

Team Time Travel

A game about time periods and creative solutions

Betingelser for anvendelse

Team Time Travel må frit anvendes til undervisning og underholdning

Herunder må 100% af PDF-filen printes og deles elektronisk med andre.
Ved deling må denne side med betingelser ikke fjernes.

Husk skolens Copy-Dan aftale!

Hvis du er ansat på en uddannelsesinstitution, skal du indberette brugen af Team Time Travel til Copy-Dan, på samme måde som kopier af sider fra bøger indberettes.

Der gives eksplicit tilladelse til at 100% af værket må kopieres, som tilføjelse til de almindelige kopi-vilkår.

Læs evt. mere på <https://tekstognode.dk/undervisning>

Alle intellektuelle rettigheder over spillet tilhører den originale designer, Theo Thy (2020).

Spillet udgives på BoPingvin.com, af Bo Paivinen Ullersted.

Det er ikke tilladt at benytte Team Time Travel til kommercielle formål, herunder at kræve betaling for kortene.

Dog undtages materialeomkostninger f.eks. til print.

Tilføjelse af tekst på de ”blanke” sider ændrer ikke på rettighederne.

Spilleplade og regler på næste side



Team Time Travel

- A game about time periods and creative solutions

3 teams will travel through time by rolling a die. At the beginning of the game place your team tokens in different time periods on the red spots.

When you land on a yellow spot you will draw an assignment from the specific period pile. The active team now challenges one of the other two teams while the third team judges their performances.

The judges will focus on:

- Time keeping
- Players speaking English
- Who has the most creative solution
- Who includes most team members in the solution

The active team always has the opportunity to win more points than the challenged team

You need at least 1 point from 4 different time periods to be able to win the game.

Team Time Travel

A game about time periods and creative solutions

3 måder at spille på:

Turbospillet:

Holdene får kun 2 minutter til hver øvelse. Det giver spillet en sjovere (og måske stressende) karakter, men det fjerner samtidig en del af det potentielle udbytte - fagligt og kreativt - i de enkelte øvelser. Spillepladen er her påkrævet. Læreren fortæller, før spillet går i gang, hvor lang tid spillet vil vare – fx 20 eller 30 minutter. Der kan påpeges ved kortere tidsramme, at man ikke nødvendigvis skal have points fra 4 forskellige tidsperioder – men at vinderen ved uafgjort blot er holdet med points fra flest forskellige perioder.

Modulspillet:

Spillet varer et helt modul, og hver øvelse tager fx 8 minutter. Her kan eleverne fordybe sig mere i de faglige og kreative aspekter. Spillepladen kan bruges, men eleverne kan også blot spille med kortene; enten hvor de skiftes til at trække et tilfældigt kort fra en blandet bunke, eller hvor de selv vælger kategori, når det er deres tur. "Special cards" kan bruges eller sorteres fra. Dommerholdet skal her bedes om at tage udførlige noter til holdenes arbejde under øvelserne, da disse tager længere tid. Alternativt kan dommerholdet løse grammatikopgaver under øvelsen, hvor de ikke selv er aktive, for så kun at bedømme slutresultatet.

Forløbspillet:

Vil kunne spilles i et forløb med generelt litteraturhistorisk fokus (Eller et mere specifikt fokus og derfor færre kort). Her bliver spillepladen overflødig. Læreren sorterer i kortene, så de passer ind i forløbets enkelte moduler. "Special cards" bruges ikke. Der bruges 10-20 min i slutningen af hvert modul på 3 øvelser (så alle deltager aktivt 2 gange og er dommer 1 gang). Eleverne sættes sammen

i forskellige hold per modul, og der skrives undervejs i forløbet points ind i et skema. Vis ved begyndelsen af sekvensen kun toppen af tabellen – det kan være demotiverende at vise bunden.

