

Game-Based Learning

Cultural Literacy (History) Games

See also: "[Abstract-Strategy](#)" games, specifically the games "Chrononauts" and "Early American Chrononauts (1770-1916)" which can be used for enrichment. These games allow students to take on the role of time travelers who must identify key historical events (causes and consequences) and paradoxes (alternate histories).

See also: "[Accelerated Learning Foundation](#)" games, specifically the game PROPAGANDA.

The "Timeline" Series

Asmodee

Ages 8+, 2-8 players, 15 minutes playtime.

Each set of 110 cards focuses on a specific type of event (American history, inventions, world history, etc.). Entire decks or subsets of cards from several decks can be combined.

To begin, one card is randomly selected from the draw pile. This is placed in the middle of the table, date-side up and is the starting point of a chronological line which will slowly be built by players. The first player then chooses one of their cards and places it before or after the initial card. The player's card is then turned date-side up. If the player was right, it remains on the table. Otherwise, the card is discarded and a new one must be drawn to replace it. The more cards which are correctly played, the harder it is to correctly place new ones. The first player to get rid of their cards wins.

[Timeline Boardgame - Video Review](#)



Timeline: American History

BGG 'board game' rank: 2,481 of 70,000

110 historical-related cards that can be used as a standalone game or combined with other "Timeline" decks for added challenge. Which happened first, the Salem Witch Trials or the foundation of Harvard College? Was Watergate before Woodstock? It's easy to know whether the discovery of America came before the Deepwater Horizon oil spill, but how well can you remember everything that happened in between?



Timeline: Discoveries

BGG 'board game' rank: 910 of 70,000

110 historical-related cards that can be used as a standalone game or combined with other "Timeline" decks for added challenge. Was America discovered before Planetary Motion? With Timeline, learn the answer to this question and many more. Each card has a different discovery and on the opposite side its associated date.



Timeline: Historical Events

BGG 'board game' rank: 764 of 70,000

110 historical-related cards that can be used as a standalone game or combined with other "Timeline" decks for added challenge.

JFK's assassination, the 1st step on the moon, the last crusade. Can you put all these events correctly on the timeline? With Timeline, learn the answer to this question and thousands more. Each card has a different historical event and on the opposite side its associated date.



Timeline: Inventions

BGG 'board game' rank: 688 of 70,000

110 historical-related cards that can be used as a standalone game or combined with other "Timeline" decks for added challenge.

Was the light bulb invented after or before glasses? With Timeline, learn the answer to this question and thousands of others by comparing your knowledge or hunches to historic reality.



Timeline Challenge

BGG 'board game' rank: 3,184 of 70,000

Timeline Challenge incorporates the original mechanic of the series into progressive game track, of which players can move between 0-4 spaces per turn based on their performance on four different 'challenges', and they are played depending on the color of the game space of the lead player.

Additionally there are two further challenges which allow the two players at the back of the pack to catch up. Although the game comes with its own cards, it can be integrated with any or all of the previous sets.

NOTE: All of the previous 'Timeline' decks can be integrated into *Timeline Challenge*.

[Timeline Challenge - Video Review](#)