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AND SECONDARY EDUCATION
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SCHOOL PRACTICES: GAMES ACTIVITIES



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SCHOOL PRACTICES: GAMES ACTIVITIES

Subject: American Studies

Topic: 1920s vs.1930s in America

Type of activity: Review and Consolidation

Time: 30 min.

Aims:

By the end of this lesson students will have:

1. reviewed key concepts and ideas in relation to the 1920s and the 1930s in the U.S.;
2. identified the right historical period for the cultural / social / economic elements given;
3. compared the 1920s and the 1930s in the American culture / society / economy.

Skills: speaking, writing

Strategies: game-based learning; presentation; collaborative learning

Materials: smartphones; <https://myfreebingocards.com/bingo-card-generator> ;
<https://padlet.com/dashboard>

Class interaction: Frontal; group work

STAGE 1: BINGO - REVIEW

The teacher proposes a reinvented bingo game, where instead of numbers, the cards contain concepts previously discussed in class in relation to the two historical periods in the U.S., namely the 1920s and the 1930s.

The teacher uses <https://myfreebingocards.com/bingo-card-generator> to generate virtual bingo cards containing concepts / ideas / names like:

<ul style="list-style-type: none">• The flapper• The Great Depression• The Black Tuesday• Model T• Henry Ford• The Great Migration• Jazz Age	<ul style="list-style-type: none">• Harlem Renaissance• Wall Street• The New Deal• Prohibition• Hooverilles• Breadlines• The Dust Bowl	<ul style="list-style-type: none">• Herbert Hoover• Franklin D. Roosevelt• Ku Klux Klan• Langston Hughes• Women's rights• Consumerism
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Students are split into groups of 4-5 and are asked to access a link on their smartphones where they will each have their own bingo card. The teacher starts to randomly pick the words included on the bingo cards, by drawing them from a box. When one student from the group



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completes a vertical or horizontal line, he/she will say “BINGO”. The game continues until another student from the same group will have “bingo” as well.

STAGE 2: THINK AND IDENTIFY

The second stage of the game starts when 2 students from the same group have got “bingo”. All students from the same group are asked to group the items crossed out on their bingo cards into 2 categories: the 1920s in America and the 1930s in America.

Meanwhile, the bingo game continues until all groups have reached the second stage of the game.

STAGE 3: COMPARE AND CONTRAST

Once they have their ideas in order, the students can now start working on a presentation of the words they have crossed out on the bingo card, using <https://padlet.com/dashboard> . For their presentation, they will have to include a short description of each concept in relation to either of the two decades and a “compare and contrast” section containing a comparison between the 1920s and the 1930s.

STAGE 4: SHARE

Students are asked to share their ideas with the whole class and present their Padlet.



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