

Archaeology Summer Camp



Lesson 5: Game Night; Southwest Timeline

Have a family game night!

Follow the instructions below and have fun with your whole family learning about the past in the Southwest!

Materials:

- Game templates and printouts.
- 3 pieces of cardstock or a big piece of cardboard where 3 sheets can fit vertically.
- Tape
- Scissors
- Glue
- 1 Die; You can use a real one or you can make your own using our template.

Set up:

- Print out the board, game pieces, reward pieces and die template.
- Start by gluing the 3 sheets with the parts of the board on to a piece of cardboard joining them at the edges to put the trail together. If you are using cardstock instead, glue each sheet to a sheet of cardstock, then tape them together in the back. This will not only put the board together but will make it thicker as well. Place the board in the middle of all the players.
- Cut out the reward pieces and put them on the side of the board game, these will be used later on in the game.
- Cut out the game pieces along with their base. Make sure to follow the instructions to put them together. Each player will then select a game piece to use in the game.
- If you are making a die using our template, cut out the template on the dotted lines and fold along the solid lines. Glue the tabs together to form the die.

Now you are ready to play!

How to play:

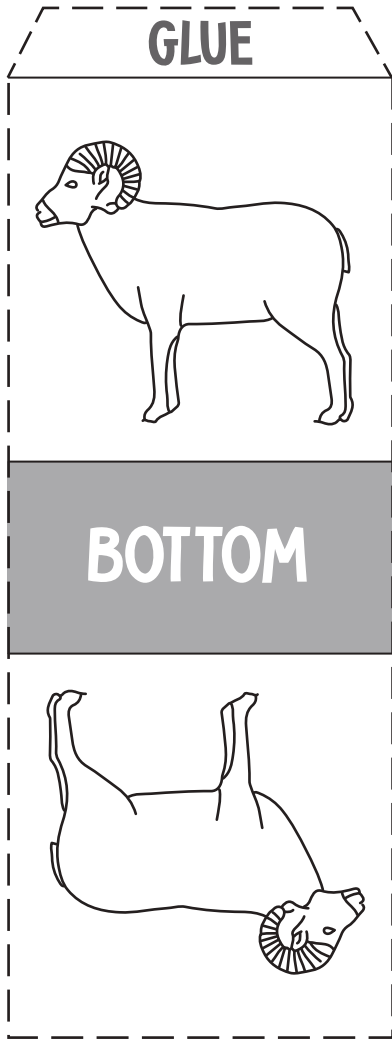
1. Place everyone's pieces at the start of the game. The youngest players go first.
2. The first person will roll the die and move the number of spaces indicated by the die.
3. The second person does the same, moving their game piece the same number on which the die lands on. Everyone takes turns doing the same.
4. As you move along the game pay attention to the images and text. Every time you land on a space with a mammoth, a basket, or a pottery piece, you receive the reward piece that you landed on.
5. If you land on the crops, you will skip a turn.
6. Two can win this game! The first player to reach the finish line (or present day) wins! Second place goes to the person who collected the most rewards along the way!

Game Pieces

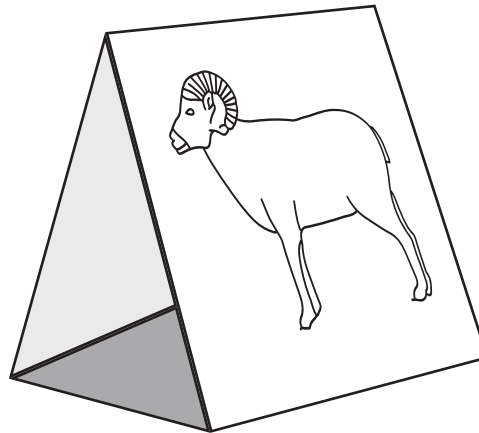
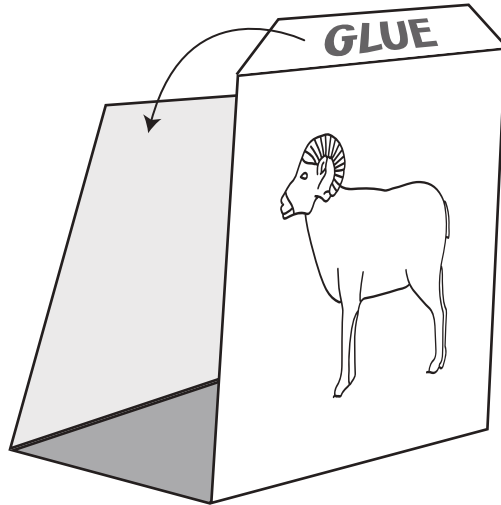
Cut out the game pieces along the dotted lines. Fold the solid lines and glue the top tab inside the tent. (see diagram).

