giant anteater, Linne’s two toed sloth and the jaguar. It includes challenge cards to discover facts and threats facing these animals and uses the Spanish translations to investigate some common Spanish vocabulary.

### **Contents:**

Especies en peligro gameboard

Giant armadillo fact, threat, legend & language challenges (5 cards)

Giant anteater fact, threat, legend & language challenges (5 cards)

Linne’s two toed sloth fact, threat, legend & language challenges (5 cards)

Jaguar fact, threat, legend & language challenges (5 cards)

### **Requirements (*not included*):**

Spanish-English dictionary

6 x playing pieces

8 x red counters

16 x white counters

dice

### **How to Play:**

Each player chooses a colour playing piece.

Each player takes it in turn to roll the dice and move the relevant number of spaces from the Start square.

Follow any instructions which are given on the game board.

If a player lands on an ‘Enter an animal pathway’ square, the player rolls the dice again and enters the pathway leading from it, shown by the direction of the red arrow.

If a player lands on a ‘THREAT’ square, the player takes the 1st threat challenge card for that animal. If answered correctly, the player can collect a red conservation counter. The next time a player lands on a THREAT square for the same animal, the player takes the 2<sup>nd</sup> threat challenge card. If both THREAT challenges for that animal have been completed, continue play.

Players can gain white conservation counters when correctly completing any of the following challenge cards -

If a player lands on a ‘FACT’ square, the player takes the FACT challenge of the related animal. Each player should try to name a different one each time someone takes the challenge.

If a player lands on a ‘LANGUAGE’ square, the player takes the LANGUAGE challenge of the related animal. Each player should try to name a different word each time someone takes the challenge.

If a player lands on a ‘LEGEND’ square, the player takes the LEGEND challenge of the related animal. If the LEGEND challenge has already been completed for that animal, continue play.

Once a player has entered an animal pathway, the player stays on the pathway for consecutive turns until they have passed through (follow the arrows for direction of play). Players can enter the same animal pathway any number of times within the game as long as they have landed on the relevant square or on the ‘Move to any animal pathway square’.

The game can end after a specific time limit or when all THREAT challenges have been completed and therefore after all 8 red conservation counters have been collected. Red counters can count as 2 points; white counters can count as 1 point. The player with the most points can be declared the winner. (Suggestion – ask students to count their points in Spanish.)

**Please also see the document - Answers and fact files.**