

***ALL ABOUT***

**The European Union  
and the European Parliament**

**GEOGRAPHY**

**LESSON PLAN No.4**



European Parliament  
Liaison Office  
in the United Kingdom

# ALL ABOUT GEOGRAPHY

Young people in the UK are European – *UNITED IN DIVERSITY*.

## KEY QUESTIONS

- What does it mean to be an EU Member State and how does growing up in a Member State influence the lives of young people geographically?
- How does a young person's country of origin shape their understanding of the world, and how does being European influence their understanding of it?
- How does the geography of Europe allow for ease of interconnectedness and how can young people in the UK, as third country citizens, remain connected with EU Member States?

## LEARNING OBJECTIVES

Students will:

1. Understand how the EU and the UK are connected geographically and physically
2. Be inspired to travel in Europe and make connections with other Europeans
3. Be motivated to understand the impact of the geography of Europe on social and cultural links and relationships

## EU FOCUS

- EU-wide initiatives to connect young people (e.g. EU Youth Strategy)
- UK-EU initiatives (e.g. Young European Movement, Young European Ambassadors)
- Use school/college links as case studies – present information on schools/colleges that have exchange programmes or partnerships with EU Member State-based schools/colleges

LEARNING OBJECTIVES	ACTIVITY	TIME	RESOURCES
	<b>Starter activity</b> Teacher explains the game: 'EU-Rail'	5 mins	Instructions sheet – See Resources page 4
L01 L02 L03	<b>Main activity part 1</b> <b>Planning the Interrail Game</b> <ul style="list-style-type: none"> <li>Students get into teams – each team is given an Interrail Ticket, a map of Europe, a budget and a starting point. The aim is to do an Interrail trip around Europe, collecting as many points as possible.</li> </ul>	10 mins	Interrail Ticket – See Resources page 5  Map of Europe: <a href="https://op.europa.eu/en/publication-detail/-/publication/bc7c96f5-93fa-11ea-aac4-01aa75ed71a1/language-en">https://op.europa.eu/en/publication-detail/-/publication/bc7c96f5-93fa-11ea-aac4-01aa75ed71a1/language-en</a>  Electronic device (one per group minimum)
L01 L02 L03	<b>Main activity part 2</b> <b>Playing the Interrail Game</b> <ul style="list-style-type: none"> <li>Students start their Interrail journey, tracing their route on the map.</li> <li>Every time they get to a country where they want to stop they are issued with a Country Card which they complete before continuing with their journey.</li> <li>Throughout the game, complete their Bonus Card.</li> </ul> <p>Teacher keeps the scores throughout.</p>	30 mins	Country Card – See Resources page 6 Bonus Card – See Resources page 7 Score Sheet – See Resources page 8
L01 L02 L03	<b>Plenary</b> <b>What have you learnt?</b> <ul style="list-style-type: none"> <li>Quiz round: each group chooses one country they have visited and reads out 4 pieces of information on that country (focus on the more obscure, and one must be about the benefits of being a Member State of the EU) – the other groups guess the name of the countries.</li> <li>Once answers are given points are totaled.</li> </ul>	15 mins	Country Card – See Resources page 6

**TOP TIP**  
 If a student has a connection with another European country this could be their starting point.

**TOP TIP**  
 In order to obtain their next card, students say 4 words in the language of the country they are in.

**TOP TIP**  
 Teachers of Scottish Higher Languages (SQA): how about using this lesson to enhance students' experience of the 'planning a trip' topic in the theme of culture?  
  
 Teachers of BTEC Level 3 Travel and Tourism (Pearson): how about using this lesson to develop students' knowledge and understanding of up-to-date travel opportunities and practicalities across the EU?

# ALL ABOUT GEOGRAPHY RESOURCES

## How to play 'EU-Rail'

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The aim of the game is to plan and travel an 'Interrail' style journey around EU Member States, gathering information about the countries you visit as you go. Teams will gain 'bonus' points for finding out key facts.

### Whole class resource:

- A map of Europe – on a whiteboard?

### Each team will need:

- An Interrail Ticket
- A Bonus Card
- A map of Europe

**Version A:** all groups have to get from the UK to a set destination

**Version B:** all groups start from somewhere different and have to get as far as possible

### In teams of three:

1. Research Interrail (price / places / length / timetable / other details) and plan your route  
(Constraints: if your school / city / college has links with other EU countries, you MUST visit those countries on your journey).
2. Start your Interrail journey and trace your route on the map. Every time you get to a country in which you want to stop, get a Country Card from your teacher. You will need to show your completed Country Card before you can obtain your next one and continue your journey.
3. Throughout the game, complete your Bonus Card.

### Bonus points for:

- Most northerly route
- Most southerly route
- Longest route
- Most stops on route

### TOP TIP

#### Ideas for extension activities:

- play the game in a different language
  - based on all the information you have found, create another board game
  - create a video campaign about one of the countries you have visited.
- Present all the information, in particular, how has your country benefitted from being an EU Member State and why should young people visit it?



# ALL ABOUT GEOGRAPHY RESOURCES

## Country Card

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Name of country visited:

What to find	What you have found
Capital city	
Famous landmark	
Famous person (and who they are)	
Four words in the language of the country (hello, good bye, thank you, please)	
Date when it joined the EU	
One or more ways in which the country has benefitted from being a Member State (use <a href="https://what-europe-does-for-me.eu/en/home">https://what-europe-does-for-me.eu/en/home</a> )	
Find either: an event funded by the EU – a joint EU partnership between EU countries  – if this is your twinned town or school / college, what projects is the EU funding (subject specific) there?	

# ALL ABOUT GEOGRAPHY RESOURCES

## Bonus Card

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**Bonus card: to be filled throughout your journey**

What to find	What you have found
Name a river that crosses more than two countries in which you have stopped	
Name towns which are twinned with towns in two countries where you have stopped	
Name a band that has members from at least two countries in which you have stopped (including UK)	
Find countries on your journey which joined the EU in the same year	
Find buildings/ bridges / projects funded by the EU	
The expat community: how many British expats? How have they benefitted from being part of the EU? Did the number of expats grow after the country joined the EU?	
Find out how many British businesses have offices or factories in that country	

# ALL ABOUT GEOGRAPHY RESOURCES

## EU-Rail Scoring System

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- **5 points for every completed Country Card**
- **5 points for:**
  - Longest journey with most stops
  - Most original route
- **Bonus Card:**
  - 2 points per completed item
  - 3 extra points if pupil plays a song by the band they found
  - 5 extra points if all items on the Bonus Card completed
- **Quiz round: 10 points if they guess the country correctly**