

CIVGAME

ENRICHMENT

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Do not attempt this until every member of your team has created a G.I.S. of plant and animal assets.

GOAL

- Create thematic maps showing the geographic locations of earth's natural disaster threat zones.

WHY?

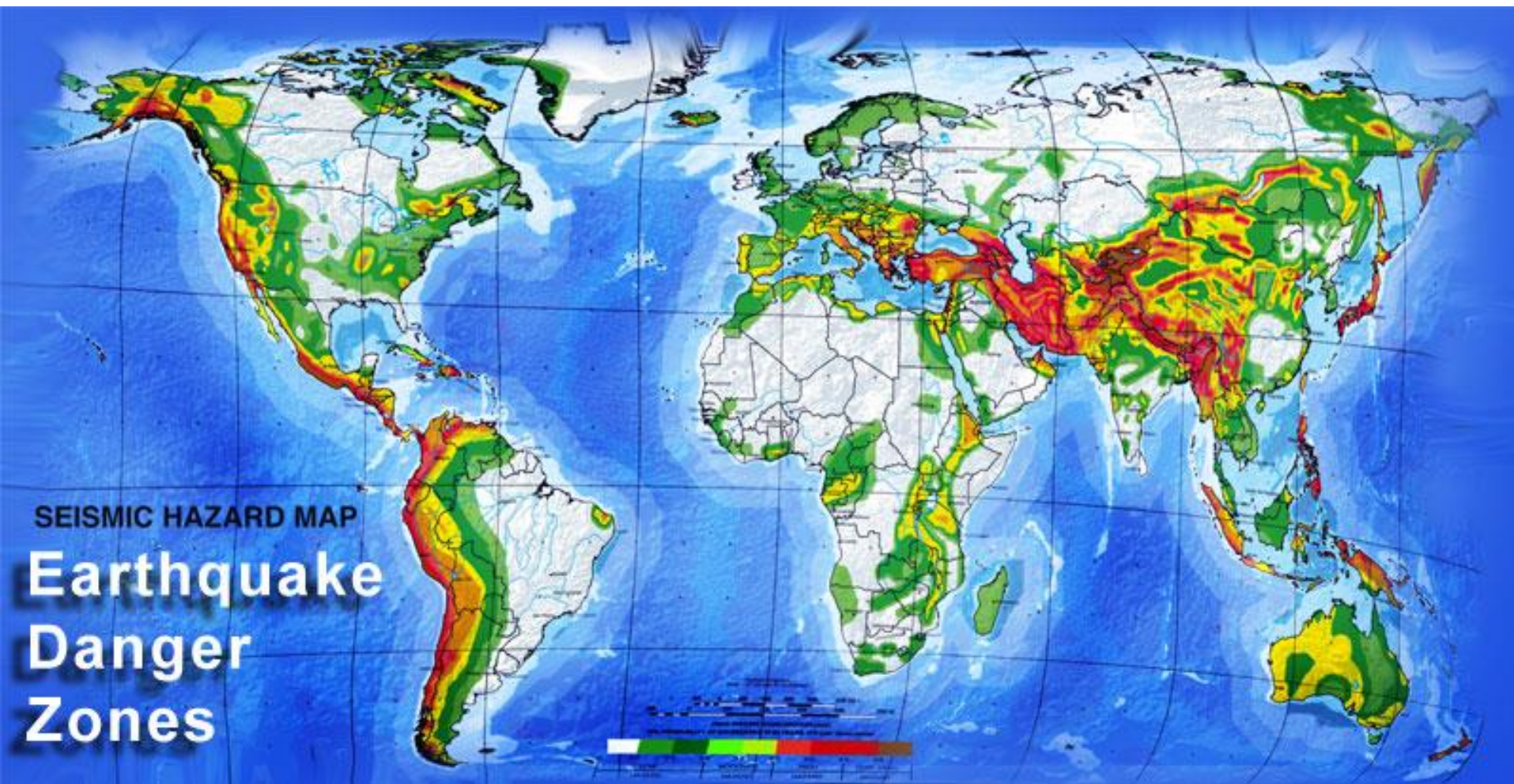
- If you place your civilization on a site with lots of agricultural assets, then you will have a food surplus for the future. But you will be even *more* advantaged if your food-producing site is situated in a disaster-free zone.

