

“The Amazing History Hunt” Game

This activity will simultaneously engage all of the students in some light competition. Using prior knowledge as well as information from the tour portion, the students will work in teams to complete a series of relevant questions relating to Ashtabula and/or Woodburn. Answering questions and moving spot to spot across the plantation site, the fastest team to reach the end of this knowledge race will win!

1. Each student counts off, for this example, the students will count off to 6, because there are six moderators (Katie, TJ, Markela, Stephen, Austin, and Jenna) willing to ask questions, but this can vary.
2. Students, who called off #1, will go to station #1. Students, who called off #2, go to station #2, etc. There will be one moderator at each station.
3. As the students go to their respective group, the moderator will ask two questions relevant to the plantation house tour. As the student group works together and answers the questions correctly, they run to the next station located around the plantation house.
4. The group at station #1 will run to station #2, the group at station #2 runs to station #3 and so on. The first group to return to their initial station wins.

