

GeoPlunge



Imagine being in a 5th grade classroom in Washington, D.C. where not one student in the class is able to locate the neighboring state of Maryland on a map or has even HEARD of the state of Maryland. Shocking, yet true! Fast forward to the next school year. Students from that same school, after learning and playing GeoPlunge, WON our first city-wide GeoPlunge tournament! Just one year later, they knew hundreds of facts about U.S. geography -- more than many adults.

As one D.C. Public School System teacher said, "This program is true to the words 'learning can be fun' because in the span of a week [playing GeoPlunge] my students learned more [geography] than they had in a whole year of fourth grade social studies."

At LearningPlunge, we have a proven twelve year track record of teaching children about U.S. geography, and igniting a love of learning while connecting communities of businesses, parents, teachers and children.

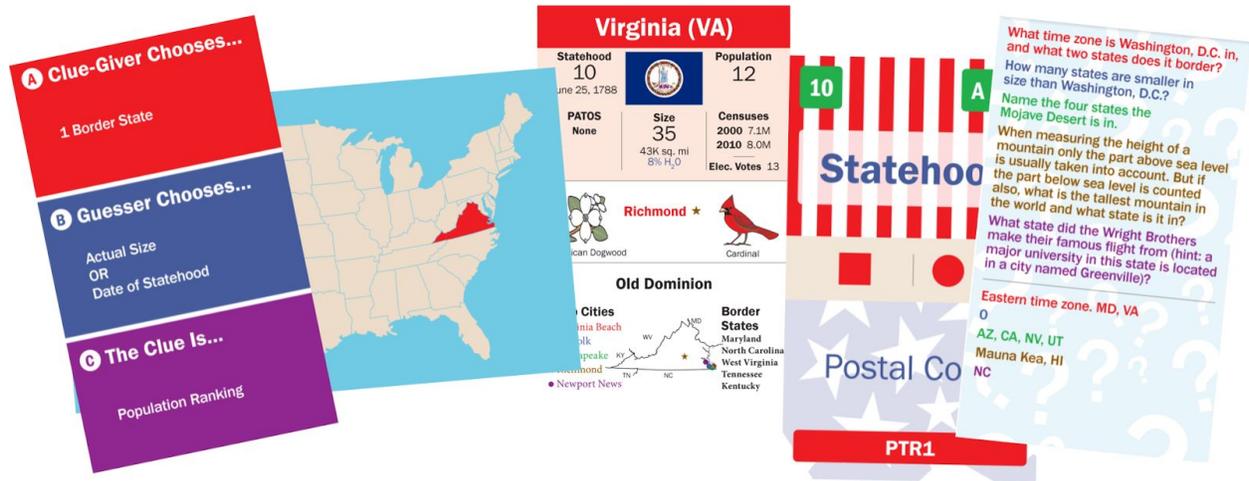
GeoPlunge games may be played in classrooms or homes, and even better, GeoPlunge may be played at tournaments where competition brings together communities of students excited to learn geography in a fun and engaging way.

To get started, all you need is a box of GeoPlunge cards. We have easy-to-follow rules, lesson plans for incorporating GeoPlunge into your curriculum and templates for setting up multi-school tournaments.

As an example of our resources, we have included below easy-to-follow classroom instructions for just two of our games. Tournament rules combine these games and more with a unique scoring system and program designed to reward preparation, teamwork, and sportsmanship.

We have many additional resources, including classroom rules for students at all levels from beginner to advanced, tournament rules, and lesson plans for incorporating these games into your everyday curriculum. Contact us at info@learningplunge.org.

What is GeoPlunge™?



Each GeoPlunge box consists of five decks of geography-related cards that:

- Teach facts about the United States
- Challenge students to think strategically for improved critical thinking skills
- Teach students to communicate effectively with teammates
- Emphasize collaborative and experiential learning

And best of all, **IT'S FUN** and **ENGAGING**.

With just one box of GeoPlunge cards, anyone can play a wide variety of games from simple to advanced. It's learning made fun and a whole lot more.

WHAT DO YOU LEARN ABOUT U.S. GEOGRAPHY?

Learn approximately 1,500 facts about the U.S., including:

- Where each state is located on the map
- All 50 state capitals and border states, plus 250 U.S. cities
- The size of each state
- History-related geography
- Oceans, rivers, lakes, mountains and volcanoes, plus parks and forests
- Information about our nation's capital
- Who was President when each state entered the Union
- The population ranking (1-50) of each state
- Sports-related geography
- The date each state entered the Union
- The number of electoral votes of each state
- State nicknames, flowers and birds and much, much more!



