

# River Cruise

## Topic

Rivers of the world

## Objective

Students will identify major rivers of the world by the location of their sources, their mouths, and/or other significant details of their courses.

## Materials

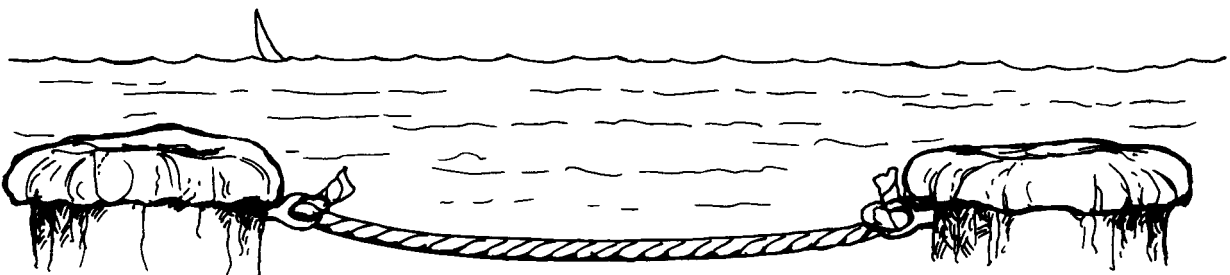
- an overhead projector
- pages 38–39 (one copy of each page)
- overhead transparency of page 40

## Preparation

1. Reproduce copies of the clue sheets and cut out the individual river cruise tickets. Keep related cards together but place them in random order.
2. Prepare an overhead transparency of the River Cruise game board.
3. Obtain and ready an overhead projector.

## Procedure

1. Divide the class into heterogeneous cooperative learning teams.
2. Tell students that they will be playing a game that allows review of the major rivers of the world. You will read a clue about a famous river, and each team in turn will try to identify its name.
3. There are three levels of play during each game, determined by the degree of difficulty involved in identifying that particular set of rivers by its clues. The levels are “Still Water” (easy), “Swift Current” (average), and “White Water Rapids” (challenging). For each level of play, the teacher presents the overhead transparency of the game board with six unknown rivers labeled A, B, C, D, E, and F, corresponding to the labels on the cruise tickets. There are four clues for each of the six rivers.



