

Ibn Battuta Board Game - Sample for Class Instructions



Gold dinar coin.

This class project is to prepare a **board game** based on the travels of Ibn Battuta. The **purpose of the game** is complete the trip around a simple map showing most of his travels as quickly as possible while gaining wealth in the form of dinar (coins). In addition, the teacher will award dinar (and credit) for the students as they participate in the construction and playing of the game.

Preparation may be done in groups:

1. One group should prepare at least two **CHANCE cards** that are positive (will help a traveler move ahead) and two CHANCE cards that are negative (will keep the player from moving on) **for each of the chapters of Ibn Battuta's travels**. Use 3"X5" cards of one color (for example, blue). The positive cards will send the player ahead two squares, the negative will send the player back two squares.
2. One group of students should prepare a set of **CHALLENGE cards** which are questions on 3"X5" cards of another color (for example, white). Questions may range from easy to hard - something like: What are the five pillars of Islam? -or- What is the definition of a caravanserai? -or- What language did Ibn Battuta speak? -or- something specific to each of the chapters, such as "Why didn't Ibn Battuta like China very much?" These questions will be used as CHALLENGE spot on the board (map). Harder questions can be given a value, such as 5 dinar if the question is answered correctly. Easier questions can be given a value of 1 dinar. When someone lands on the CHALLENGE SQUARES they can earn dinar for the trip by answering the questions correctly. (You will need at least 25 questions.)
3. One group of students should prepare the board. This can be done on a large map of Africa and Eurasia. They should have three colored labels or large round dots (at least an inch across). Looking at the routes taken by Ibn Battuta for his entire lifetime - and simplifying it somewhat -, place colored labels along the routes. The starting and ending place should be in Morocco. Color code the labels so that about every fifth label there is a place to land on a CHANCE spot. and the one following is a CHALLENGE spot. (Then

the player will have to choose a card from those prepared above.) Other squares/labels can indicate "lose a turn" or "take another turn", but most will be blank (a safe place on the board).

4. One student should be a banker and arrange to have "coins" such as washers or pennies (?) for the game. The bank should have at least 150 coins that will be called "dinar".

RULES:

- This game may be played with two, three or four individuals or partners. Each player, or set of partner, should have a token to place on the board and move it along the spaces.
- Get one die (or two dice) to play the game. It is something like Monopoly. The players should take turns rolling the die (dice) and advancing on the board.
- When a player lands on a CHANCE spot, he/she should draw a chance card and do as it instructs, moving either forward or back. (The player must follow the instructions of the space that is landed on - for example, it may be a safe spot, or tell the player to go ahead or back, or to take a CHALLENGE card.)
- When a player lands on a CHALLENGE spot, he/she must listen to the question read by another person. If he/she answers correctly, then the reward or dinar must come from the bank.
- **The game ends when the second player completes the travels.**
- All dinar are returned to the bank!

The winners are determined by the player(s) with the most dinar and by finishing first and second.

Students may contribute to the development of the game by making suggestions for modifications.

The Travels of Ibn Battuta: A Virtual Tour with the 14th Century Traveler

<http://ibnbattuta.berkeley.edu>

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