Inden spillet begynder:

- Der skal være 3 hold til et spil - både med og uden spilleplade - for at få dommerelementet med. Holdenes størrelse kan variere, men spillet er tænkt til 3 spillere per hold.
- Periodekortene samles i forskellige periodebunker med bagsiden vendt opad og blandes.
HUSK: Disse kort printes i duplex, så bagsiden viser den respektive periode.
- Med spillepladen i brug skal alle hold finde en "team token" – et eller andet, der passer til spillepladens størrelse, fx et lille viskelæder. Disse placeres på de røde felter – alle starter forskellige steder på spillepladen. Der skal også bruges en terning.
- Find eventuelt et holdnavn – det er altid godt for holdånden!

Elementer til spillet:

- En A3-spilleplade med overordnet regler printet i midten.
- 36 kort: 6 kategorier med 5 øvelseskort og 1 special card i hver.
 - o Der kan printes tomme kort, som man selv kan udfylde. Disse findes nederst i dokumentet med spillekort.
 - o Tallene i øverste højre hjørne viser, hvor mange points, der kan vindes. Det er altid det aktive hold – altså dem, der udfordrer – som har mulighed for at vinde flest points. Udfordrerens potentielle pointhøst er altså øverst, den udfordredes nederst.

Husk at printe i duplex

The future

3

2

You meet an alien civilization who wants to learn your language.

Explain to them how the English language works.

The future

2

1

99% of humanity has died from causes unknown. Society as we know it has collapsed and needs to be rebuilt. What is the first thing from your previous lives that you want to re-introduce in this new world? Back your answer with a few good reasons.

The future

2

1

Your trusted and loyal robot servant needs a check-up.

Which service does this servant offer you that is simply essential for your survival in the year of 2088?

The future

2

1

You meet an alien civilization who does not have a verbal language.

Explain to them how you speak.

The future

2

1

You meet an alien civilization who wants to know about the history of human society:


Choose 5 unique words to describe humanity in the 2010s.

Special card

You meet the Tralfamadorians; an alien species who does not see time as an arrow but experiences past, present and future all at once. Travel to anywhere you like and pick a period card.



RENAISSANCE 2
1



The Baconian theory claims that philosopher and scientist Sir Francis Bacon was actually the writer behind Shakespeare's plays.

Make up a theory as to why bacon tastes so ridiculously good.

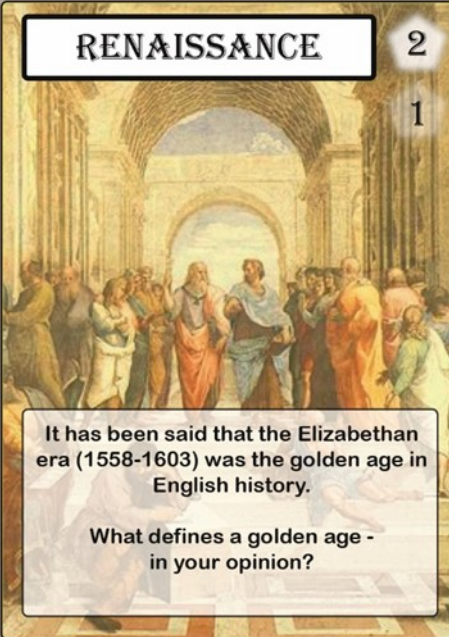
RENAISSANCE 3
2



John Donne wrote "The Flea" (1633) in which he indeed uses a flea as an extended metaphor for getting into someone's pants.

Now you have to perform a short poem in which you try to woo someone from the other team.

RENAISSANCE 2
1



It has been said that the Elizabethan era (1558-1603) was the golden age in English history.

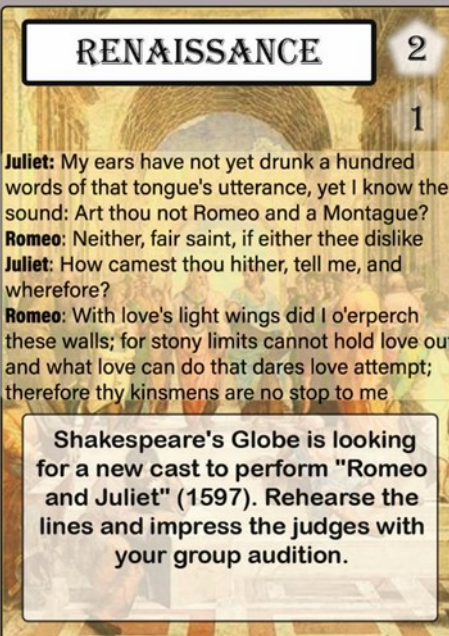
What defines a golden age - in your opinion?

