

# Catholic Schoolhouse Time Traveler

*A fun game to play for timeline mastery. It is easy to learn and fun for all ages!*



## Supplies

All you need to play Time Traveler is a set of Catholic Schoolhouse History Cards. The game can be played with 2 or more players.

## Time to Play

With four players, the game takes about 45 minutes to complete. The first player/team with 10 points wins. With a large group of more than 6, or if playing within the time constraints of class, you may wish to limit the number of points needed to win or play as teams to shorten the game.

## Directions

- Shuffle the pack of Catholic Schoolhouse History Cards that will be used in the game.
- Deal one card to each player/team. This card should be placed date side up in front of them. The remainder of the pack should be placed date side down in a central pile.
- The first player (A) draws the top card and reads the title without the date to the player at her left. The player to the left (Player B) tells whether this event happened before or after the card in front of her. Guessing is allowed, which acts as an equalizer to make the game fun for all skill levels.
- If she is correct, she receives the card and adds it to her timeline. If she is not correct, the next player (Player C) gets a chance to say whether it happened before or after the card in front of her (Player C). If Player C is correct, she adds the card to her timeline, if not Player D gets a chance and so forth. If it goes around to the reader, the card is put at the bottom of the stack, with no one receiving it.
- Player B then draws the next card and reads to Player C. Player B reads regardless of who won the last card.
- Play continues in the same manner. As each individual timeline grows, the player must state between which two cards the new event should be placed.
- 10 Cards wins the game.

## Adjustments

Once you see how quickly your group plays, you may wish to shorten the game to fit into the allotted time. It could also be played with a time limit—when the time is up, the current round is finished, the one with the longest timeline wins.

Depending on the age and ability of your students, you may authorize hints to be read from the text on the back of the card. This will slow down the game, but increase learning.

For added challenge or with pre-readers, try just showing the picture rather than reading the title. The person being read to would state what the event before placing it in the correct spot on their timeline.