DIRECTIONS

- Pick up 6 blank world maps.
- Follow the instructions on the next set of slides...

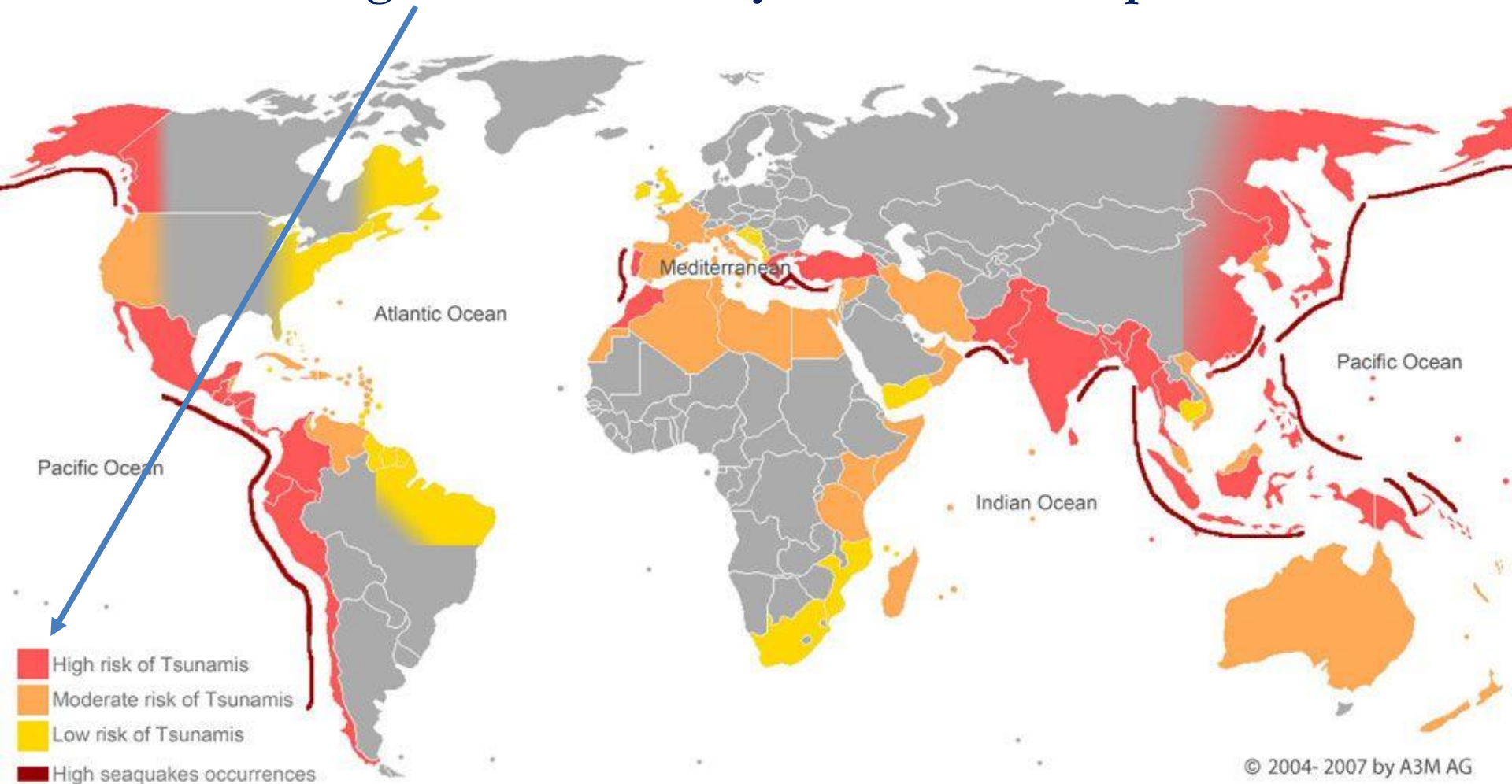
MAP #1: EARTHQUAKES (label the map)

Color the “very high risk” zones (red and brown) on your map.



