



History Pictures



Ten ways to play this game:

1. **Sort:** students sort the pictures into categories of their choice. Hula-hoops could be placed on the floor to define the groups. Which things go together? Think about what they are used for, who uses them, when they were used, what they are made out of etc. What else could belong in this hoop? Which other hoops could this belong in?
2. **Sequence:** give each student 5 pictures. How old could these things be? How can you tell? Can you place them in order from oldest to newest?
3. **Swat:** One student reads a topic card. The other students use their fly swats to 'whack' a picture that fits with the topic card. Students keep the pictures they have successfully 'whacked'.
4. **Choose:** challenge students to choose 5 things they would pack if they were to travel back in time to when their parents/grandparents were children or another time related to the class history topic.
5. **Solve:** give each student 4-5 pictures and ask them to 'solve' the mystery about why these pictures belong together.
6. **Oldest/newest:** place all pictures face down. Students take it in turns turning over two pictures and deciding which is the oldest and which is the newest. Students collect two piles of pictures (older and newer), which can be used for further sorting and classifying after the game has been played.
7. **Mystery object:** place all the pictures face up. Students take it in turns acting that they are using one of the objects. Other students ask questions to work out which object is being used.
8. **Uncover:** Hide pictures around the room or bury them in the sandpit. Students find 4-5 pictures each and suggest a story that might explain why all of these objects have been found in the same place.
9. **Ask:** place all of the pictures face down. Students turn over a picture and then roll the question die (when, where, who, why, what and how on each face of the die). They pose a question about the picture according to the question starter they have rolled. These questions can be used as the basis for further inquiry.
10. **Swap:** share pictures evenly between students. Students swap pictures with each other by describing the picture they want without naming the object.

Top Tip

The aim of these games is for students to develop and practice historical skills. This can be strengthened by asking questions that require students to:

- use terminology related to time
- sequence and order pictures
- compare and contrast aspects that have changed over time
- use the pictures to speculate about the lives of others in the past.
- pose questions

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