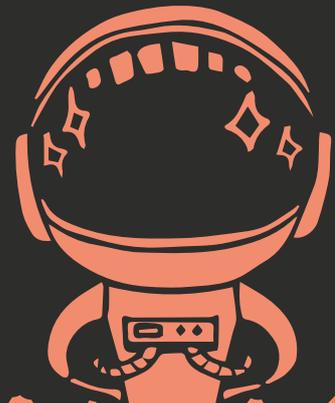


# GEOGRAPHY: WANDERLUST



## ABOUT & HOW TO USE

In this pedagogical package focus is on travelling and geography. Students get to tackle assignments ranging from forming a cultural identity to organising an intergalactic travel fair. Most assignments work best after playing the game.

YOU CAN SHOW THE TASKS TO STUDENTS FROM STUDENT'S VIEW PDF.

LET YOUR STUDENTS BE RIDICULOUS!

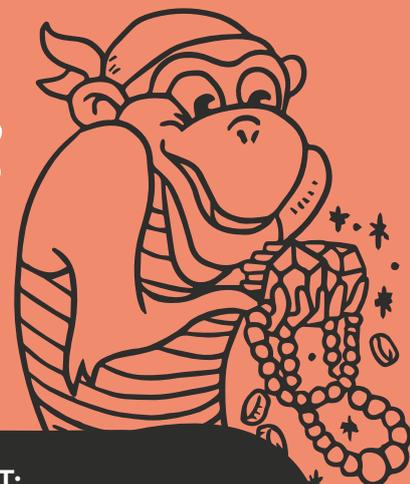
## HOLIDAY FROM MY VACATION

*In this assignment students get to plan a week-long holiday trip to LUPO creatures. Best played after completing the game.*

New home for humanity is ready and what a project it has been! Now it's time for a much deserved holiday. Yes even the Busy Bots will have theirs.

### TASK

Pick one species from the deck. Plan a week long holiday trip for the creature. Where would it go? What would it do? What would it eat? What would it see? Make a travel plan including the detailed info about the trip. Remember, ridiculous things like ridiculous things.



### TO SPICE UP THE ASSIGNMENT:

- Plan a trip that suits human and creatures alike.
- Have the students plan the trip to a familiar location.
- Pick a world card and plan the holiday to that location.

## IT'S NOT FAIR! ACTUALLY IT IS. A TRAVEL FAIR!

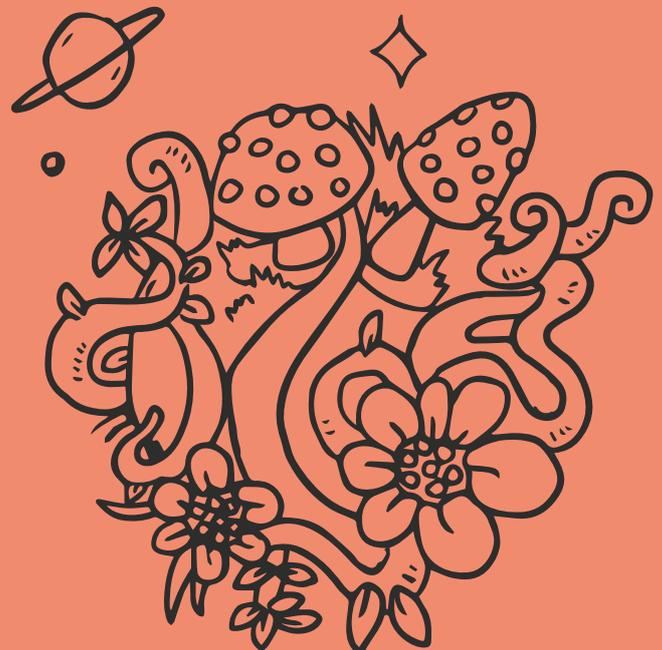
*This assignment is about organising an intergalactic travel fair with your students. Students goal is to come up with a commercial or stand to the fair where they will be presenting their planet's possibilities as a new hotspot for tourism. Best used after completing the game.*

Your planets is the new hotspot for travellers, tourists and backpackers. Everyone wants to visit your exotic corner of the universe. Even the Hipster Ants! If the Hipster Ants are interested then it's the new you know "thing". So take the credit and attract the masses.

