Our Global Economy

Every day we use items that come from other places. Food, cars, toys, and clothing come to us from countries thousands of miles away. Help your students explore the importance of transportation with this activity.

1. Collect objects from home or around your classroom that have the Country of Origin label on them. Try to collect a variety.
2. Have the children look at the items and see where they came from. Use a paper star or other icon to identify the countries on your Wonder World Map.
3. Ask the children to think of how these things might get to our country. What about big items, like cars or barrels of oil?
4. Place the set of transportation pieces face up on a table or on the rug. Name or point to a location on the map and then point to another location. Have children take turns picking an appropriate piece for travel between those two locations.

(In most cases more than one form of transportation will be a correct answer.)

Map Math

Create bar graphs representing information gathered from class surveys using the map. For example, you can use the data from the “Our Global Economy” activity to create a graph representing which continents or countries the objects gathered came from. The results of the activity, “Our Homelands,” can also be shown in a graph representing where students or their ancestors came from. Here are some other suggestions for graphing:

- the landmark students would most like to visit
- countries or continents students have visited
- students’ favorite animals

Map Masters

(3 to 6 players)

Play this with young children using only the Animals and Transportation felt pieces. For older students, include the Word Labels and World Landmarks.

You will need eight to ten pieces per player and a standard game die.

1. Mix up all of the pieces you will use in a large bag and have children draw them randomly so that each player has the same number of pieces.
2. The first player rolls the die and may place the corresponding number of his/her pieces onto correct places on the map. (There may be more than one correct answer for some of the pieces.)
3. If a player rolls a six, he is “lost” and may not place any pieces on the map that turn.
4. The first player to place all of his felt pieces correctly on the map is the winner.

Caring for Your Wonder World Cloth Map

Wipe dirt from the map using a damp cloth and a mild soap and water solution. The map may be hung using the grommets or your Wonder World Map.

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Expand your geography curriculum with these additional Wonder World Map felt pieces:

- Animales (24)
  - anemones, angel fish, bottlenose dolphin, crab, eel, grey whale, jellyfish, seagull, sea star, shrimp
- Pond and Woodland Animals (10)
  - dragonfly, duck, fox, frog, ladybug, opossum, owl, rabbit, snail, squirrel
- More Geographical Labels (28)
  - America, Antarctica, Australia, Brazil, Canada, China, Egypt, England, France, Italy, Mexico, New Zealand, Russia, Saudi Arabia, USA
- Transportation (10)
  - blimp, car, cargo ship, cruise ship, helicopter, jumbo jet, junk, submarine, train, tugboat

Here’s What’s Included in the Set

- One 4’x6’ cloth world map embroidered with the continents, major waterways, equator, and prime meridian
- 68 embroidered self-stick felt pieces
- 4 embroidered cloth drawing sorting bags
- Reusable zip-up storage bag
- Activity guide

All Sorts of Pieces

There are 68 Wonder World felt pieces in the following categories:

- Animals (24)
  - alligator, bear, blue whale, camel, eagle, elephant, gorilla, hippo, humpback whale, kangaroo, koala, lion, monkey, mose, orca, ostrich, otter, panda, rhino, sea turtle, seal, tiger, toucan, walrus
- Pond and Woodland Animals (10)
  - antelope, armadillo, boa constrictor, giraffe, leopard, peacock, tapir, turkey, wild boar, zebra
- More Vehicles (5)
  - bicycle, biplane, bus, canoe, motorboat, motorcycle, oil tanker, sea plane, Space Shuttle, taxi
- Word Labels (28)
  - Antarctica, Australia, Brazil, Canada, China, Egypt, England, France, Italy, Mexico, New Zealand, Russia, Saudi Arabia, USA
- Landmarks (6)
  - Coliseum, Eiffel Tower, Empire State Building, Great Wall, Sphinx/pyramid, Sydney Opera House

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Wonder World Activities

Use the Wonder World Map to teach geography across several curriculum areas, in individual and cooperative learning activities, and in large and small group settings. Here are some suggestions:

Exploring Wonder World

Define the word map, and introduce the Wonder World Map to your students.

- Show students the bag of Word Labels, noting how the colors and shapes of the labels represent different map features.
- For example, jagged green labels are mountains and wavy blue pieces are rivers.
- Set out the animal felt pieces. Discuss the different kinds of animals, and invite students to sort the animals by whether they are animals that live on the land, live in the water, or fly in the sky.
- Examine the vehicle felt pieces and have students sort them by where they travel: land, sea, or air.
- Display and discuss the landmark pieces. Have any of your students visited any of these places or seen pictures of them in books?

Depending on the age and experience of your students, you may wish to introduce and place one category or just a few pieces at a time. For example, you might introduce and locate just the continents, just the continents and the oceans, or just the landmarks on different days.

Map Words

Use the Wonder World Map to introduce and discuss map vocabulary. Work with children to identify and define features and places on the map, such as: bay, cape, continent, country, east, equator, gulf, island, lake, mountain, north, ocean, peninsula, prime meridian, river, south, and west. If you wish, create a label for each vocabulary word and have students place them on appropriate examples on the map. Reinforce students’ understanding of map terms by encouraging students to use them in activities with the map. For example, “Mexico is north of the equator” or “Australia is an island and a continent.”

