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**Resource & Activity Book**



# Christopher Columbus

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 **NEST Family Entertainment™**

# Parent and Teacher Guide

*Christopher Columbus, the Admiral of the Sea,  
Discoverer of America, the homeland of the free;  
Persistent in his vision, he made his dream come true,  
When he bravely sailed the ocean in 1492;  
Although faced with a mutiny, he courageously sailed on,  
Never turning back, not even when all hope was gone;  
And when his dream of finding land became reality,  
He changed the future of the world and shaped our destiny.*

*By: Laurie Bonnell Stephens*

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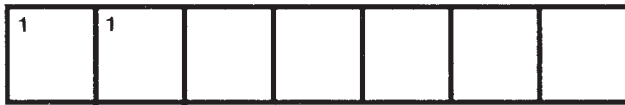
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**Rodrigo excitedly spots land!**

# CROSSWORD PUZZLE

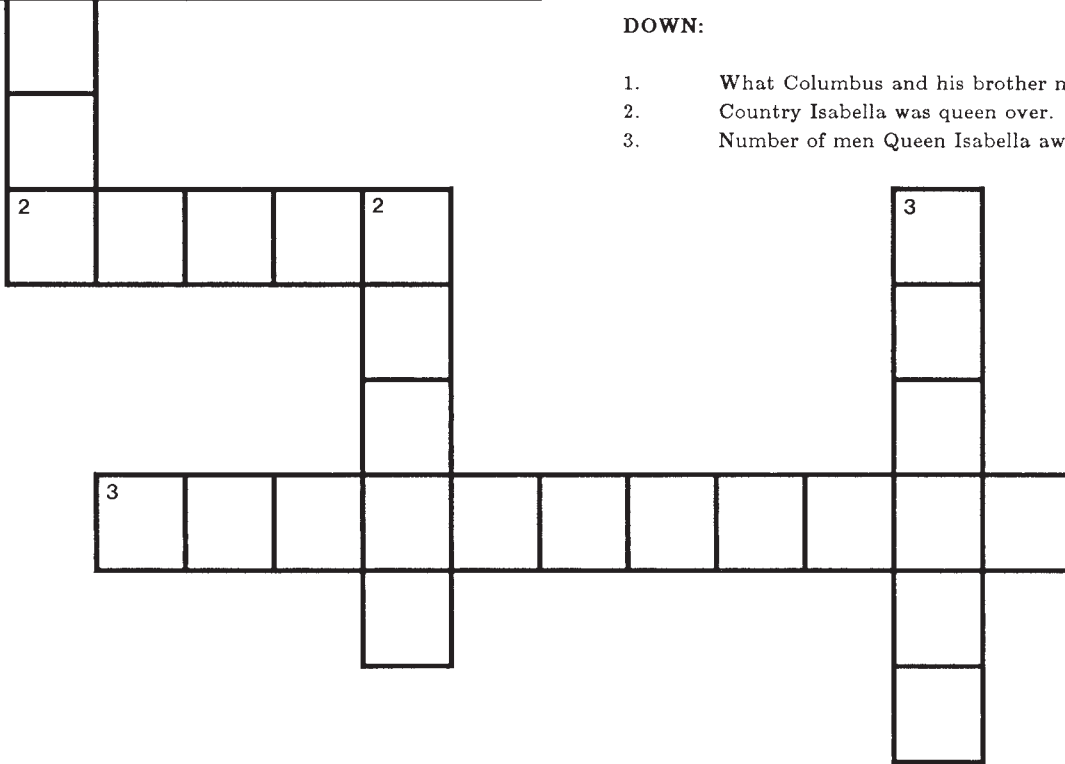


## ACROSS:

1. What Columbus discovered.
2. Something Queen Isabella gave to Columbus.
3. Columbus' first name.

## DOWN:

1. What Columbus and his brother made for a living.
2. Country Isabella was queen over.
3. Number of men Queen Isabella awarded Columbus with.



