

Game Title: Language Time Travelers

Objective:

Travel back in time to explore how language has changed history!

Materials Needed:

- Flashcards with keywords (e.g., "cave," "pyramid," "knight")
- Pictures of historical landmarks or events
- Timer

How to Play:

1. Divide the class into teams.
2. One student from each team picks a flashcard with a keyword.
3. The student has to act out or describe the keyword without saying it while their team guesses.
4. Once the keyword is guessed, the team gets a picture of a historical landmark or event related to that keyword.
5. The team must discuss how language played a role in the history of that landmark or event.
6. Set a timer for each round. The team with the most correct guesses wins!

Learning Outcomes:

- Understanding the connection between language and history.
- Encouraging teamwork and communication skills.
- Introducing historical concepts in a fun and interactive way.

Extension:

For advanced learners, include more complex historical events and encourage them to research further on the impact of language on those events.