GEOPLUNGE IS STRATEGIC AND HELPS DEVELOP CRITICAL THINKING SKILLS

GeoPlunge is more than just about teaching facts - it fosters strategic and critical thinking skills.

GEOPLUNGE PROMOTES COLLABORATIVE LEARNING, TEAMWORK AND SPORTSMANSHIP

Students play in teams of three and must effectively collaborate to succeed.

GEOPLUNGE PROMOTES SOCIAL AND EMOTIONAL GROWTH

Players develop valuable “soft” skills such as social etiquette, communication, empathy, and leadership. In addition, players develop self-awareness and resilience.

How Can You Use GeoPlunge in Your School?

The GeoPlunge program comes in many shapes and sizes with different formats to fit any need -- day competitions to full year programs, structured in-school programs to less formal after school programs, and programs with high school coaches, teacher coaches, and volunteer coaches. It works in so many ways! Some schools opt to play the games in class while others decide to participate in a tournament. Our staff is available to help YOU figure out the best way to start GeoPlunge in your community. Contact us today at



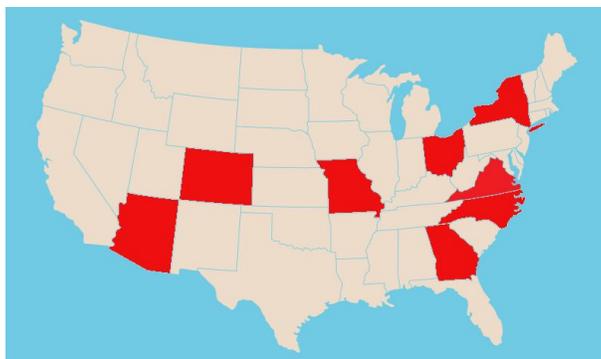
info@learningplunge.org.

Resources, Resources, Resources

We have lots of valuable FREE resources. Contact us and we will provide them for you. We can provide:

- Instructional resources including lesson plans, assessments, and more
- Classroom Rules
- Tournament Rules
- Blog articles

Our goal is to cover the entire U.S. with GeoPlunge players! We're here to help fill in this map so that students throughout the U.S. are geo-literate! **PLUNGE IN TODAY!**



BORDER-UP™

Classroom Versions: Levels 1-2

Cards Used: GeoPlunge cards

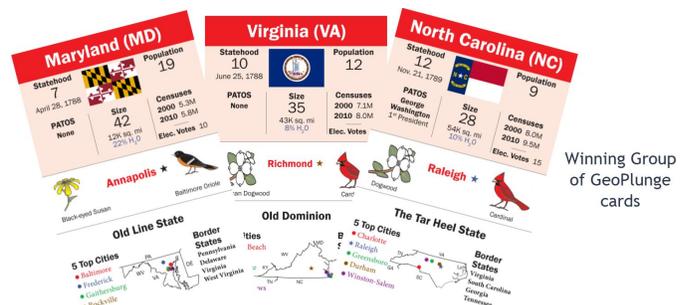
Players: Two teams of three players. See Differentiation Strategies below. If there is an extra player, that person is the dealer for the game and rotates in the next round.

Objective: This game is a race! Each team tries to find winning groups of cards as fast as it can. The border states of each state determine the winning groups, as described below. Teams earn 1 point for each win. Play until a team earns 3 points.

Level 1:

Step 1: Deal each team 18 GeoPlunge cards *face-down*. Teams do NOT turn over or look at their cards until the dealer says, “Ready, Set, **GeoPlunge!!**”

Step 2: The teams then turn over their cards and the race begins. Each team tries to create 2 winning groups from the cards it was dealt. A winning group of cards consists of 3 cards where one state in the group borders both of the other states in the group. For example, the states Maryland, Virginia, and North Carolina are one group because Virginia borders both Maryland and North Carolina. A team cannot use the same card in more than one group.



Winning Group of GeoPlunge cards

Step 3: A team shouts “GeoPlunge” as soon as it finds 2 winning groups.

Determining Who Wins this Game: If the first team to shout GeoPlunge shows its 2 winning groups of cards, it wins this game.

Otherwise, the other team wins this game. If both teams shout at the same time, the game is a tie unless only one team shows its 2 winning groups.



Visual representation of winning group

Level 2:

Follow the rules for level 1. However, each team tries to create 2 winning groups OR 3 winning groups if it wants to earn one bonus point. A team shouts “GeoPlunge” as soon as it finds 2 winning groups or “ThreeOPlunge” if it is trying to earn the bonus point. A team successful in finding 3 winning groups receives a total of 2 points for the game. Play until one team earns 5 points. If the shouting team does not correctly show its 2 or 3 winning groups, the other team wins the game and receives the bonus point.