# River Cruise *(cont.)*

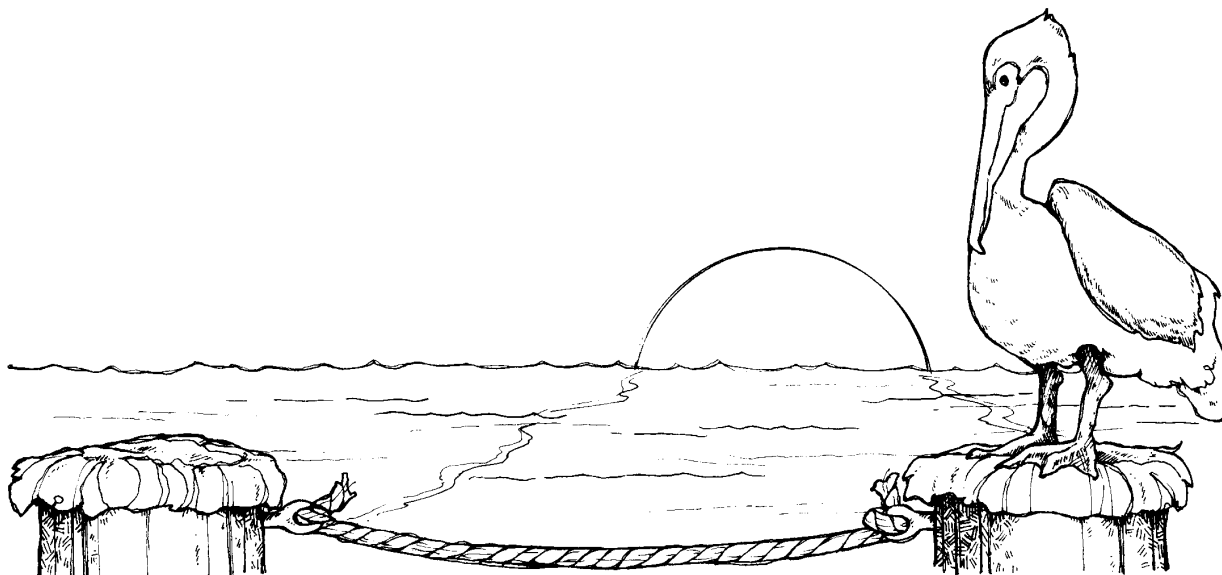
## **Procedure** *(cont.)*

4. Teams orally choose a clue for any of the six rivers by calling out a letter A–F. During the “Still Water” level of play, a river identified on the first clue given is worth 40 points. Guessing the name of a river correctly on the second clue garners 30 points; on the third clue, 20 points; and on the fourth clue, 10 points. The point values change with each level of play.
5. Note that tickets for the Still Water Cruise (easy level) have already been provided. You may wish to prepare additional sets of four clues each for Swift Current (average) and White Water Rapids (challenging) levels. (Some teachers may involve student teams in researching and developing the clues.) Simply block out the clues on an existing set of tickets and reproduce blank tickets for the next level of difficulty. The new clues may be written directly onto the blank tickets.
6. Play continues until all the rivers for a level have been identified, or all clues have been used. (**Note:** One, two, or all three levels of play may constitute a game.) The team with the greatest number of points is the winner.

## **Background**

“River Cruise” not only reviews information about rivers, it invites students to tune their listening skills as clues are read aloud only once. You may encourage team members to take notes in order to maintain possession of clues throughout the competition.

On the game board, space is provided for checking off each clue given for a river. When the river is identified, circle the appropriate point value and record the name of the team which first recognized it. When changing levels, leave the circled scores for each river at the previous level of play, noting the team that garnered the points. Erase the clue number notations and team record in order to initiate a different level of play.



# Still Water Cruise Tickets

Mississippi  
River  
Cruise (A)

a. Its source is Lake Itasca in Minnesota.

Mississippi  
River  
Cruise (A)

b. Its basin reaches from the Rockies to the Appalachians.

Mississippi  
River  
Cruise (A)

c. The Native Americans called it the “Father of Waters.”

Mississippi  
River  
Cruise (A)

d. Its mouth empties into the Gulf of Mexico.

Missouri  
River  
Cruise (B)

a. Its source is in the Northern Rockies of the United States.

Missouri  
River  
Cruise (B)

b. Lewis and Clark followed it in exploring the Louisiana Purchase.

Missouri  
River  
Cruise (B)

c. It forms the border between Iowa and Nebraska.

Missouri  
River  
Cruise (B)

d. Its mouth empties into a larger river at St. Louis, Missouri.

Rio Grande  
River  
Cruise (C)

a. Its source is in the Rockies of Southern Colorado.

Rio Grande  
River  
Cruise (C)

b. It flows south-southeast.

Rio Grande  
River  
Cruise (C)

c. It forms the border of Mexico and the United States.

Rio Grande  
River  
Cruise (C)

d. It empties into the Gulf of Mexico.

# Still Water Cruise Tickets *(cont.)*

Colorado  
River  
Cruise (D)

a. It flows southwest from its source in the Colorado Rockies.

Colorado  
River  
Cruise (D)

b. It carved the Grand Canyon.

Colorado  
River  
Cruise (D)

c. Its water is used by several states and two nations for irrigation.

Colorado  
River  
Cruise (D)

d. Its mouth opens into the Gulf of California.

Amazon  
River  
Cruise (E)

a. Its source is in the Andes Mountains of Eastern Peru.

Amazon  
River  
Cruise (E)

b. It flows eastward close to the equator.

Amazon  
River  
Cruise (E)

c. It has the largest volume of water of any river in the world.

Amazon  
River  
Cruise (E)

d. It empties into the Atlantic Ocean on the east coast of South America.

Nile  
River  
Cruise (F)

a. From its source in the highlands of East Africa, it flows northward.

Nile  
River  
Cruise (F)

b. It has a “Blue” and a “White” tributary.

Nile  
River  
Cruise (F)

c. It loses half of its water through evaporation in the Sudd.

Nile  
River  
Cruise (F)

d. Its mouth has a large delta and empties into the Mediterranean Sea.

# River Cruise Game Board

Still Water

10 20 30 40

# of clues



Swift Current

20 30 40 50

White Water Rapids

30 40 50 60

Team \_\_\_\_\_

**A**

10 20 30 40

# of clues



20 30 40 50

30 40 50 60

Team \_\_\_\_\_

**B**

10 20 30 40

# of clues



20 30 40 50

30 40 50 60

Team \_\_\_\_\_

**C**

10 20 30 40

# of clues



20 30 40 50

30 40 50 60

Team \_\_\_\_\_

**D**

10 20 30 40

# of clues



20 30 40 50

30 40 50 60

Team \_\_\_\_\_

**E**

10 20 30 40

# of clues



20 30 40 50

30 40 50 60

Team \_\_\_\_\_

**F**