

## **2. Charades \*Thinking and Motion Game with Go Fish Cards or Memory Cards**

Age Level: For all Ages. If the student cannot yet read, the teacher can tell him about the card.

Players form 2 teams. Teams can have up to 20 people per team.

Skills Taught: Memorization, Deductive Thinking, Analysis, Social Skills, Cooperation, Teamwork, Physical Coordination, Sportsmanship

Preparation To Play: 1. The teacher chooses two categories to explain. At the beginning of the year, start with Category 1 and 2. At each subsequent meeting, go on to the next categories. Each team should have its own deck of cards to look at during the explanation from the teacher. Direct each team to take the four cards from the designated category out of the deck. The teacher takes out the four cards from the same category. She then holds a card up and directs the students to find this card and place it face up on the desk. The teacher then reads out loud the paragraph from the end of this booklet that explains this card. The teacher does the same for all cards from the two categories. Note: if you have very young children, you might just use one category, instead of two. For this game, only use the cards that have been explained. As you continue to meet, add in other categories, until you have explained all the cards. 2. Most likely, your students will have never played charades before, and you will have to teach them some basics of sign language. Tell students that Mimics are not allowed to say any words. The first thing the Mimic does is show with his fingers how many words are in the answer. Once his team shouts out the correct number, the Mimic nods yes and moves on. Through acting out what is on the card, the teammates make guesses. If the Mimic grabs his ear, this means, "Sounds like." The Mimic will then act out something that sounds like the word that is on the card. This is done if the card is especially hard.

To Play: Students are broken into teams. The cards the teacher has explained are placed face down in a single deck. One person from one team begins the game by choosing the top card from the deck. Then, the teacher says, "Go," and the Mimic has 60 seconds to act out what or who is on the card. Only the Mimic's team is allowed to guess by shouting out loud. The other students are watching and thinking. If the team guesses correctly, the team earns 2 points. After the 60 seconds are up, if the Mimic's team is unable to guess the card, the other teams then write the answer down. The Mimic then reads out loud the card, and whichever team has the correct answer receives a point. Then, the next team gets a chance.

To Win: The team with the most points wins. If students are playing in teams over an extended period of time, then the winning team moves its token two spaces on the game board, and the other team moves its token one space.

## **Ancient Egypt**

### **Card 1A      The Great Sphinx of Giza**

The Sphinx can also be called the Terrifying One, or the Father of the Dread. It is a statue of a mythical creature, perhaps a god, with a lion's body and a human head. It stands on the bank of the Nile River, in Giza, Egypt, close enough to the Great Pyramids to be called their guardian. It is not exactly known when the Sphinx was built and which Egyptian built it, but historians believe it was constructed around 2,500 B.C. Some believe the Sphinx involved solar worship, but no one is completely sure.

### **Card 1B      Pyramids of Giza**

The Pyramids of Giza, Egypt, were built around 2,500 B.C. as tombs for Pharaohs. The largest one, called the Great Pyramid of Giza, is the oldest of the three pyramids. Of the Seven Wonders of the Ancient World, it is the oldest and the only one that is still intact. Originally, the pyramids had a smooth outer surface. Egyptians believed that after death, their pharaohs entered into the after-life and could take material possessions and their slaves with them.

### **Card 1C      Egyptian Woman**

Unlike many women throughout the world, the woman of Ancient Egypt in North Africa could own land and control her property. She had complete equality of rights with men, could borrow money, sign contracts, initiate divorce, etc. The Egyptian woman was expected to run the household and be the primary caregiver to the children of the family. Common clothing for women was a dress worn low, near the ankles.

### **Card 1D      Egyptian War Chariot**

The war chariot probably originated in Sumer, but Egyptians improved the chariot by making it lighter and faster. Nearly all parts of the war chariot were made of wood, including the tires and spokes. Chariots could not be used on rocky terrain because they would easily tip over. Egyptians fought with chariots in close ranks and used their bows to try to send a massive wave of arrows toward the enemy.