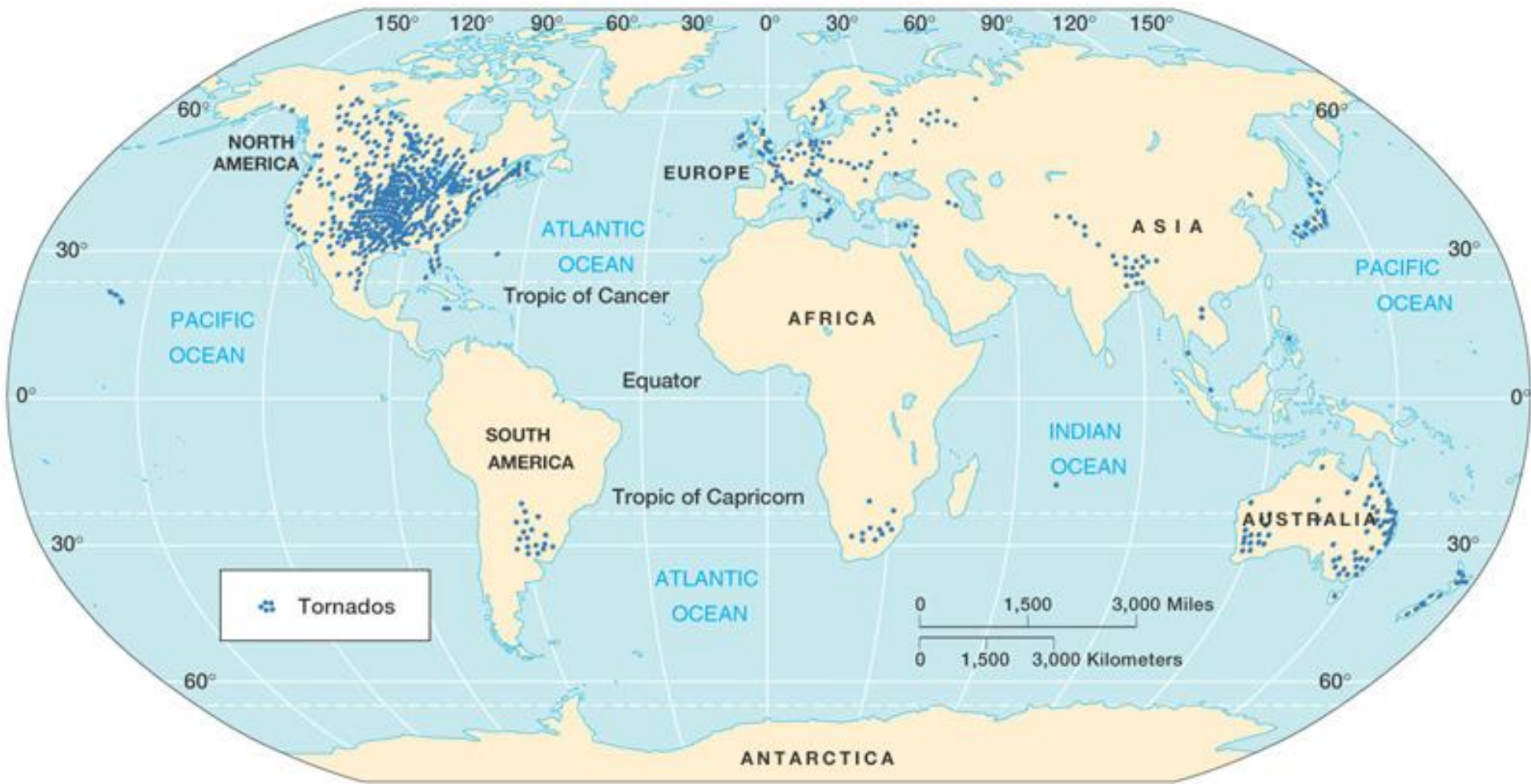
MAP #2: TSUNAMIS (label the map)

Color the “high risk” zones on your thematic map.