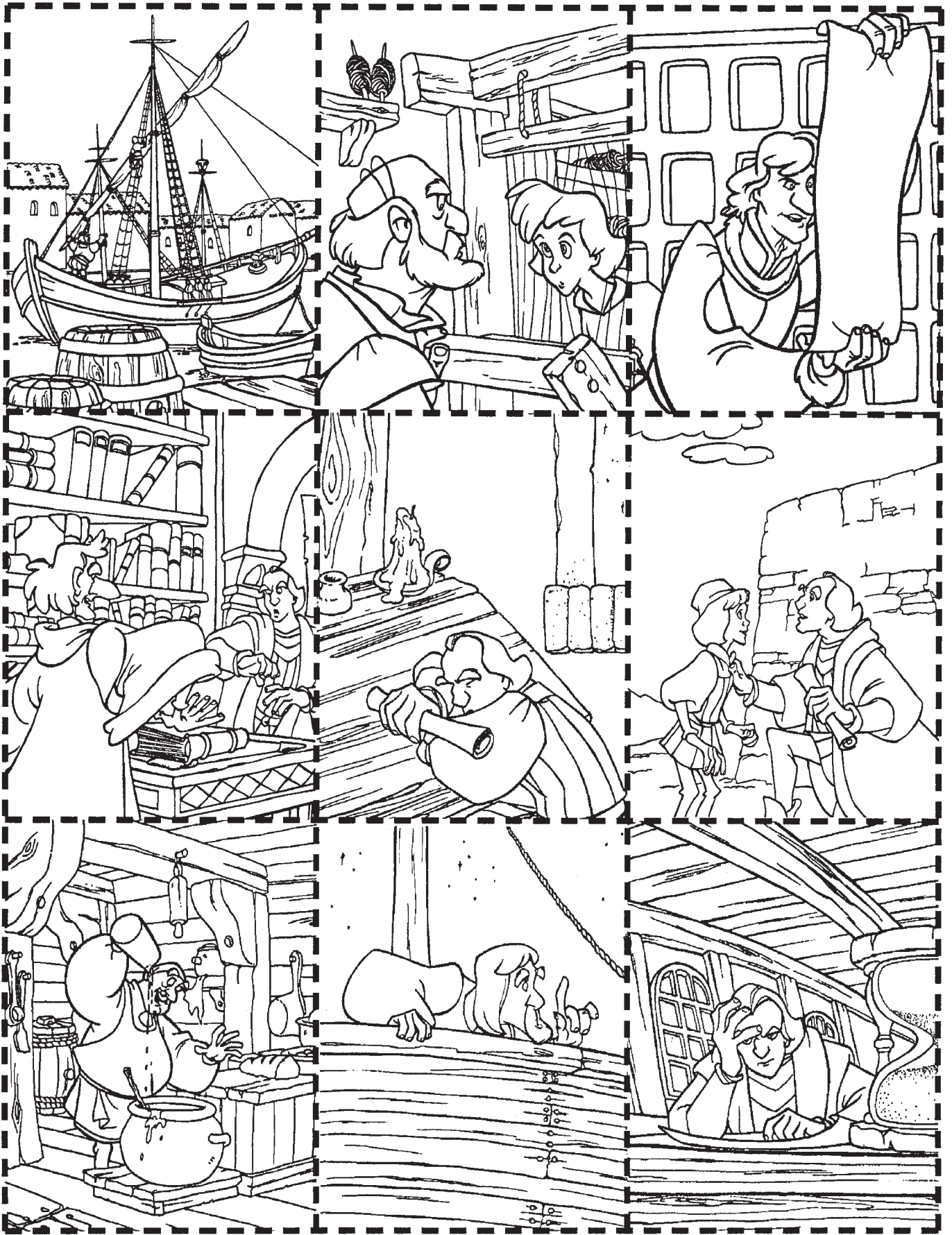
# WORD SEARCH

BOTH DOWN AND ACROSS YOU MUST PEER; TO FIND THE HIDDEN WORDS LISTED HERE.

