



CITY JUNGLE guide book



ABOUT THE GAME

INTRODUCTION

We want to invite you to join in a crazy adventure. In this game, you will take part in a wild race as an animal and have a lot of fun with your team.

PURPOSE

Having fun and learning !

LEARNING OBJECTIVES & COMPETENCES

- Game teaches road signs & rules on the road
- Team work
- Problem solving
- Learn to lose or win
- Logic thinking
- Creative thinking

WHAT YOU NEED TO PLAY

- Number of players: min 2 teams, min 3 people in team
- Time: 5 to 15 minutes per round,
- Materials: [link to page with animals' names and road signs](#)
- Master of the game, who prepare track for 2nd round of the game
- Timer

HOW TO PLAY?

ROUND 1 - GUESS WHO?

1. One person from each team is spinning a wheel and choosing the animal, without telling to other people..
2. He is showing the animal with no sounds to his team for 30 sec, team is trying to guess the animal
3. After 30 sec characteristical sounds of the animal can be added in case not guessed.

ROUND 2 - ANIMAL RACING

1. Each team is choosing 5 traffic signs. The master of the game is giving explanation of the traffic rules. In case rules are broken 10 extra seconds are added to the team time.
2. Each team needs to place the traffic signs on 5 chairs to be able to pass the track.
3. Track has to be passed by each team member in a way the animal selected in phase 1 is moving. Master is checking the total time.

ROUND 3

Each team need to create funny story about animal living in the city. The master of the game choose the wining story so be crative!

MATERIALS

ROUND 1 - LINK TO SPIN WHEEL: [HTTPS://RANDOMSPINWHEEL.COM/](https://RANDOMSPINWHEEL.COM/)

Write on wheel participating animals: rabbit, monkey, horse, cow, duck, owl, pig, chicken, cow, tiger, turtel, snake, bear, camel, frog

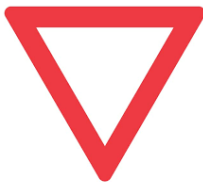
ROUND 2- SIGN EXPLENATION



Wait 10 secouds



Move in arrow direction



If someone else is on crossing roud, let him go first



Move in slow motion until you cross next sign



Animals are not allowed



You can't go this way

MATERIALS - CARDS



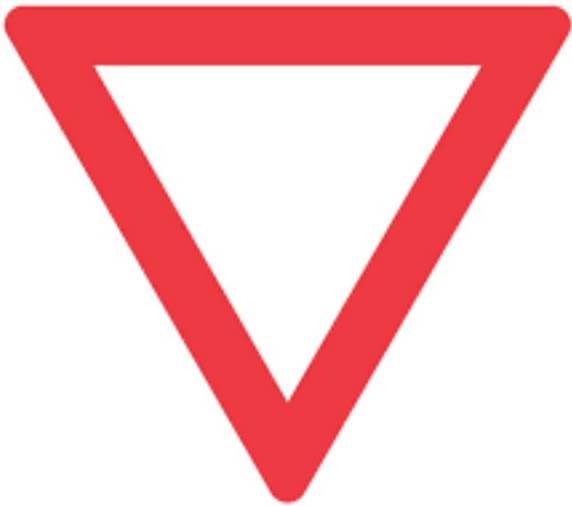
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