

Geography of Stamps



Background

StampIT is the Association of Scottish Philatelic Societies youth programme where children can discover a world of stamps through interactive games and activities.

StampIT provides a number of ideas for teachers to use stamps across the curriculum.

Geography of stamps is a game for finding out about different countries around the world and which continent they belong to.

The game is played with a bag of mixed world postage stamps – these can be purchased from various stamp dealers.

Teacher note - It may be advisable to have a quick sort through to make sure there are a good mix of countries from the different continents. Game has to be played with a minimum of 52 stamps. It is best to have approx 50-60 stamps with a equal mix of stamps from the different continents.



Important notes –

- The gameboard is designed to be printed at A2. The stamp squares will then be a reasonable size for placing the stamps.
- If you print the board and cards at any other size, you can still play the game but the game board is then mainly used for reference rather than placing of your stamps.

Requirements –

- world mix of stamps
- magnifying glass
- stamp finder (hardcopy or online)
- world stamp catalogue (hardcopy or online)
- atlas (hardcopy or online)

Full instructions on how to play on following page.

How to Play

To Play –

The game can be played as a group. It can also be played in teams but please see note below.* Alternatively it is a great tool for any individual to play in order to sort a world collection of stamps into continents while learning about the stamps.

Place a counter on the start. For each turn, move counter on one square and take a stamp from a bag of world stamps. For each stamp, read the 'Stamp Information Card' and try to find out all the information required. The 'Stamp Identification Card' helps with some identifications.

However, when you land on a star square, you cannot move on unless you have at least 3 stamps in the relevant continent!

Before you can move on from star square 3, three stamps must be in North America.

Before you can move on from star square 7, three stamps must be in South America.

Before you can move on from star square 22, three stamps must be in Africa.

Before you can move on from star square 33, three stamps must be in Europe.

Before you can move on from star square 48, three stamps must be in Asia.

Before you can move on from star square 51, three stamps must be in Australasia (*this includes the islands in Oceania*).

You will find that on some occasions you will be able to move on easily as the stamps will already have been collected throughout the game. The aim is to reach square 52.

Antarctica – There are stamps issued by the countries who have territorial claims over the continent of Antarctica. If Antarctica territory stamps are found then place them on the Antarctica stamp square but you can use these as bonus points for the issuing country. See Antarctica information card.

*If played in teams, then don't place all the stamps on the game board stamp squares as each individual playing must know how many stamps they have in each continent. Print out the continent board for each player to sort their stamps. The winner is the first to finish the game. More stamps would be required to play in teams as some players may not be able to continue beyond some of the star squares.

Options –

A quicker and easier game is to just find out the country and continent of the stamp. When and where the stamp was issued and the name of the person, place, object or animal on the stamp can be investigated later.

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