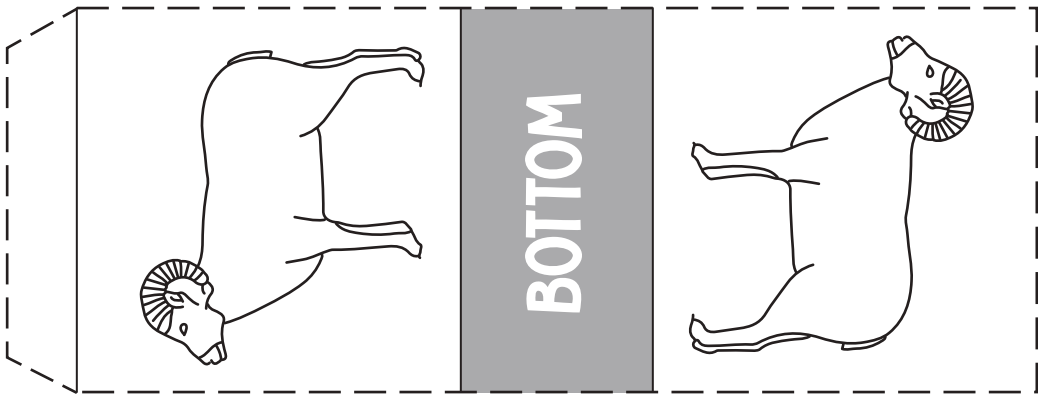
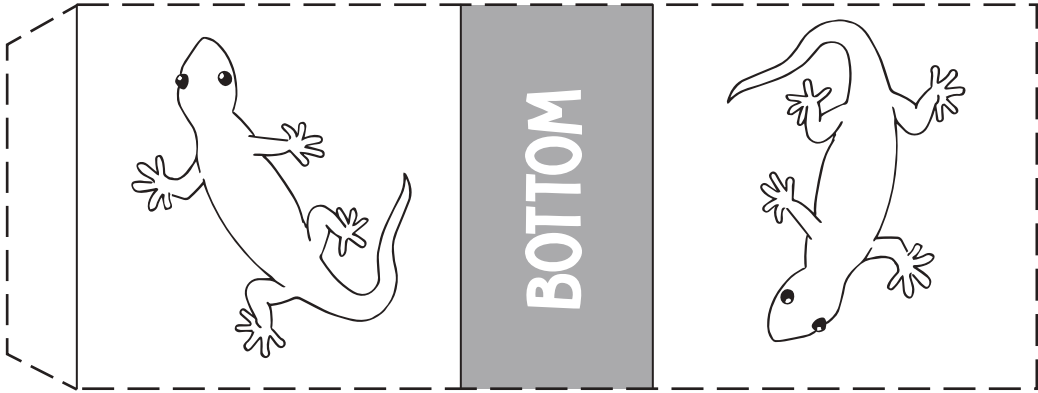
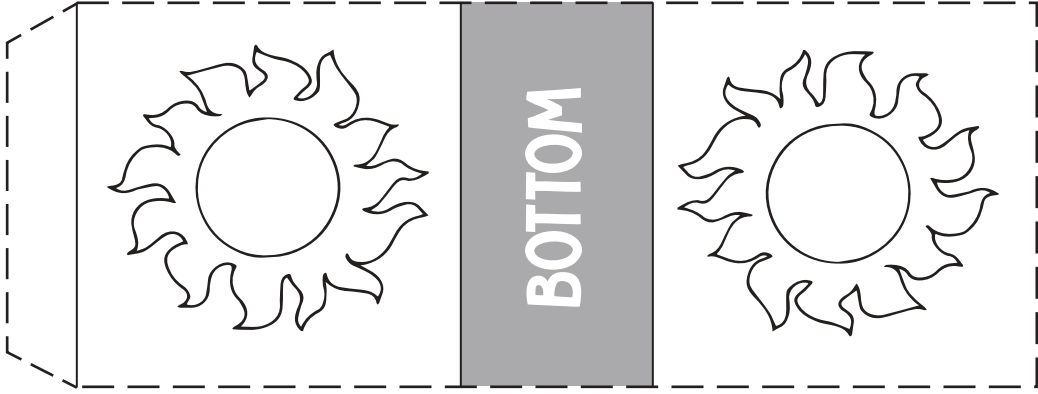
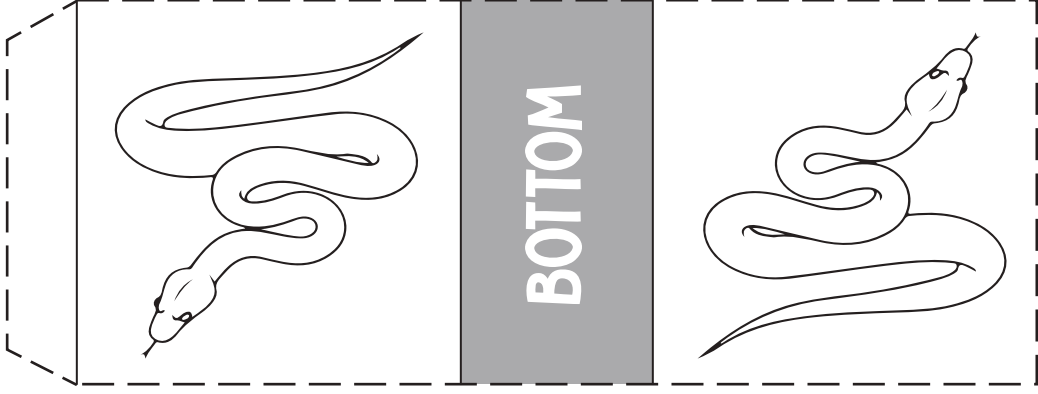
Now your game piece can stand!