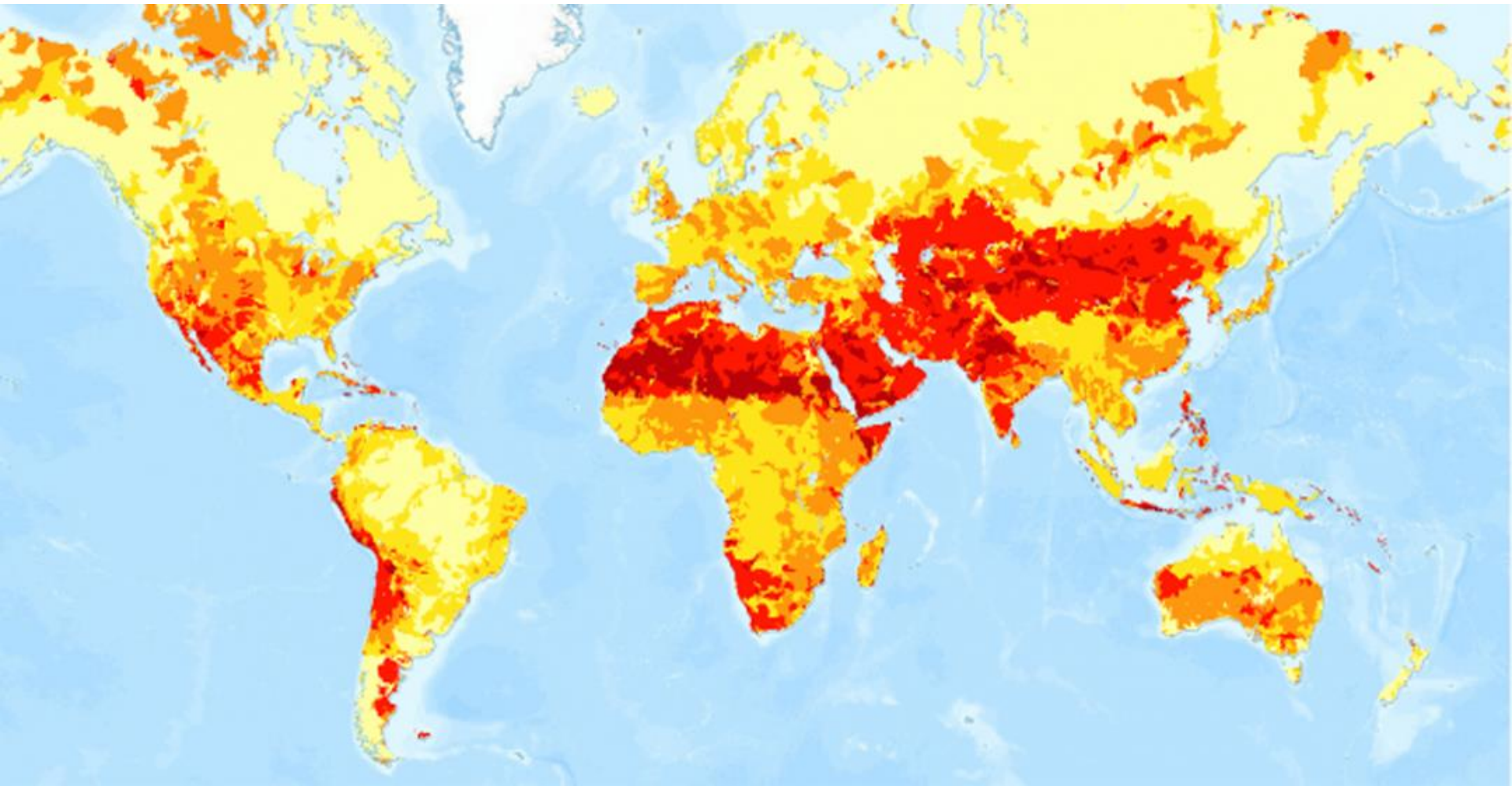
MAP #3: TORNADOS (label the map)

Color the “high risk” zones (*blue-dot regions*) on your map.