RENAISSANCE 2
1



Leonardo Da Vinci has finished his "Mona Lisa", but he needs a sales pitch to promote his painting - make it!

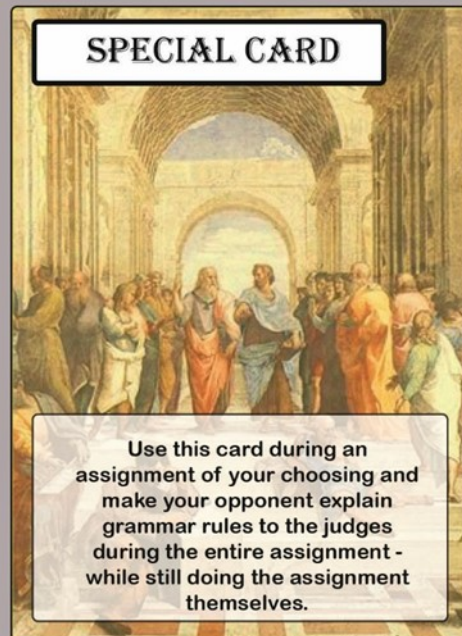
RENAISSANCE 2
1



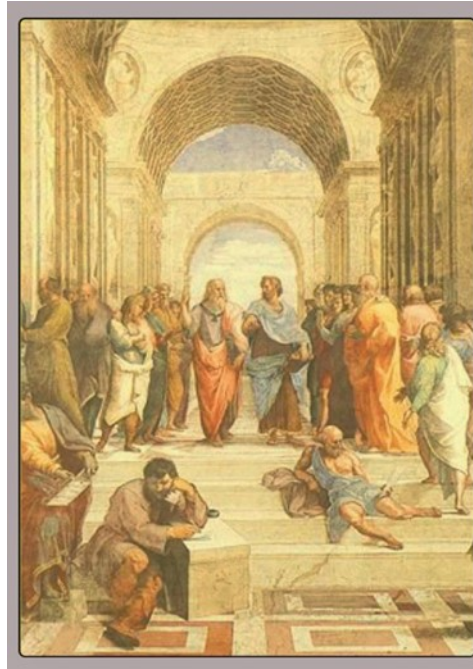
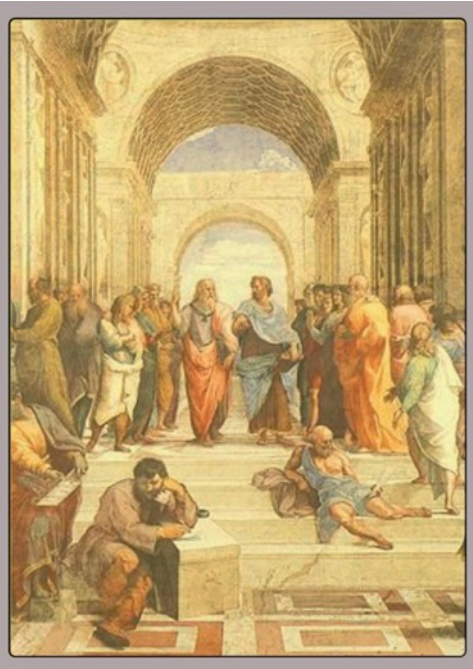
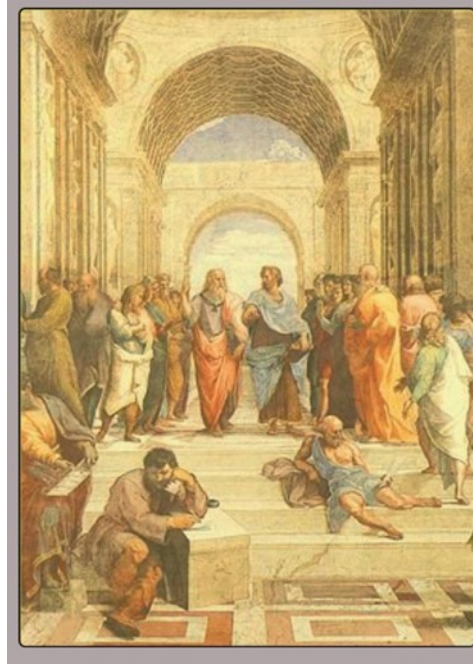
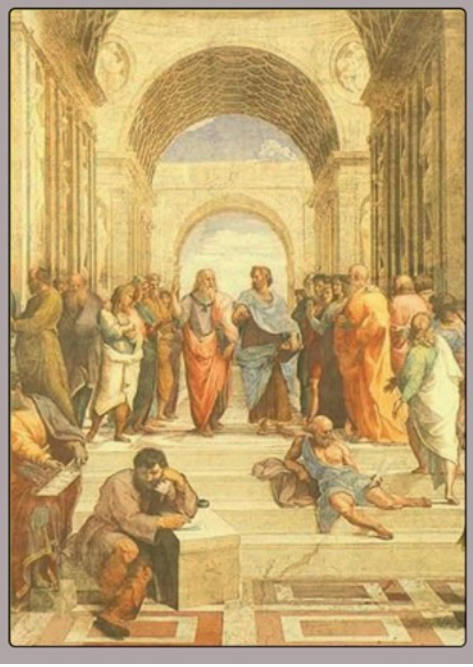
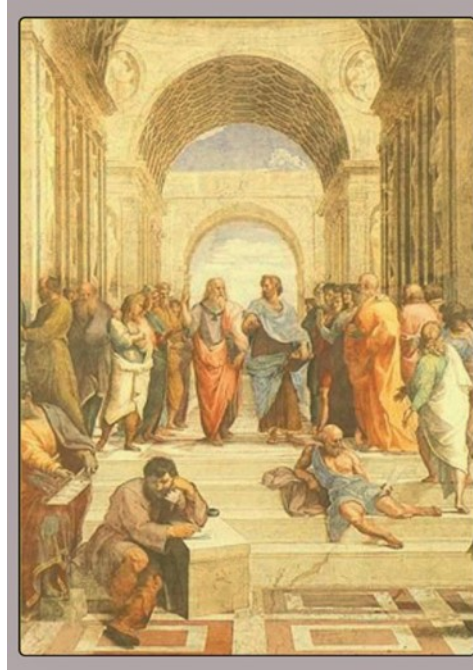
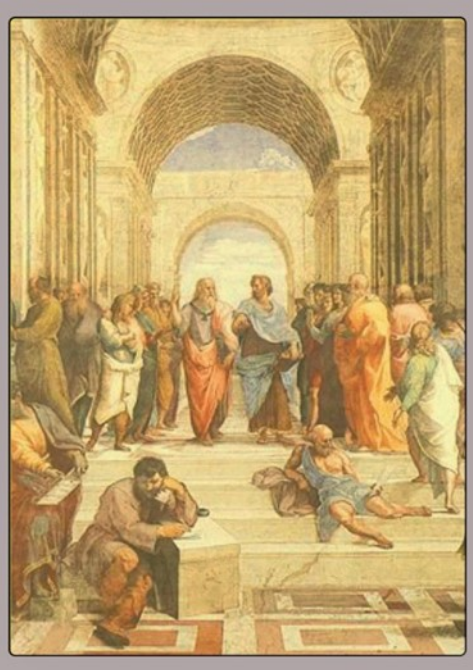
Juliet: My ears have not yet drunk a hundred words of that tongue's utterance, yet I know the sound: Art thou not Romeo and a Montague?
Romeo: Neither, fair saint, if either thee dislike
Juliet: How camest thou hither, tell me, and wherefore?
Romeo: With love's light wings did I o'erperch these walls; for stony limits cannot hold love out and what love can do that dares love attempt; therefore thy kinsmen are no stop to me

Shakespeare's Globe is looking for a new cast to perform "Romeo and Juliet" (1597). Rehearse the lines and impress the judges with your group audition.

