We need experts of world history! Historische Ereignisse in einem Kartenspiel zeitlich einordnen (Kl. 9–13)

Ellen Black, Neuenmarkt; nach einer Idee von Anne Wiesenthal, Heidelberg





Die Kuba-Krise, der Jauer Berliner Jaaer oder die Ermordung Man Luther Lugs? Welches Ereignis – Luur zu 1947

Bei diesem Kartenspielen ingen Ihre Schüler wichtige historische Ereigene von der Antike bis zur Nerson die richtigen onologische Reihenfolge – je schweler sie de bei sind, umso größer re Chancen gewinnen. Ideal für Vertretulusstunden! Klassenstufe: 9-13

Bereich: von der Antike über das Mittelalter bis in die Neuzeit

Kompetenzen

- ausgewählte historische Ereignisse zeitlich einordnen
- das Leseverstehen trainieren
- sich über Regeln und Spielverlauf in der Zielsprache verständigen

M 1 We need experts of world history! - Rule sheet

You need ...

- groups of 4–6 players
- 1 deck of cards per group

Rules of the game

- The event cards are shuffled¹ and distributed² by the dealer³: e on player gets least) 4 cards. The aim of the game is to get rid⁴ of one's cards. All players lay their cards in n ant of them, event side up⁵. It does not matter that the other players on see them. There should also be a stack of cards⁶ left which will be used later.
- The dealer draws⁷ the first card from the stack, reads alough be event without by the card (1) in the middle of the table, event side up. The seating of dealer also determines⁸ left and right of the card (1). This is important because left is before a event and right is after.
- Another player starts by choosing and then reading aloud an event from his/her own set of cards. If the event happened before the one on the table: the card (2) goes to the left of the event card (1); if it happened after: the card (2) goes consistent card (1).
- In clockwise direction⁹, each player performs similar action: first reading aloud his/her event, then inserts¹⁰ this card into the correct sequence¹¹ of events on the table.
- If any player doubts¹² the position of the provided of the provided of the player doubts¹² the position/chronological sequence" (or any other phrase from the Useful Expressions sheet). The defender¹⁴ must resp. and with either agreeing or disagreeing.
- The dealer now checks the corresponse on the solution sheet or by turning around the card in doubt and the card on its encourse right. If the position of the player's card is correct, the challenger was wrong and mult now an around the stack.
- The dealer removes the card in the ong sequence and puts it back in the stack. Then the game continues.
- However, if the challenger is light, the player who made the incorrect move must take up two or is from the number of the the game continues.



The player who has first a. rded¹⁵ all his/her cards in the correct sequence is the winn

Annotation



I'm afraid I can't agree.

I don't really think you're right.

disagreeing