### TASK

Use your own planet or pick one world card and make it a holiday resort for tourists from other planets and galaxies. Come up with a design for the hotel, attractions, activities, sights, places to go, things to do and food to eat. Present your idea as a commercial/stand at the fair. The Intergalactic Travel Fair awaits!

Gather all the ideas and arrange an Intergalactic Travel Fair where every idea is presented by the students. Invite guests. You can also buy trips from the fair. Every visitor can buy one trip. Make statistics on which planet was the most popular.



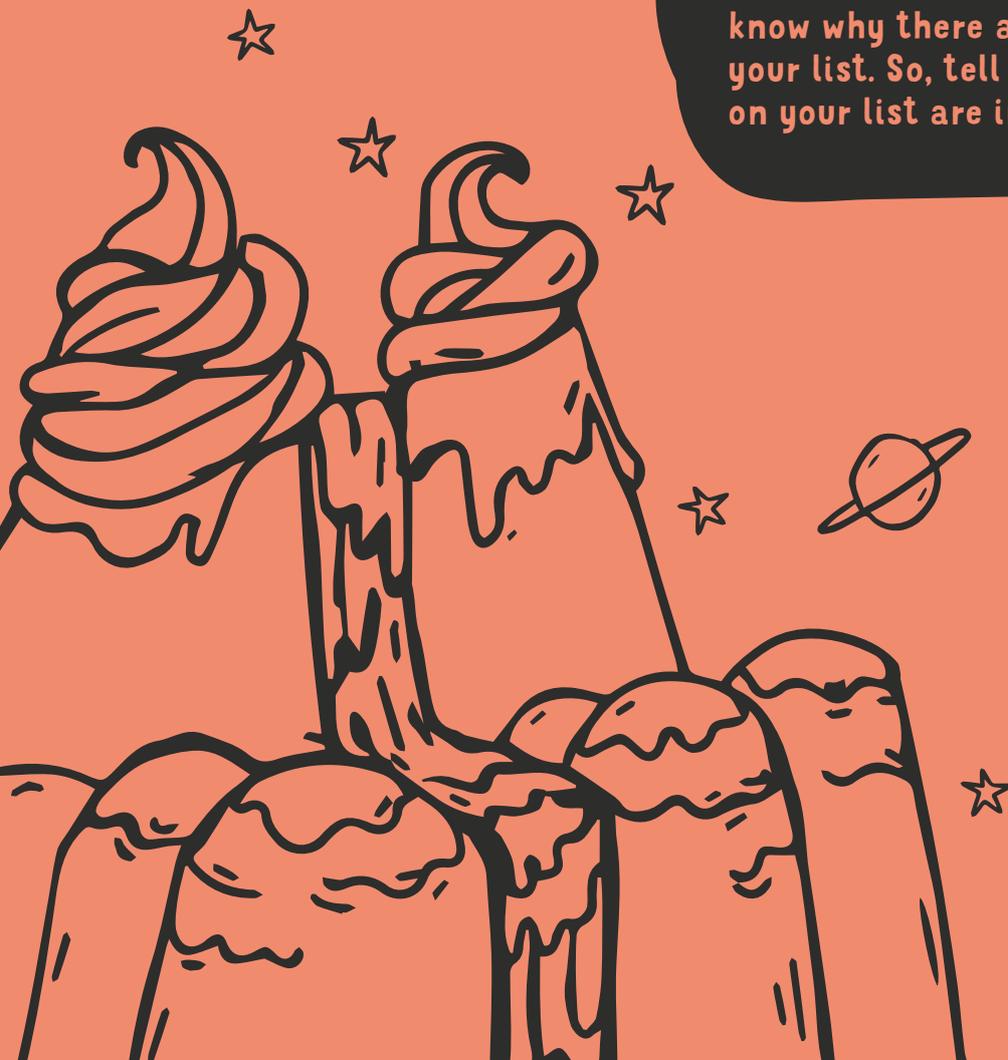
# WE WILL LEAVE OUR MARK! HEY DON'T DO THAT MARK IS A COOL GUY!

*This assignment tackles the topic of heritage sites. Students get to come up with their own heritage sites for their planets. They also have to explain why they have come up with their specific heritage site. This assignment works best when the game is already completed.*

## TASK

As time passes by you begin to think that there should be something on your planet that the future generations of people and Shy Giants could remember you from. No, I am not talking about that chewing gum that you left on the slopes of Volcano World. Something else, let's say meaningful (not to underestimate the meaningfulness of already chewed chewing gum) and important.

