Scramble for Africa Game Instructions – Class Copy

**Directions**: Between 1500 and 1895, European countries decided that in order to be powerful, they needed to conquer/take over places around the world. The places they took over, which were called colonies, would provide natural resources that would make European armies stronger. Your goal today is to get the resources and land that your European country needs in order to be powerful.

**How do you win**? There are no set amount of winners in this game. Each group/country has different things they want from Africa. The teacher will looking to see how close groups stick to their round instructions along with how groups work together.

**General Rules**

**Starting a Colony**– Draw a dot with your country’s color the size of a penny where you want to start a colony. A country’s new colony must be started with an edge to an ocean or a sea.

**Extending a Colony**- Extend your territory by tracing a penny in previously unclaimed area of Africa; one of the penny’s edges needs to touch an already claimed area.

**Natural Resources**- are things that are found in the world that are valuable humans. Europeans take these natural resources back home so they can become rich.

**Ordering your Armies**- As a leaders of your country, you will need to explain what you want your army to do. In order for your generals to carry out your orders they need two things:

1. You will need a map of South America.

2. You will need a notecard that explains what modern country you want to colonize and why that land.

For example: I want to start a colony in Argentina because Portugal needs cattle.

**Game Length**

The Scramble for Africa game lasts at least three rounds.

**Round Order**

1. Read the round instructions.

2. Write a proposal on what your country would like to do on a notecard and why. Explain not only what areas you want to control but also why that area is important.

3. Territories are taken

**Country Colors**

Britain-pink

France-yellow

Belgium-brown

Spain-green

Germany-blue

Italy-red

Portugal-purple

Britain (Pink)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Britain (Pink)**-**1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

You have little interest in Africa itself because Britain is more concerned with its American colonies and your trade with India. You see Africa at this time as a trade route to Indiaand as a source for workers to work on sugar, cotton and tobacco plantations in the Americas. **Use a world map and as a group and look at what areas of Africa are the most important to control if you’re interested in trading with India. Where would you need to refuel and resupply your ships?**

**Start 2 colonies.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Britain (Pink)**-**1815 to 1875**

 Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Britain is starting to become a powerful country and its leaders start to realize the Africa is very rich. Since you want to avoid making other countries mad or accidentally starting a war, you will not take territory too close to that of another European country. **Your best bet is to focus on Southern Africa where you can get both gold and cattle to make your country rich**. **You** **want to protect your trade routes to Asia.**

**Start another colony and/or expand your colonies. In all, you may capture three penny lengths worth of land.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Britain (Pink)**-**1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. You can now conquer every part of Africa.

Whoa! Where did these new European countries come from that are taking up all this land? If we don't act fast they will take the land we want, this could eventually lead a war. **Try and connect your colonies**, this will allow us to defend our territories. **You want to secure your trade routes to India, so take over Egypt. Color Egypt pink. Also, expand all of your colonies by two penny lengths, if possible.**

France (Yellow)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

 **France (Yellow)**-**1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

You have little interest in Africa itself because your primary concern is for your colonies and your trade with China. You see Africa at this time as a trade route to India and as a source for workers to work on sugar, cotton and tobacco plantations in the Americas. Use a world map and as a group and look at what areas of Africa are the most important to control if you’re interested in controlling trade to Asia. **Specifically, what island can you take over that will allow you to trade with Asia?**

**All European countries wouldn’t mind controlling gold and diamonds deposits.**

**Start 2 colonies.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**France** **(Yellow) -** **1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

France is becoming powerful because the Industrial Revolution (making things in factories). You need the resources in Africa so you can continue to become powerful. Since you want to avoid drama or war in Europe, you will not take territory too close to that of another European country.

**Since France is more interested in European affairs, her territory should come primarily in the northern half of Africa.** **Start another colony and/or expand your colonies by three penny lengths.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**France** **(Yellow) -** **1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory. Grab as much of Africa as you can.

Whoa! Where did these new European countries come from that are taking up all this land? If we don't act fast they will take the land we want, this could eventually lead a war. **Try and connect our colonies**, this will allow us to defend our territories.

Expand all of your **colonies by two penny lengths,** if possible.

Belgium (Brown)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

 **Belgium (Brown)**-**1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

All European countries wouldn’t mind controlling **gold** and **diamonds** deposits. Belgium is specifically interested in **controlling areas with tropical rainforests for the wood and other natural resources. Use page 17** to look at the climates of Africa.