All players shake hands after the game is finished.

Differentiation Strategies:

- Play with 1, 2 or 4 players on a team
- Players may look at a state map while playing
- A team wins the game if they find three groups of two bordering states
- Play for a different point total or period of time
- See Outdoor Learning activities with GeoPlunge cards.
- Only use cards of specific regions (i.e. U.S. regions, East/West of the Mississippi)
- Combine 2 or more GeoPlunge games and create a mini-tournament.

DASHING STATES™ Classroom Versions, Levels 1-2

Cards Used: GeoPlunge Map cards, Answer key
There is only one state in red on each Map card.

Players: Two teams of three players. See Differentiation Strategies below. If there is an extra player, that person is the dealer for the game and rotates in the next round.



Level 1:

Objective: Dashing States™ is a race! As quickly as it can, each team tries to determine the identity of the states in red on 4 of its 5 Map cards, sort those cards in alphabetical order by state name, and announce the state names and state capitals of those states. Teams earn 1 point for each win. Play until a team earns 3 points.

Step 1: Deal each team five Map cards *face-down*. Teams do NOT turn over or look at their cards until the dealer or players say, “Ready, Set, **GeoPlunge!!**”

Step 2: The teams then turn over their cards and the race begins. Each team tries place 4 of its 5 states in alphabetical order by state name, and then shout “**GeoPlunge!**” The unused card must be turned *face-down before* shouting GeoPlunge. The team that shouts GeoPlunge then announces the names of its four states **and** the capitals of those states.

Determining Who Wins this Game: The first team to shout GeoPlunge wins the game if it: 1) correctly placed its 4 states in alphabetical order, 2) turned its unused card face-down before shouting, and 3) correctly identifies its 4 states and capitals. Otherwise, the other team wins the game. If both teams shout GeoPlunge at the same time, it is a tie unless only one team successfully completes step 2.

Level 2:

The structure for Level 2 is the same as Level 1, with the following exceptions:

Objective: Each team tries to sort 6 of its 7 Map cards in alphabetical order as quickly as it can, as described below, and then announces the state names and capitals of those states.

- Races 1, 3, 5: The 6 map cards must be placed in alphabetical order by state name.
- Races 2, 4: The 6 map cards must be placed in alphabetical order by the name of the state capitals.

Teams earn 1 point for each win. Play until a team earns 3 points.

In addition, **each** member of the first team to shout GeoPlunge must then correctly identify the states and capitals on 2 of the 6 map cards WITHOUT help from his/her teammates, as follows: the player on the left must identify the information for the 2 cards that are most to the left, the player in the middle must identify the information for the 2 cards in the middle, and the player on the right must identify the information for the 2 cards that are most to the right.

All players shake hands after the game is finished.

Differentiation Strategies:

- Play with 1, 2 or 4 players on a team, or 3 teams
- Players may use a map to help identify the states.
- Play for a different point total or period of time
- Alternative rules:
 - Players are only required to name the states, not the capitals
 - Players identify fewer states (Example: Deal out four or five cards and alphabetize only three of them)
 - Award one bonus point if any team uses all of its cards and is first to shout GeoPlunge
- Only use cards of specific regions (i.e. U.S. regions, East/West of the Mississippi)
- Combine 2 or more GeoPlunge games and create a mini-tournament.

Additional ideas:

- Use the Map cards to play “War”: Both players turn over a card and the first player to identify their state receives both cards. The object of the game is to collect the most cards when finished playing. Play for 15 minutes.
- See Outdoor Learning activities with GeoPlunge cards.

A GeoPlunge tournament combines several GeoPlunge games into rounds of 20 minutes. See the GeoPlunge Tournament rules for a complete details and scoring.

Combo 1: Border Up™ (Level 1), Inflate States™ (Level 1), Dashing States™ (Level 1), Play the Ranks™ (Level 1)

Combo 2: Border Up™ (Level 2), Inflate States™ (Level 2), Dashing States™ (Level 2), Play the Ranks™ (Level 2)

Combo 3: Border Up™ (Level 3), Inflate States™ (Level 3), Dashing States™ (Level 3), Play the Ranks™ or Play the Border Zap™ (Level 3), Chummy Challenge™ (Level 3)

Combo 4: Border Up™ (Level 4), Inflate States™ (Level 4), Dashing States™ (Level 4), Play the Ranks™ or Play the Border Zap™ (Level 4), Chummy Challenge™ (Level 4)