----- CUT
_____ FOLD



GLUE INSIDE



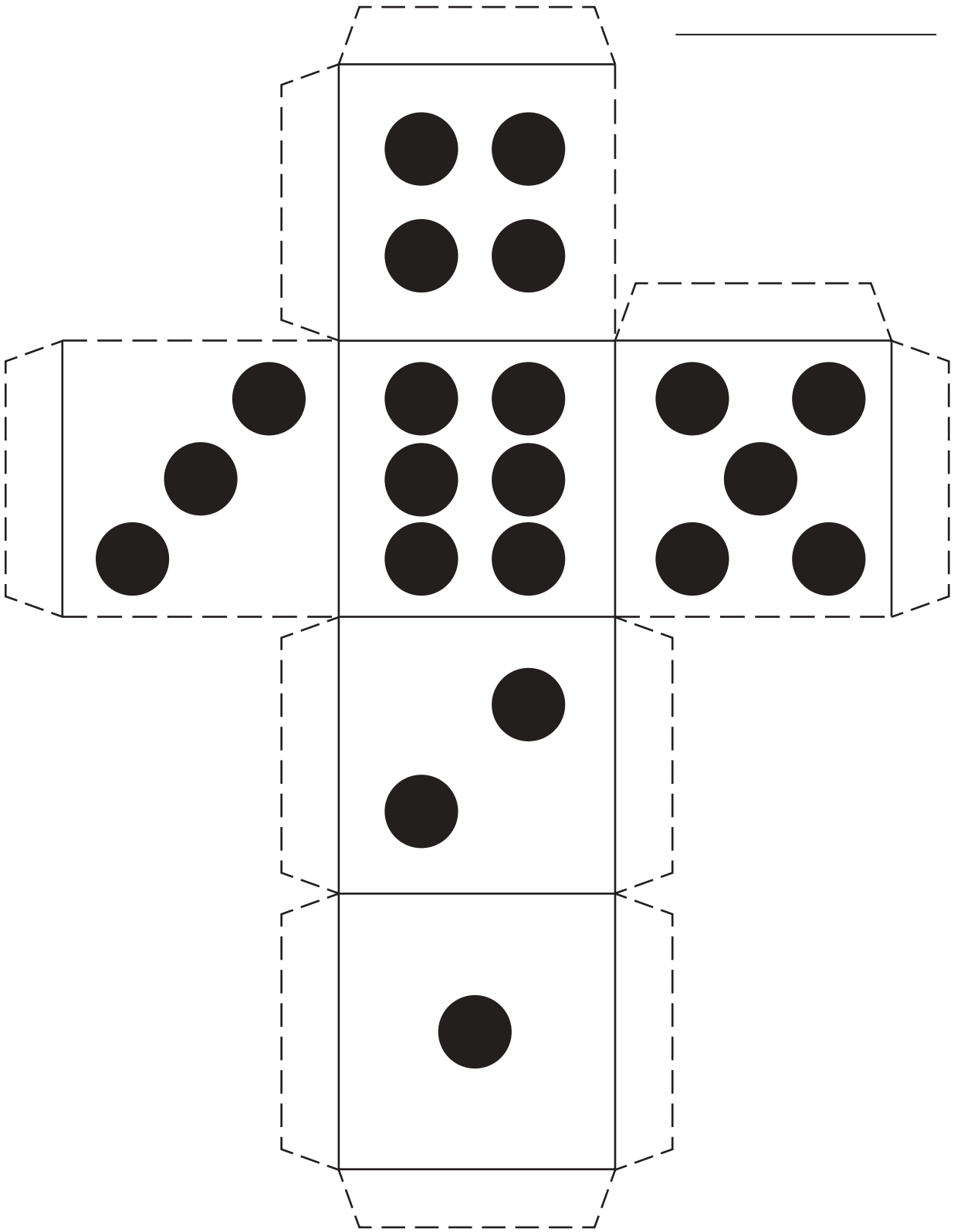




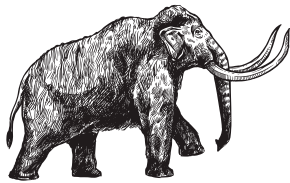
CUT



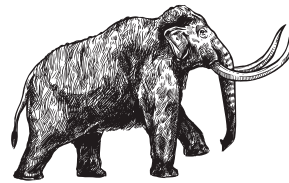
FOLD



Print out a few copies of each reward piece. Cut along the solid lines and place them on the side of the board game.



Mammoth were hunted by Paleoindians during the last ice age. Aside from providing meat, the bones and tusks were used to make tools and the hides were used for clothing and shelter.



Mammoth were hunted by Paleoindians during the last ice age. Aside from providing meat, the bones and tusks were used to make tools and the hides were used for clothing and shelter.



Baskets were used to gather and store food. They were made out of twigs and plant fibers. Their light weight allowed people to carry the baskets when moving from one place to another when following herds of animals.



Baskets were used to gather and store food. They were made out of twigs and plant fibers. Their light weight allowed people to carry the baskets when moving from one place to another when following herds of animals.