**Start 1 colony. If you roll a 5 or higher on a dice, you may start a second colony.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Belgium (Brown) - 1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

At this point in history your country does not feel that claiming territories in Africa is a high priority. It is more interested in watching soccer.

**You may only start or expand a colony. If you roll a 4, 5 or 6 on a dice, you may start/expand a colony.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Belgium (Brown) - 1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory. Grab as much of Africa as you can.

**Expand one colonies by two penny lengths if possible**.

Spain (Green)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

 **Spain (Green) - 1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Spain is interested in **foodstuffs**, **ceramics**, **glass**, **gold, diamonds** and controlling land with **Mediterranean Climate**. Use **page 17** to research which parts of Africa have a Mediterranean Climate. You can’t get take over these areas yet, but eventually you will be.

At this point in history your country does not feel that claiming territories in Africa is super important.

**You may start one colony.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Spain (Green) - 1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia. Use **page 17** to research which parts of Africa have a Mediterranean Climate. You can’t get take over these areas yet, but eventually you will be.

At this point in history your country does not feel that claiming territories in Africa is super important.

**You may only start or expand one colony.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Spain (Green) - 1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory. Grab as much of Africa as you can.

You are a smaller country which is primarily interested in areas that would be close to **Spain** aka North Africa. Use **page 17** to research which parts of Africa have a **Mediterranean Climate**. This is the area you want to take over.

**Start a colony and expand it by one penny spaces.**

Germany (Blue)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Germany (Blue)** - **1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Germany is interested in **cattle** and **salt**. All European countries wouldn’t mind controlling **gold** and **diamonds** deposits.

At this point in history your country does not feel that claiming territories in Africa is important.

**You may only start one colony. If you roll a 5 or 6 on a dice, you may start a second colony.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Germany (Blue)** - **1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Germany is interested in **cattle** and **salt**. At this point in history your country does not feel that claiming territories in Africa is super important.

**You may only start or expand one colony. If you roll a 4, 5 or 6 on a dice, you may start or expand a second colony.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Germany (Blue)** - **1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory. Grab as much of Africa as you can.

Starting around 1871, Germany started to become super powerful like Mr. Patterson and Mr. O’Connor. Germany’s leaders realize if they are going to be the strongest in the world, they need to take over land and resources. Germany better act fast or else all of Africa will be taken!

**Expand all your colonies by two penny lengths, if possible.**

Italy (Red)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

 **Italy (Red)** -**1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Italy is interested in **ceramics**, **glasses**, **textiles**, and **cattle**. All European countries wouldn’t mind controlling **gold** and **diamonds** deposits.

At this point in history your country does not feel that claiming territories in Africa is super important.

**You may start one colony.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Italy (Red) 1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

Italy is interested in **ceramics**, **glasses**, **textiles**, and **cattle**. All European countries wouldn’t mind controlling **gold** and **diamonds** deposits. At this point in history your country does not feel that claiming territories in Africa is super important.

**You may start one colony.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Italy (Red) 1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory. Take over as much as Africa as possible.

Man, just as you were about to take over parts of Africa, everyone else started taking the parts you wanted. If possible, take over some land in Northern Africa that is close to Italy. **Glass, ceramics, and textiles are important to Italy!**

**Start a colony and/or expand it by two penny spaces.**

Portugal (Purple)

**Round 1\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

 **Portugal (Purple)** - **1500 to 1815**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

You are the first to explore the coast of Africa. You have little interest in Africa itself because your main priority is to trade with Asia. Therefore, you are looking for port locations which will allow your ships to stop before moving on to Asia.

**Use a world map and as a group and look at what areas of Africa are the most important to control if you’re interested in controlling trade to Asia. All European countries wouldn’t mind controlling gold and diamonds deposits.**

**Start 2 colonies.**

**Round 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Portugal (Purple) - 1815 to 1875**

Africa has many powerful kingdoms at this time. As a result, you can’t take over land that is now controlled by Morocco, Algeria, Tunisia, Libya, Egypt, and Ethiopia.

You are becoming more interested in trade with Africans so you expand your influence around your colonies.

**Start a colony and expand it by one penny length.**

**Round 3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Portugal (Purple) - 1875 to 1895**

New inventions have allowed European countries to become extremely powerful compared to African kingdoms. There are no restrictions on available territory.

Man, just as you were about to take over parts of Africa, everyone else started taking the parts you wanted.

**Start a colony and/or expand your area by two penny spaces.**