



# Trail By Rail

A Game Schooler Notebook© for the board game **Ticket to Ride**







The **Student Guide** helps lead and direct students while completing this Game Schooler Notebook©. It may be given to the students directly or presented to them by the facilitator.

## a. Directions for the Student

The game has ended and the longest route bonus has been awarded, did that player really have the longest route? Let's find out how many miles each player's longest route actually is and see if the board game was correct.

1. Look at the game board, and find your longest route.
  - \* This is the longest path of train pieces in your color. Your route may include loops, and pass through the same city, but each piece may only be counted once.
2. Can you identify the city where your longest route begins? **My longest route begins in . . .**  
\_\_\_\_\_
3. Can you identify the city where your longest route ends? **My longest route ends at . . .**  
\_\_\_\_\_
4. How many train cars are in your longest route? **There are \_\_\_\_\_ train cars in my longest route.**
5. How many different cities are in your longest route? **There are \_\_\_\_\_ cities in my longest route.**
6. Open up your Notebook, write down the city where your longest route begins where it says **City 1** in your Notebook. **Hint:** You wrote down the answer to this question above when you wrote down where your longest route begins.
7. For **City 2**, write down the next city you pass through along your longest route. When two cities connect, this is known as a "leg".
8. The city that ends one leg, starts the next leg. Look at your Notebook, notice how **City 2** ends the first leg? It should also start the next leg. Go ahead and write that city on the second line of your Notebook.
9. Which city does City 2 connect to? Go ahead and write down the third city next to your second city. You have now completed two legs for your longest route! Go ahead and complete the rest of your legs in the Notebook.
10. The last city listed is where your longest route ends.
11. Once you have entered every leg, let your teacher know that you're ready to do research! They will introduce you to the map app needed for the next stage of this project.
12. As you complete your research, enter the mileage for each leg in your Notebook under the MILES column.
13. Once you have entered every leg, add up the mileage.



# Mile Log for Longest Routes

Use the chart below to lay out your longest route and calculate the miles between each city along your longest route. These connections are referred to as "Legs," one of the distinct sections of the route. After determining the mileage for each Leg, calculate the total for the complete route.

LEG	CITY	to	CITY	MILES
Leg 1	City 1	→	City 2	
Leg 2	City 2	→	City 3	
Leg 3	City 3	→		
Leg 4		→		
Leg 5		→		
Leg 6		→		
Leg 7		→		
Leg 8		→		
Leg 9		→		
Leg 10		→		
Leg 11		→		
Leg 12		→		
Leg 13		→		
Leg 14		→		
Leg 15		→		
TOTAL MILES				



Use the chart below to calculate the total travel time of your longest leg if you were traveling by steam engine, diesel engine, or high-speed rail

TRAIN	LONGEST LEG	by	SPEED	TRAVEL TIME
	(miles)			(hours)

## Steam Engine

Total travel time of your route if you were traveling by steam engine, which averaged speeds of 25 MPH.

Calculation

\_\_\_\_\_ / 25 MPH \_\_\_\_\_

## Diesel Engine

Total travel time of your route if you were traveling by diesel engine, which averaged speeds of 40 MPH.

Calculation

\_\_\_\_\_ / 40 MPH \_\_\_\_\_

## High-Speed Rail

Total travel time of your route if you were traveling by high-speed rail, which averages speeds of 175 MPH.

Calculation

\_\_\_\_\_ / 175 MPH \_\_\_\_\_

## Automobile

Enter the starting point and destination of this leg into the search bars of Google Maps. Enter the travel time below.

\_\_\_\_\_

## Review

Based on the calculations above, how has technology changed the transportation of goods and passengers?



## Authors

Douglas Kotecki  
Michael McCabe

## About

Game Schooler utilizes modern tabletop games to develop skills in entertaining and innovative ways to increase engagement while bringing people together in an offline world.

Developed by two avid gamers, one a doctor of education, and the other an entrepreneur, Game Schooler began as an idea to use modern tabletop games to educate students in new and engaging ways.

## Game Schooler Podcast

The Game Schooler Podcast© is a weekly audio show celebrating the educational value of tabletop gaming. Each week Doug and Michael recommend a family-friendly game and uncover the skills players can learn during gameplay. Every episode includes discussion on the merits of gameschooling and features a Weekly High Five list of additional games listeners may want to explore. [Learn More >](#)

## Recommended Games

We make recommendations based on educational merits, popularity, production quality, difficulty, play-time, and overall value. It's basically the Colonel's seven secret spices, but for board games!

These games are great additions to any collection, and have been featured on the Game Schooler Podcast or incorporated into Game Schooler Skill-Builders and Discussion Guides. Use the Filter on the left to find a new favorite. [Check out the Database >](#)

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