MAP #4: DROUGHT (label the map)

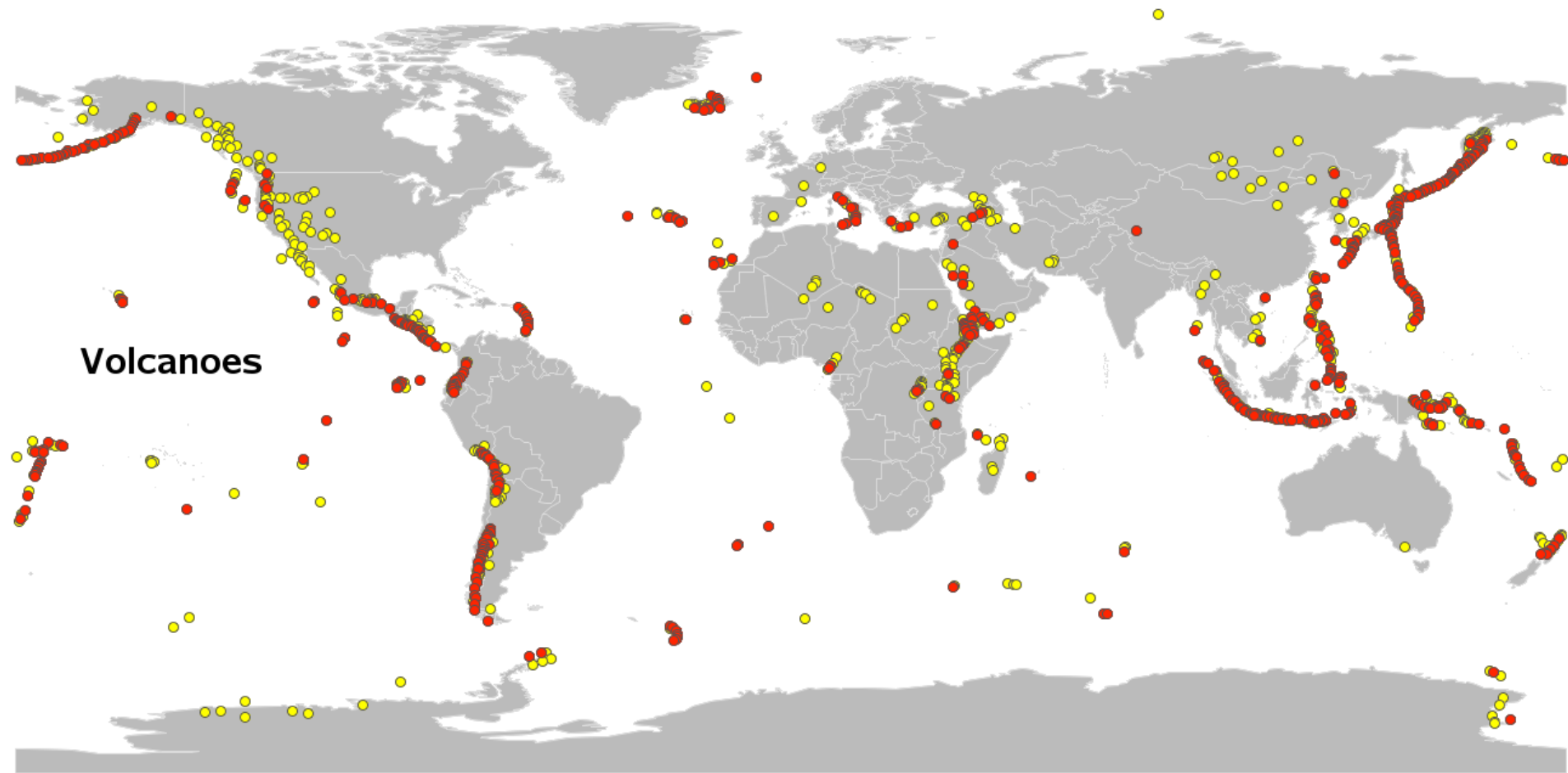
Color the “high risk” zones (*red/dark red*) on your map.



MAP #5: VOLCANOES (label the map)

Draw the active *red-dot* LAND volcanoes on your map.

Volcanoes



MAP #6: HURRICANES-CYCLONES-TYPHOONS

Color all coasts threatened by hurricanes, cyclones, and typhoons.

