

19th CENTURY CARDIFF TIMELINE GAME

A GAME FOR 2-6 PLAYERS

RESOURCES REQUIRED

FOR EACH GROUP of players — a print out of the game board; dice; game pieces or counters for each pupil; set of factsheets.

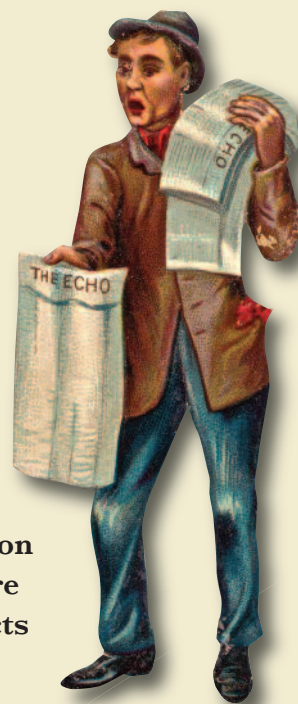
INSTRUCTIONS

PUPILS should play this game in groups of 4-6 pupils.

Once each group has played the game, pupils should each choose their favourite 'fact' and read the factsheet which provides further information on the topic. Each pupil should then present the fact to the other members of the group, and explain why they found it interesting.

Each group should then discuss the most interesting facts, and choose one which they would all like to know more about.

The group discussions should be followed by a teacher-led plenary session where all the groups share their most interesting facts with the rest of the class, and where a whole class discussion takes place, during which pupils decide which fact or facts they would like to research further as a class for their historical investigation.



RULES OF THE GAME

EACH PLAYER must roll a six to start.

Each player rolls the dice in turn, and moves their game piece forward the number of spaces indicated on the dice.

Players read aloud or follow the instructions on whichever landing position they land on.

The winner is the player who completes three circuits of the board, but the game

must continue until the final player completes 3 circuits of the board.

Once all players have completed 3 circuits of the board, each player in turn tells the other players which 'fact' they found most interesting. Players then find and read the factsheet for their 'fact', and share the information about that fact with the other players in the group. The players then rank their facts from most interesting to least interesting.

