

Ground Zero Europe Rules

GAME DESCRIPTION - GAME RULES

5 categories of cards (European countries and capitals, European countries and national foods, European countries and cultural attractions, European countries and environmental attractions, environmental problems and proposed solutions)

3 groups of players

1 dice

3 timers

3 medals

Players are divided into 3 teams and each team rolls the dice. The team with the lowest roll of the dice chooses a category, the team with the next highest roll chooses the second category and the team with the highest roll chooses the third category. If the die shows 6, they roll again.

The teams take their places on the benches and the timers are placed in front of them. The time starts and each team tries to match the cards in their hands. They have 7 minutes. If they manage to do it earlier, they stop the timer and the teacher records the time and the correct answers. One point is awarded for each correct answer.

When all the teams have finished matching their cards and have recorded their times and correct answers, they take the cards of the next category and continue doing the same. The game ends when all teams have matched the cards from all 3 categories.

The winning team is the one that accumulates the most points. If there is a tie, the winner is the team that has achieved the shortest time.

The medals are then awarded to the 3 teams participating in the game.

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