

ArchaeoArt

A WORD-PICTURE GAME

Overview

This game allows students to become familiar with basic or advanced archaeological terms. In a classroom setting, the activity can serve as a diagnostic instrument or as a review before evaluation.

Objectives/Skills

- To associate words and ideas with mental pictures
- To develop visual communication skills
- To understand archaeological terms

Age Level

Grades 4 through 12

Materials

- game cards on colored, 3x5-in. index cards (three colors)
- clock or watch with second hand
- chalkboard and chalk

Time Required

Allow 20 minutes to prepare the game cards and 40-50 minutes to play the game.

Preparation

To prepare for this game, make a set of ArchaeoArt game cards, based on the three categories of words listed below, or other words judged to be more age appropriate or relevant to current classroom studies. The suggested topics are archaeological tools, artifacts, and features. The words in each category should be written or typed on the same color of index card. Prior to playing the game, introduce students to the terms during discussion or unit-related activities.

Procedure

To play the game, divide the class into two teams and determine which team will "go first." Each team selects one member to begin as the illustrator, who must sketch on the blackboard a picture of the word on the game card which he/she picks from one of the three categories. Game cards can be held by the teacher or placed in piles on a desk. The artist must illustrate the term in one minute. As he/she is draw-

ing, teammates try to guess the word. If the team guesses correctly, it receives one point. If it does not answer correctly, the opposite team gets one minute to identify the word. If the opponents correctly answer, they receive a point. The first team to reach a predetermined number of points, wins. The task of drawing the terms rotates among team members with each new turn. Artists may not use written or spoken words to embellish their illustrations.

Prepare ArchaeoArt cards for the following categories:

TOOLS

trowel
shovel
camera
compass
scale
wheelbarrow
grid
hammer
brush
dust pan
dental pick
stakes
map
level
tent
screens
notebook
measuring tape
transit
clippers
machete
toothbrush
auger
magnifying glass
microscope

ARTIFACTS

bone
bead
coin
shell
glass shard
pot sherd
projectile point
grinding stone
tooth
ring
anchor
eating utensil
bottle
cannon
button
crucifix
brick
gun
fish hook
knife
bell
statue
nail
shoe
plate

FEATURES

hearth
post mold
cemetery
midden
temple
church
fort
moat
shipwreck
pictograph
floor
privy
post hole
burial
trash pit
ballast pile
tomb
kiln
animal pen
well
metal forge
campsite
rock carving
garden
mound

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