

Four of a Kind



Ten ways to play this game:

1. **Counters:** share the A4 picture pages between all students. Students place a counter on the picture they think is the oldest on each page.
2. **Tell:** each student is given an A4 picture page. They tell a story showing how the 4 pictures belong together.
3. **Who am I?:** students work in pairs with each student having an A4 picture page. Students select one of the pictures without telling their partner which one it is. The other student needs to ask yes/no questions to work out which picture has been chosen.
4. **Spot the difference:** each student is given an A4 picture page and asked to find as many differences between the pictures as they can.
5. **Compare and contrast:** each student is given an A4 picture page and takes it in turns to identify things that are the same and things that are different between the pictures on their page.
6. **Why?:** each student is given an A4 picture page and asked to identify which picture is the oldest. They are then asked why they think it is the oldest and then why else? Why else? Why else?
7. **Which one?:** share the A4 picture pages between all students. Students are asked to choose one picture on each page that doesn't belong and give reasons for their choices.
8. **Before/after:** share the A4 picture pages between all students. Students are given counters in two different colours. One colour represents 'before' and the second colour represents 'after'. Students choose two pictures from each page and use the counters to show which one comes first and which one comes second chronologically.
9. **Bingo:** each student is given an A4 picture page to use as a bingo grid. The teacher (or another student) names a category such as things used for transport or things that are older than you. Students put a counter on a picture that matches the category until all 4 pictures have counters on them.
10. **Questions:** each student is given an A4 picture page. They roll a counter onto the page and think of three questions to ask about the picture their counter lands on. The questions can be used for further inquiry after the game has been played.

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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