



## The MATCH GAME

*This game is intended primarily for upper elementary classes and as a review for middle school classes.*

During this exercise, students will be working within the context of the National Standard, Era 2 (standards 1A, 1B, 2A, 2B, and 3C), National Historical Thinking Standard 1: Chronological, and Standard 3: Historical analysis .

Students will draw upon their American history knowledge base, employ timeline thinking, as well as develop compare and contrast skills, and examine and determine how to construct of a group of related facts.

Objective of game: Students will look for other students who hold cards that relate to one another. Students must be ready to justify **why** they think certain cards should in be in their group.

### Rules

- 1) The teacher will shuffle the 4x5 paper sheets (if possible use heavy stock paper for printing and cut in half) and then hand one sheet to each student.
- 2) The students are then instructed to walk around and find other students who have cards that relate to the word or phrase on their card.
- 3) When students feel there are no other students with related cards, they should form a group, with one person who raises their hand for assistance.
- 4) The teacher reviews each group and asks the students to justify why each card belongs in this group.
- 5) The teacher determines if all the cards are related. If any cards are not related, the person steps out with their card. Together, teacher and students determine to which other group the incorrectly placed student should go.