**B C O L U M B U S T Q**  
**R V X U I D K H A F R**  
**A G N S P O E Y I M L**  
**V W R H N M T S L B A**  
**E M Z I K I N G O L M**  
**Y M A P L W H V R I E**  
**D W X S T P J R S C R**  
**J E C I K L F S Q P I**  
**Q S Z R Y Q U E E N C**  
**H T O F G U H A K G A**

**AMERICA**  
**BRAVE**  
**COLUMBUS**  
**KING**  
**MAP**  
**QUEEN**  
**SAILORS**  
**SEA**  
**SHIPS**  
**WEST**





(See "Game Cards" on page 54)

## IDEAS FOR GROUP ACTIVITIES

**DRAWING GAME:** The group is divided into teams, and various scenes or people from the videos are written on slips of paper. The teams then alternate taking the slips of paper out of a bowl and drawing the mentioned scene or person on a chalkboard or paper until team members guess what the scene or person is. A time limit should be given, and if the team is not able to guess the scene in the allotted amount of time, no point is earned. The other team is then given a chance to steal the point.

**CHARADES:** The group is divided into teams, and various scenes from the videos are acted out.

**QUESTION AND ANSWER GAME:** The questions from each section are copied on a copy machine, cut apart, and placed in a bowl. The group is divided into teams, and each team takes turns drawing the questions out of the bowl. Points are scored by correctly answering each question. If the team drawing the question cannot answer it correctly, the opposing team gets a chance to steal the point.

**MATCHING GAME:** The names from the matching game are put on an overhead or chalkboard, and the descriptions are copied on a copy machine, cut apart, and placed in a bowl. The group is divided into teams, and each team alternates taking a description out of the bowl and matching it with the correct name or item on the board. Points are scored by correctly matching the description with the name. If the team drawing the description cannot answer it correctly, the opposing team gets a chance to steal the point.

**WHO AM I?:** Qualities and descriptions of personalities in the video are read aloud one at a time. In this game, teams do not take turns, instead, a point is scored by the **first** team that is able to name the person being described. For example: Christopher Columbus could be described as follows: Born in Italy; wanted to find cheaper sea route to Asia; discovered America; etc.

**THE DESCRIPTION GAME:** Names of various personalities in the video are written on slips of paper and placed in a bowl. The group is divided into teams, and each team takes turns drawing names out of the bowl and describing each personality to their team members. Once the team guesses correctly, the team member draws another name from the bowl. Each team is given 1 minute per turn to describe as many personalities as possible. Points are given for each correct answer. For example, if a team member drew "Christopher Columbus" out of the bowl, the clues suggested in "Who Am I" could be given to help team members guess correctly. If the time allotment is not up by the time the team guesses correctly, the member draws another name from the bowl and continues until their time allotment is out.

**TWENTY QUESTIONS:** One member of the group is "it" and thinks of a person, place or thing from the video without telling anyone what the word is. The rest of the group asks him/her yes or no questions trying to figure out the word. If they fail to figure out the answer within 20 questions, the person who is "it" wins.

**HANG-MAN:** One member of the group is "it" and thinks of a word or phrase having to do with Christopher Columbus. He then puts a dash for every letter in the word or phrase on a paper or chalkboard. The rest of the group takes turns guessing letters. If a guessed letter is in the word or phrase, it is written into the corresponding blank on the board. If a guessed letter is not contained in the word or phrase, one part of the hang-man is drawn. If the hang-man is completed before the group finishes filling in the blanks, the person who is "it" wins.

**GAME CARDS:** Using a copy machine, make at least 2 copies of each page of "Game Cards" on card stock. Color them, if you wish, and then, laminate each page and cut apart. These game cards can be used for several different games such as "Concentration", "Fish", etc.