

Interstate Relay

Objective:

Groups race around the state finding towns on different highways and roads.

Grade Level: 3-8

Materials:

One cone per starting point
Interstate relay cards

Directions:

1. Divide your class into as many groups as you feel is appropriate. Each group can have up to six people, and there can be up to five groups.
2. Place one cone at the following locations (if there are fewer than five groups, have the number of locations match the number of groups).
 - 89 North – Canadian border of Interstate 89 (Highgate)
 - 89 South – New Hampshire border of Interstate 89 (Hartford/White River Junction)
 - 91 North – Canadian border of Interstate 91 (Derby)
 - 91 South – Massachusetts border of Interstate 91 (Vernon)
 - 93 North – New Hampshire border of Interstate 93 (Waterford)
3. Have students in each group stand at their starting points, in a line behind the cone.
4. Give each group the Interstate relay card that matches their starting location.
5. Let students know that they will begin when you say “go.” Each group will have the first member of their group take the Interstate relay card and walk along roads on the map until he/she finds the first location on their list. When they find the town or city, they should announce the name of the location out loud, and then begin to walk back to their starting location, using a different route, and hand off the relay card to the next person on their team. The second team member will begin searching for the next town on the



card. This pattern will continue until every student on a team has found a town or city. When this happens, the team should sit down together at their starting point. (As an alternative, this game can be played so that a team cannot finish until they have found all the towns or cities on their Interstate relay card.)

6. Teams can play again by rotating to a new starting point.