SPECIAL CARD



Use this card during an assignment of your choosing and make your opponent explain grammar rules to the judges during the entire assignment - while still doing the assignment themselves.



Enlightenment

2

1



In 1776, thirteen colonies of former British rule declared independence and formed the USA.

Show and/or tell how British and American people differ today.

Enlightenment

2

1



Explain in your own words why the 18th century is called The Enlightenment.

Enlightenment

2

1



Pick a text from your curriculum that has enlightened you and explain why or how.

Enlightenment

3

2



In 1729, Jonathan Swift published a satirical article called "A Modest Proposal" in which he suggests that Irish families should sell their children as food. Find arguments for and against this proposal.

Enlightenment

2

1



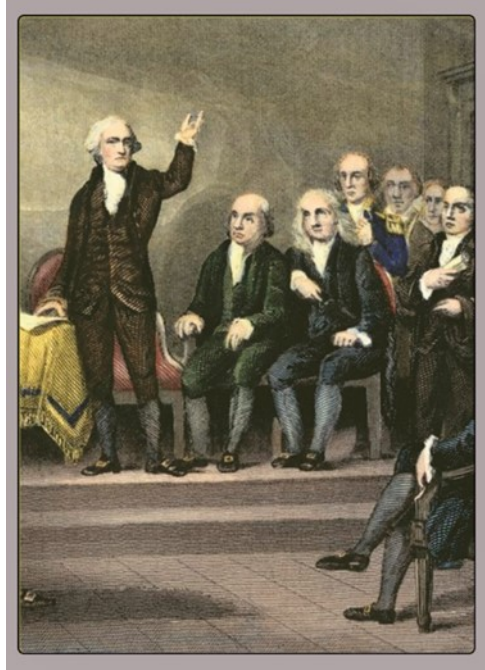
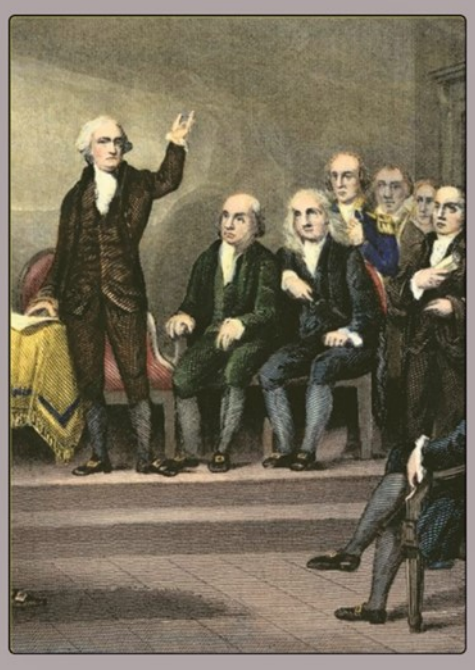
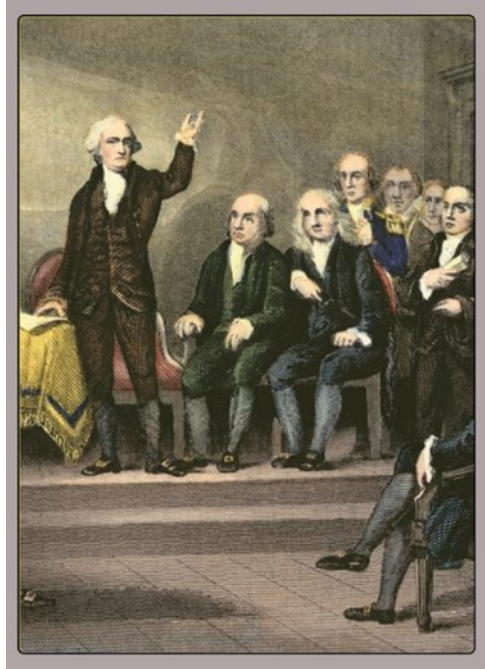
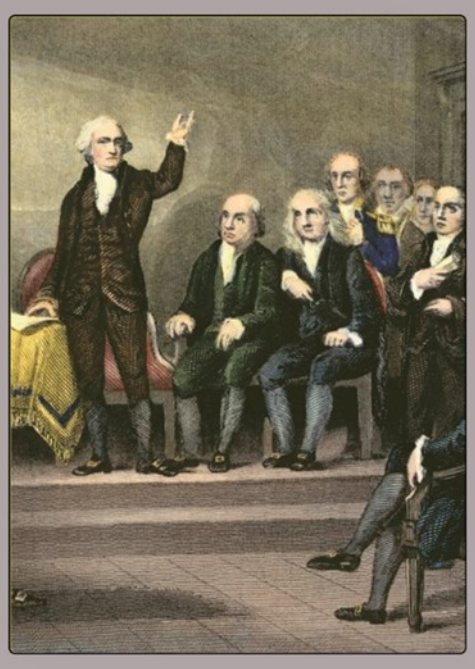
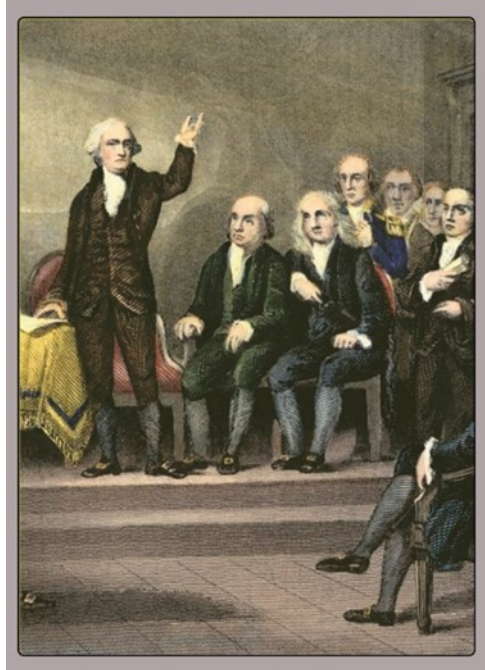
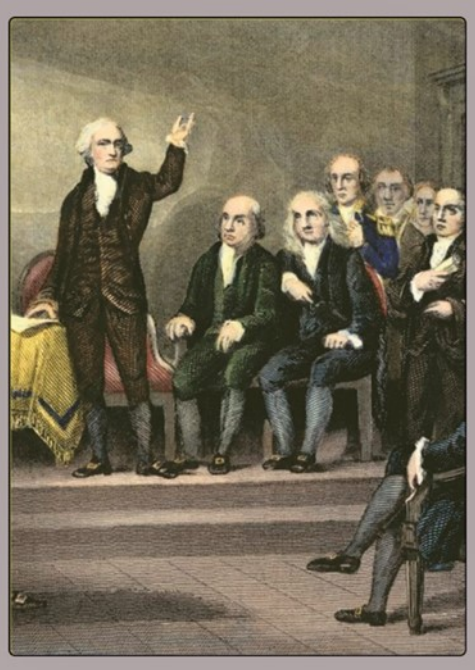
The second amendment was introduced to the United States Constitution in 1791. Argue for or against the right to keep and bear arms.

