

AMERICAN CHALLENGE

Program 10

Grade level: Secondary

Topics covered: American History, Geography and Culture.

Skills/knowledge addressed: - Working in a group to reach consensus

- Critical Thinking

- Some prior knowledge of facts/concepts of American history, geography and culture is needed.

This program addresses various Social Studies TEKS for US History, World History, World Geography and US Government.

Grouping of Students: *Teams of five to seven, one of whom is chosen to be team representative. Preferably there should be four teams.*

Description:

Setup: This is a board game with parquet type flooring forming a path of twenty squares around the perimeter of the Classroom. The squares include a START/FINISH square, 2 bonus squares (move ahead one step, free roll), and 2 penalty squares (lose a turn, move back one step). There is a pair of oversize dice, one with number dots, and one with blank, colored sides. Questions are divided into color-coded categories as follows: Presidents – red; First Ladies – orange; American Art and Culture - yellow; Places in America –blue; American People – green; War and the Military – pink. A chart showing these color-codes and the categories is displayed at the front of the room for the students to see. Student teams may choose to use one of the large game pieces provided in the classroom (Mt. Rushmore, baseball glove, Studebaker, Air Force One, Eagle, or White House) to move around the board. For a more interactive game, they may choose one of their team members to act as a game piece.

Play: First each team representative rolls the numbered die to determine the order in which the teams will play. To begin, the team representative rolls the color-coded die to determine the category from which their team's question will be drawn and rolls the numbered die to determine how many spaces they move to on the board. The docent draws and reads a question. After consulting with their team the representative answers and, if the answer is correct, moves the allotted number of spaces. [THE DOCENT SHOULD ALWAYS READ OR REPEAT THE CORRECT ANSWER] The question is then removed from play for that round. Play continues until the first team passes the FINISH square and is named the winner. Students will then re-group into new teams and play again.

Rules:

- Docents are the game masters and referees; their word is final about answers and the play of the game.
- A team may ask for clarification of any term or phrase in a question. They have 30 seconds to confer before reaching consensus on their answer.
- Where the answer is a name, last names are sufficient; unless the first name is needed to distinguish between two people of the same surname e.g. Andrew Johnson and Lyndon B. Johnson.
- A precise roll is not necessary to reach the FINISH; any number large enough to reach or go beyond the finish is sufficient.