Introduce your planet's heritage sites and make your own heritage sites list. Also it would be nice to know why there are certain sites on your list. So, tell other why the sites on your list are included there.



- TRIPLE CHOCOLATE FALLS
- THE OLDEST LOLLIPOP

## SMALL STEP FOR A MAN...

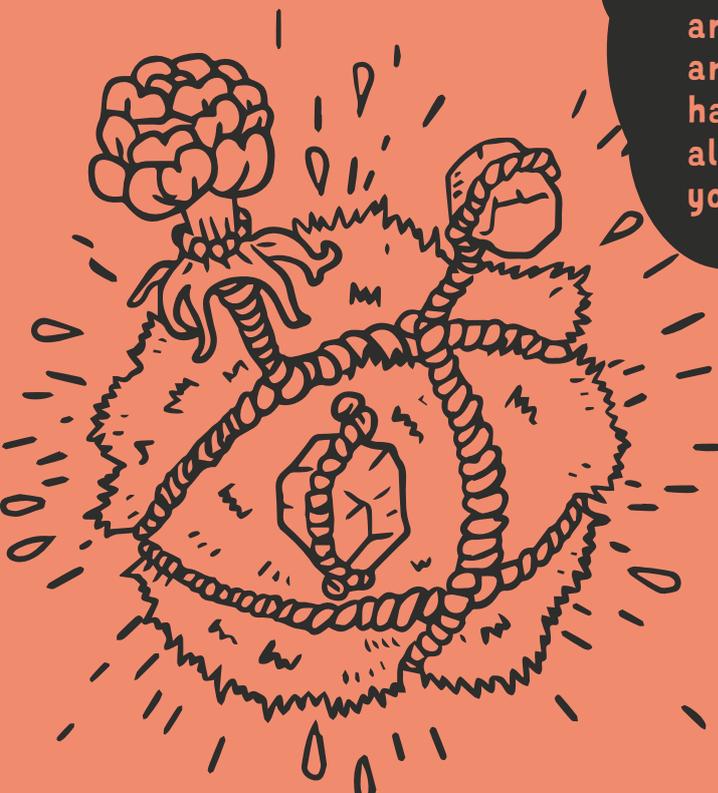
*In this assignment students get to present other planets from the game. They will come up with real life facts about planets such as weather conditions, continents and living conditions. They also get to present their planet to others. Best used after playing the game or as an extra assignment during the game.*

As time goes by you hear rumours that there is a vast amount of other planets pretty close (in a galactic scale) to your new home. The rumours are that there are also other pretty ridiculous planets. You decide to do something about these rumours, because they are getting out of hand.

### TASK

- So plan a fast and agile spaceship to go and explore other planets.
- Pick up one or more planet card(s) from the deck and present the planet(s) with specific details to others. Specific details can be for example the following: size of the planet, weather conditions, oceans, continents, does the planet orbit something, does something orbit the planet, structure of time, atmosphere, topography and living conditions. You can also compare your planet to the good old planet Earth.

Present your spaceship and your findings to others in order to put an end to all these rumours going around. Your people deserve the cold hard ridiculous facts. You can gather all the ridiculous facts and create your Ridiculopedia!



VS



# HOME SWEET HOME!

*This assignment is about starting to create a cultural identity to a certain planet in the game. It can be a planet of their choosing or a planet they have already created a new home for humanity. Best used after completing the game.*

Your new home is thriving and people are very happy how things are going. However, there has been some discussion going on that something is missing. People and creatures alike want to belong to something. No, I don't mean the bingo club that you already belong to or the form floating team that you just joined. We are talking about something more. Something they all can relate to. Something bigger and common. So let's start it by creating for example the following things to your new home:

- Flag and a symbol that represents your new home
- Map of your new home (you can use real life map info or come up with your own)
- National song, dish, animal, sport or any other national thing you have on your planet
- Capital city and other cities worth mentioning
- Population
- Spoken languages
- Currency

And remember that all of the ridiculous human beings and creatures, who have helped you to build your new home, want to be part of this. You can also add these ridiculous facts to your own Ridiculopedia just as in the "Small step for a man..." assignment.