Special card

1



Keep the card and get 1 point - or use the card to make another team dance during an entire assignment.



Romanticism

3

2

Lord Byron (1788-1824) has invited you to a writers' sleep over at his estate. You want to arrive prepared. Make a short plotline for a story of love and horror.

Romanticism

2

1

Bram Stoker's "Dracula" (1897) has been the source of several movie adaptations. Choose a text you have read in class and pitch a film adaptation of it.

Romanticism

2

1

You see a gorgeous duchess and want to impress her. Make the most formal declaration of love she will ever hear.

Romanticism

2

1

In 1896, the first known use of the word "limerick" is recorded. A limerick is a short, often funny, poem of 5 lines with the rhyming scheme AABBA.

Make a limerick!

Romanticism

2

1

Edgar Allan Poe (1809-49) is considered the father of the detective story.

Make a short play where one of you is a suspect of a crime while the other two are interrogators.

Special card

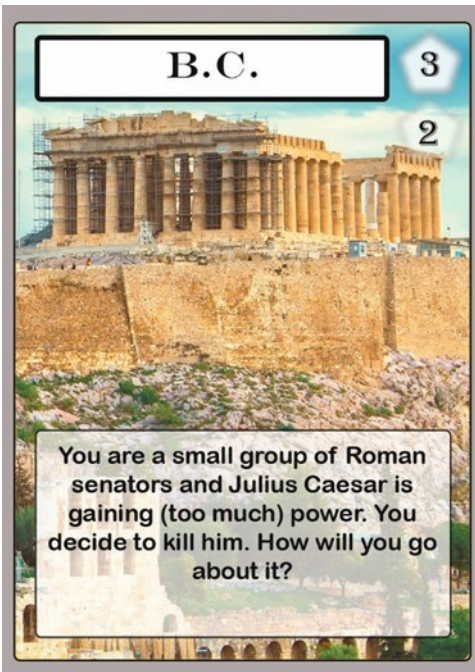
Express your true admiration for your teacher. If you make his/her day:

Get an extra minute to an assignment of your choosing.



B.C. 3

2



You are a small group of Roman senators and Julius Caesar is gaining (too much) power. You decide to kill him. How will you go about it?

B.C. 2

1

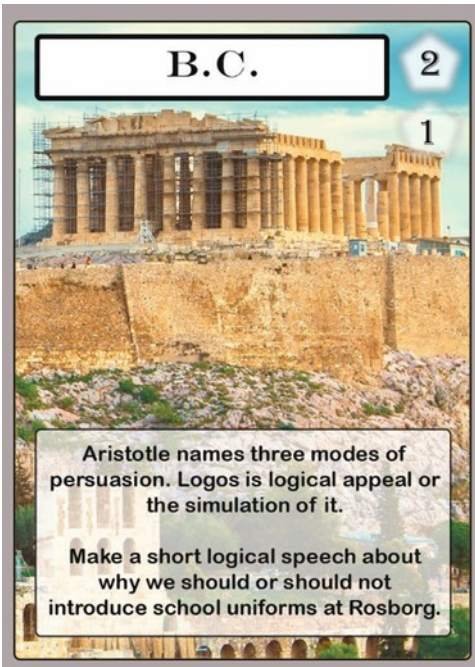


Aristotle names three modes of persuasion. Ethos is an appeal to the sender's authority or credibility.

Make a short credible speech about why we should or should not eat less meat.

B.C. 2

1



Aristotle names three modes of persuasion. Logos is logical appeal or the simulation of it.

Make a short logical speech about why we should or should not introduce school uniforms at Rosborg.

B.C. 2

1

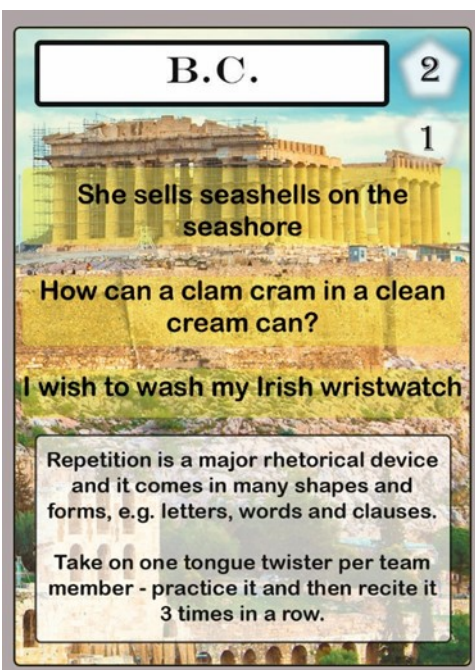


Aristotle names three modes of persuasion. Pathos is an appeal to the receiver's emotions.

Make a short emotional speech about why we should or should not have more trash cans in the city.

B.C. 2

1



She sells seashells on the seashore

How can a clam cram in a clean cream can?

