

TRAVEL IN TIME: EN ROUTE WITH THE PAST

1ST SESSION

Can you imagine a world without planes? Without trains? Without cars? How did they travel a thousand or five hundred years ago to cross all of Europe and Asia, by land and by sea without roads nor GPS? We are going to embark upon a fantastic adventure and research about the travels made throughout antiquity.

We will research what the routes were, means of transport, the products with which they trade do the purposes that motive anted them as well as the adventures that they had.

In small groups we are going to research:

1. Phonicians
2. Greeks
3. Alejandro Magno
4. Vikings
5. The Navigation of San Brandán
6. Species routes
7. Marco Polo
8. Camino de Santiago
9. Ruta Francígena

What is our task? Make a map that help sour allies to continue using the famous routes and find ways to riches, so we will have to explain where we have made stops, what products we get in each place, what dangers can be found, what is the best mode of transport etc. We can make a map on a DIN A-3 piece of card with flaps (lap book type) to show the main events. We can make the means of transport that really moves to explain it better, creativity on your prate mains adventurous!

2ND SESSION

Once we have started the investigation and started to draw the main with the main places where our trailers and boats have passed we are going to encode it just in case our map falls into enemy hands. In each place we will put reference coordinates of the latitude and longitude so that our enemies have to be aware of this and loc ate it. For this, each group will make some cards, o none side they will put the name of the route and on the other the coordinates.

3RD SESSION

When we have finished all the maps and the cards we will have a grand final game. Each group will play another with their cards to locate the main trade places or stop. The team with the fewest places that they have been able to visit will be the one that has best kept the secret of their route anther fore will be the winner.

NOTES FOR THE TEACHER

As an introduction and explanation, the teacher can teach students the [ORBIS](#) tool, a tool that is a type of Google Earth from the Roman Empire, it measures distances in Roman times from one point to another, depending on the season, the means of transport, the costs etc. It is a very good tool to make an example in a virtual way so that it helps the students to later carryout their task.

The game system and points and rewards will be left to the teacher's decision. The important thing is that they practice the coordinates as well as carry out the investigation of each of the trips.