



Ticket to Ride Europe



Co-funded by
the European Union

Key competence: <i>Learn to learn</i> Soft skills: <i>Planning & organization, decision making</i>			
	Editorial Recommendation	2 - 5 4	30-60 min 45 min

Variants and/or steps





- ★ The first day the explanation of this game can take 15 minutes. Then, it's complicated to finish the game the first time students play it.
- ★ In some cases the routes can be scored at the end of the game instead of during the game.
- ★ Playing in pairs can be interesting for working decision making capacity.
- ★ Since the board is a map of Europe, it can be used for teaching or reviewing geographical or historic contents.
- ★ The colored boxes on the board can also be used to do different calculations.

Adaptations for special needs

- This game can be played by students with special needs by simplifying the rules. For example, giving them one short route.

Discussion

What cities of the board did you recognize? Which one would you like visiting? Why? What things are important if you want to visit another country? Were you planning every turn? Explain us what was in your mind

% of answers based on 238 Primary School students				
Would you like to play it again?	3%	17%	26%	54%
Have you communicated a lot with your classmates while you were playing?	4%	24%	31%	42%
Have you done any calculations during the game?	25%	14%	18%	43%
How easy was it to understand the rules of the game?	14%	21%	19%	46%
Have you thought of any strategy while playing the game?	22%	10%	17%	51%
Are you able to explain this game to another student?	26%	18%	24%	32%