

World Geography — Lesson Plan

Geography that drives gameplay, not memorization

Grade range: 5-12 · **Time:** 5 sessions · **Subject:** Geography / Social Studies

Objective

Students build geographic literacy by choosing real-world locations, dealing with real timezones, and trading across real continents.

Sessions

- **Session 1 — Pick a place:** Choose a real-world city. Research climate, neighbors, resources. Justify the pick.
- **Session 2 — Map your neighbors:** Identify the 3 closest nations geographically. Note continent and capital of each.
- **Session 3 — Trade routes:** Find a trade partner on a different continent. Map the route.
- **Session 4 — Timezone reality:** Notice game-time aligns to America/Chicago. Calculate the offset for your location.
- **Session 5 — Climate & resources:** Connect your real location's climate to the resources you have. Discuss why.

Worksheet questions

- Name the continent your nation sits on, and 3 countries that share it.
- Pick a trade partner. What ocean(s) sit between you?
- How does climate affect what a country naturally produces?
- Why do countries near oceans tend to be wealthier historically?
- Find your nation's capital on a real map. Describe its terrain.

Cross-curricular extension

Pair with a current-events unit: each week, pick a real headline from your nation's real-world region and discuss how it might affect your in-game nation.