

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.

IV. Medieval History Images Explained

Warriors

Card 6A Viking

The Vikings were Germanic Norse seafarers and farmers who raided and traded from Scandinavia throughout Europe and Asia during the late 8th through the 11th centuries. Highly effective warriors, Vikings traveled by longship, traversing incredibly far distances. They were pagans and worshipped Norse gods, such as Odin and Thor. The Vikings eventually became Christians and assimilated into the local populations.

Card 6B Mongol

The Mongols are an East-Central Asian people who built the world's largest empire during the medieval ages under Genghis Khan in the 13th century. Genghis Khan united the nomadic tribes of Northeast Asia and used the cavalry as an effective fighting force to conquer much of Asia and Europe. Genghis Khan is known for his brutal military campaigns, and the Mongols consider him the founding father of Mongolia.

Card 6C Crusader

From 1095 – 1291, Christians fought a series of wars against Muslims. In the 7th century, Arab Muslims conquered the Holy Land from the Christians. For centuries, Christians were allowed to take pilgrimages to sites where Jesus lived, such as Jerusalem. Then, Turkish Muslims conquered the Holy Land, threatening the Byzantine Empire, and would not allow Christian pilgrims safe passage. Crusaders were Christian holy warriors who fought in the Crusades. Many wore a symbolic cross on their clothing. The Crusades concluded with Christians earning safe pilgrimage to the Holy Land, and Muslims holding all land.

Card 6D Samurai

Samurai were the military officers of medieval and earlymodern Japan. Similar to the medieval European knight, the samurai served their lord and followed a strict code of honor, called bushido. The samurai were expected to exhibit high levels of self-discipline and duty. If a samurai was in danger of falling into the hands of the enemy, or if he had committed a serious offense, he would commit seppuku, by thrusting a blade into his abdomen, then drawing the blade from the left to the right. Zen Buddhism philosophy influenced the samurai.