

Software Quick Guide

Where in the World is Carmen Sandiego?

by Deborah Healey



The Carmen Sandiego series offers a set of simulations about chasing a thief through space and time. As with all simulations, the teacher needs to set the stage for group activity in order to provide for language development.

If students are working in groups, divide the class into teams and give each person on the team a role to play, such as note taker for geographical information or language use, note taker for what happened in the story, keyboarder, and group leader. If a student is working through the simulation alone, the teacher should require a written or oral report at the end so that the student will pay attention to language elements. Group work is generally more useful and interesting for students than working through the game alone.

The game requires the players to search for two types of information: where the criminal is going next, using geography and language clues in the story, and who the criminal is, using information about gender, hair and eye color, food, car, and hobby preferences, etc.

Hint: Do not skip any clues; click on every option to gather information.

Step 1: Start the game (press ESC to move more quickly through the opening credits).

Step 2: Sign in with one name per group and listen as the Chief explains the task. (The note takers should start taking notes now.) You will be directed to the first city.

Step 3: Students click on people as they appear, read notes, and dial CrimeNet to get information. The teacher should encourage the students working in teams to discuss and decide as a group what to do.

- They should enter information about the criminal's appearance and habits into Evidence as they get it. It is important that students remember to input the information about the criminal as well as deciding where to go next, or they will not have the necessary warrant when they finally find the thief.
- Once they have enough clues to know the next destination, students can click on the map of the world or list of destinations to go there.

The process continues until students either catch the thief or the game time runs out.

The last step should be some sort of reporting of results to the teacher or the class.

See <http://www.carmensandiego.com/products/productsworldplayermain1.html>, the Player Area, or http://darkwing.uoregon.edu/~ielp/software/carmen_sandiego.htm, Leslie Opp-Beckman's IELP site for more information.

February 19, 2003