

## Event Directions

### Event 1 – Teamwork Challenge: Loteria

#### **Supplies Needed per Team**

4- Sheets of Construction Paper  
(assorted colors)

3- Sheets of Tissue Paper (assorted colors)

3- Sheets of Sticky Felt

6- Cardstock

2-8x10 Chipboard

50-Foam Pieces

10-Coffee Stirrers

5- Art Straws

1- Bag of Sequins

#### Team Quest Tools:

- Pencils
- Markers
- Tape
- Glue
- Scissors
- Crayons
- Ruler
- Notebook

*Loteria*, Spanish for lottery, is a game similar to bingo. Initially created in Italy, it was brought to Mexico by the Spaniards in 1769. The game contains a deck with 54 different cards and a set of *tablas*, or tablets with 16 random cards organized in a grid pattern. The cards correspond to various nouns a person generally finds around town- different animals, astronomical symbols, musical instruments, fruits, and different types of people, among others. The cards serve as an interactive way for young children to learn the proper names, pronunciations, and the differences between items. *Loteria* also serves as a fun pastime used to unite generations within families.

To start the game, the caller, or *cantor*, picks a card from the deck and calls it out. If your *tabla* contains the corresponding picture, you place a pebble or bean on top of it. The aim of the game is to be the first to get four cards in any horizontal row, vertical column, diagonal, middle square, four corners, or full card. Once a player has achieved the predetermined pattern, they yell out *Loteria!* signaling the end of the game. The cards are verified and if they match up, the player is determined the winner.

Depending on how you play the game, the winner can take their pick of prizes like: candies, bragging rights, or even money!

Alternately, the caller can say a short riddle or rhyme instead of the name of the card. This makes the game more difficult - if you cannot solve the riddle, then you cannot place a marker on the corresponding picture on your *tabla*. This also adds to the social aspect of the game, as children learn more information about the cards. For example;

#### **5. *El Paraguas* ("The Umbrella")**

*Para el sol y para el agua.*

“For the sun and for the rain.”

#### **30. *El Camarón* ("The Shrimp")**

*Camarón que se duerme, se lo lleva la corriente.*

“The shrimp that slumbers is taken by the tides.”

#### **Challenge:**

For this challenge, each team will create 4 different Loteria cards. Each group will need to decide on an overall theme for their cards which must be reflected in the 4 cards they created. For example – a favorite book, movie, or hobby (refer to the included Team Quest Files to see Star Wars Themed Loteria cards). Teams will also need to create a riddle for each card in order to make deciphering the image more challenging. These cards **do not** have to be in Spanish. Teams will be scored on their creativity, the overall cohesiveness of their chosen theme, cleverness of their riddles, and their use of materials.

#### **Requirements:**

-Teams must create 4 Loteria cards around a central theme.

-Teams must create a riddle for each card that is created. This riddle must be written on the back of the cards.

- Teams cards must be 5” x 7”
- Each card must be numbered and have a name.

**\*NOTE:** When describing this challenge to your teams, it may be beneficial to review the game cards and play a quick round of Loteria prior to starting the challenge. While reviewing the cards ask students to notice the details within them – is there a border surrounding the photo? What colors are most commonly used? What style of drawing is present? How are the cards numbered and titled? This will help place the project into perspective in case there are students who are unfamiliar with the game.

**Bonus:** If teams are able to make the project 3 dimensional or add texture with the materials they have been handed to them bonus points can be awarded.

**Scoring this project:** Please refer to the Teamwork Scoring Rubric for this challenge.