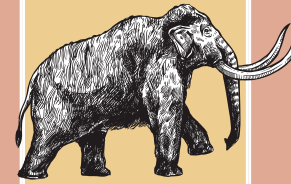


Pottery was used to store food as well as to cook it. Since people started to stay in one place year-round after they started planting crops, they did not have the need to carry baskets. Pottery was made by firing clay and was much more durable than baskets.

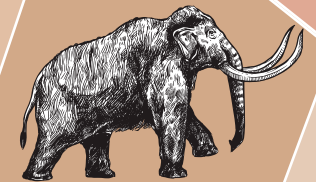
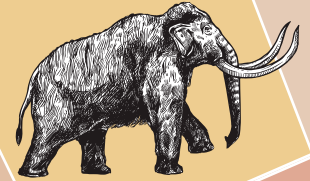


Pottery was used to store food as well as to cook it. Since people started to stay in one place year-round after they started planting crops, they did not have the need to carry baskets. Pottery was made by firing clay and was much more durable than baskets.

START



**Paleoindians: Ice Age
12,000 – 8,000 B.C.**



**Archaic Hunters
8,000 B.C. – AD 1**





Horticulture and Village Life

AD 1 - 1200



You have started to plant crops. skip a turn, and wait until you harvest them.



Pueblos and Cliff Dwellings

AD 1200 - 1450





European Arrival
1450



FINISH

SOUTHWEST TIMELINE