

Activity Plan

Timeline Krzyżowa

Author: Karolina Osiecka

THEME

This lesson plan provides an idea for dealing with the timeline Krzyżowa in a playful way. It focuses on key moments and important events connected to this historic place that are fundamental for today's Krzyżowa Foundation for Mutual Understanding in Europe.

CONTEXT

In a kind of time travel game, the students/participants compete in small teams. Each team receives cards from the timeline, which are to be put in chronological order by alternately laying them out. Here, the previous group's choice can be questioned, which leads to an exciting confrontation with the contents.

GOALS

The students/participants should be stimulated by the game situation to appropriate the events and contents presented, to classify them in time and to build up a lively relationship to Kreisau's history through interactive actions and conversations.

METHODS

Play and discussion

MATERIAL & EQUIPMENT NEEDED

"Just Now-Timeline Krzyżowa" and adhesive tape

Overview of lesson activities

Duration: Ca. 45 minutes

Preparation: 10 minutes

A larger area is needed on the floor or on tables. Before the game starts, the teacher/educator covers the dates on the event cards with tape or something similar so that the students/participants cannot see them at first.

The students/participants are divided into small teams (3 - 5 persons). The cards are shuffled and evenly distributed to the teams (event and picture cards). The game teams place their cards in front of them. It is important that at least three event cards remain in a general pile. One of these event cards is now placed in the middle of the playing area together with the picture card.

Gameplay: 35 minutes

After a short consultation, Team 1 now lays out one of their event cards with picture card in chronological order. If this event took place earlier in history than the one laid out by the teacher/educator, it is laid out to the left and if it took place later, it is laid out to the right. The group has to justify why they put this card in this place. Tactics are needed here, i.e. if the group does not really know where to put the card, they can deceive the others by pretending to be sure.

Then it is Team 2's turn to deliberate on either placing one of their event cards chronologically in the timeline or, if they are in doubt about the correctness of the event card that has been placed, to remove the adhesive tape from the cards and check the dates. Before the dates are revealed, the doubting group has to justify why they doubt the correctness of the order.

If the event cards that have now been revealed are indeed all in chronological order without any errors, the team that doubted must take a card from the pile with the remaining cards.

However, if there is a mistake in the order of the laid events, the group from which the last card was laid must take two cards.

It is not decisive by whom an incorrect event card was laid. The group that laid a card last takes responsibility for all event cards already laid. The team that follows has the option of placing one of their event cards in the timeline or, if they doubt the correctness of the sequence, to reveal the dates. After a checked row, all the dates are covered again and the laid cards are shuffled and placed in the general pile. An event card (with a picture) is laid out again from this pile and the team that doubted continues to play.

The aim is to get rid of all the cards as quickly as possible.

ONLINE IMPLEMENTATION

Using this lesson plan in an online environment requires some adaptation. First, the teacher/educator has to "hide" the dates in the event cards with the help of an image editing programme and then divide the PDF document into the individual events. In this way, the game can also be played online. The teams' deliberations take place in break-out rooms and the playing of the cards in plenary with the help of a jamboard.



Co-funded by the
Erasmus+ Programme
of the European Union

The content of these materials does not reflect the official opinion of the European Union.
Responsibility for the information and views expressed in the materials lies entirely with the author(s).