The Navigator’s Secret

Students navigate their way around the Wonder World Map, reinforcing their understanding of geography and map terms. The object of the game is for one student to help another student “navigate” to a “secret” location using verbal directions. Here’s how to play:

1. Work with students to correctly place the labels on the map. You can use only the Word Labels or, if you wish, also include the animal and landmarks felt pieces.
2. Have two students come up to the map and point to where they live.
3. Then have one student close his or her eyes while the other student, or navigator, locates a “secret” destination on the map and writes its name on a sheet of paper.
4. The navigator then directs the other student, now with his eyes open, to the secret location on the map, starting from where the students live. Instructions may include north, south, east, and west directions, continent and country clues, and also clues using physical features: rivers, mountains, and oceans. If you have also placed the Animals and Landmarks felt pieces, students can include them in their directions, too.

For example: “To get from Los Angeles, California to this country, you travel west across the Pacific Ocean to China. Then travel south to the koala. Go east to the island off the coast of Australia. What country are you in?” (Answer: New Zealand)

Mixed-up Map

Once students are familiar with Wonder World, challenge their map awareness with this fun game. Begin by placing the Word Labels on the continents for the wrong locations. For example, place Asia on North America, Africa on Europe, etc. Invite students to take turns returning the labels to their proper locations. Continue by adding the oceans and physical features to the mix. For example, place the Indian Ocean on the Arctic Ocean; place the Nile River on the Amazon River; and so on. As students’ map awareness develops, add the felt pieces for the countries, animals, and landmarks.

Our Homelands

Students can share their families’ backgrounds using the map. Have students draw pictures of themselves or have them bring in photographs. Laminate the drawings or photographs and attach a piece of Velcro to each. Invite students to place themselves on the country from which they or their ancestors originally came. Encourage students to share anything they wish about their homeland or their families’ lives there, such as what they did to earn a living, the city or area in which they lived, the weather, favorite foods, and so on.

Stories Around the World

Help children find the locations of their favorite stories (contemporary stories and folktales) on the Wonder World Map. Write the story’s name and, if you wish, have a student draw a picture of the main character on a piece of paper and tape the paper to the location of the story’s setting. Here are some suggestions:

- Africa: Anansi the Spider, Bringing the Rain to Kapiti Plain, Why Mosquitoes Buzz in People’s Ears, Galimoto
- Australia: Big Rain Coming, The Pumpkin Runner
- Europe: Strega Nona, Stone Soup, The Mitten
- Asia: Lon Po-Po, Rikki-Tikki-Tavi, Tree of Cranes
- South America: The Magic Bean Tree, Too Many Tamales
- North America: Johnny Appleseed, The Lizard and the Sun, Iktomi and the Berries

In addition, students can research and discuss how geography affects the story, for example: food, homes, clothing, scenery, weather, transportation, and jobs portrayed.

Country of the Week

Use the name labels to identify countries, then select one each week to explore with your students. Here are some suggestions:

- Learn to say “hello” in the language of that country.
- Prepare a simple meal or snack from the region, such as cut fruit, vegetables, cheese or breads from the country.
- Listen to music from the country.
- Discuss the country’s location, land features, climate, and the customs of its people.
- If possible, teach your class a children’s game from the region.
- Check daily newspapers for any news about the country.

*You can find words in other languages at freetranslation.com

Famous Places

Use the Wonder World Map and the six World Landmarks felt pieces to start a classroom exploration of famous places. Then divide students into groups and assign each a world landmark to research. Have the groups research facts, such as: location, date built, architect or builders, building materials, what the landmark was used for, and so on. Have students present their findings to the class in an oral presentation, or by making a book or travel poster about the landmark. Six world landmarks (for example: the Leaning Tower of Pisa, Statue of Liberty, Golden Gate Bridge, Tower of London, Kremlin, Taj Mahal, etc.) and place them on the Wonder World Map.

Animal Habitats

Use the Wonder World Map to explore the characteristics of various animals and how they adapt to their environment. Have students sort the Animals felt pieces according to where each lives. In some cases, a particular animal may be present in more than one part of the world so more than one answer is correct. Point out that different animals have adapted to life in different ecosystems, such as desert, rainforest, tundra, etc. Assign each student or team of students an animal to research, answering questions such as:

- What does it eat?
- Where does it live?
- In what part of the world does this animal live?
- What does this animal eat?
- What are this animal’s predators?
- How does this animal care for its young?
- How has this animal adapted to its surroundings?
- Have students draw a picture and write a fact sheet about their animal to present to the class or to display next to the Wonder World Map.

For an interesting extension activity, have students create human figures (2 to 3 inches tall), in regional dress, from construction paper and wavy blue pieces are rivers.

Imaginals

Give students paper and markers to design their own imaginary animals. Have them write information about their animal on the back of their drawing.

- Where does it live?
- What does it eat?
- What special attributes help it survive in its habitat?

Have students place the drawings of the imaginary animals on the map locations where they would live.