I wish to wash my Irish wristwatch

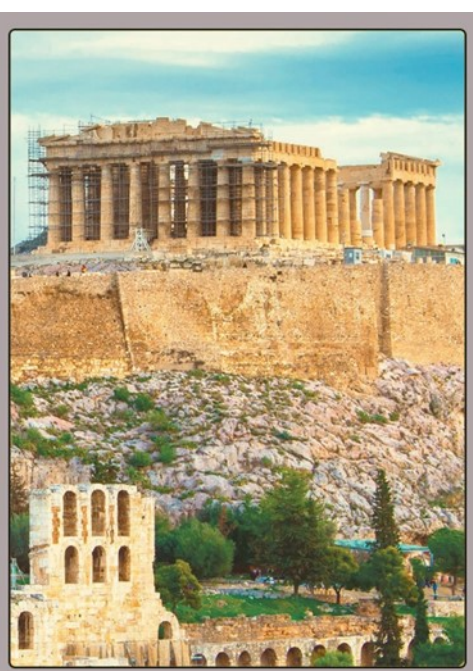
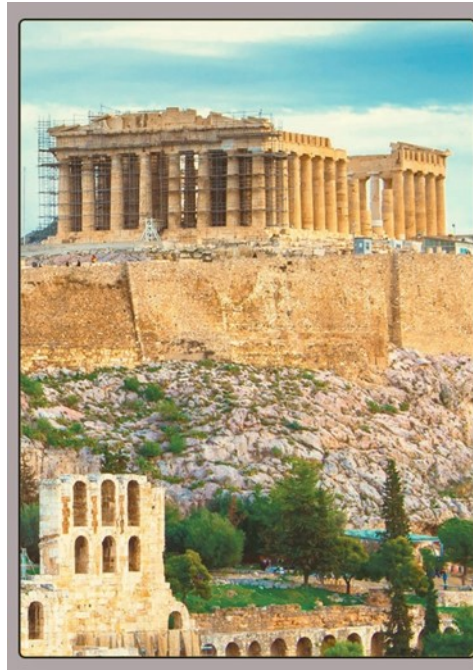
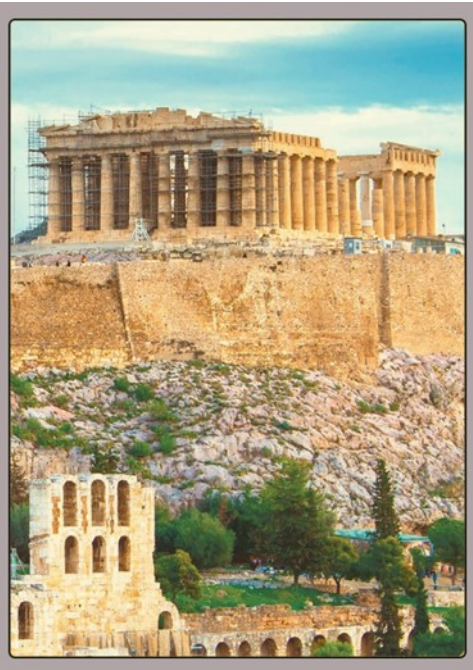
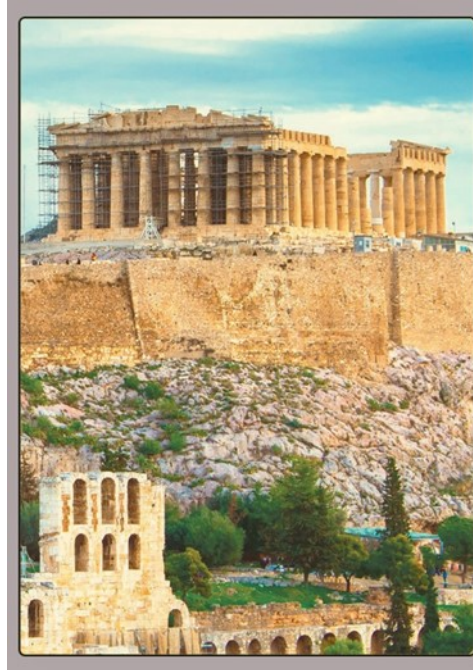
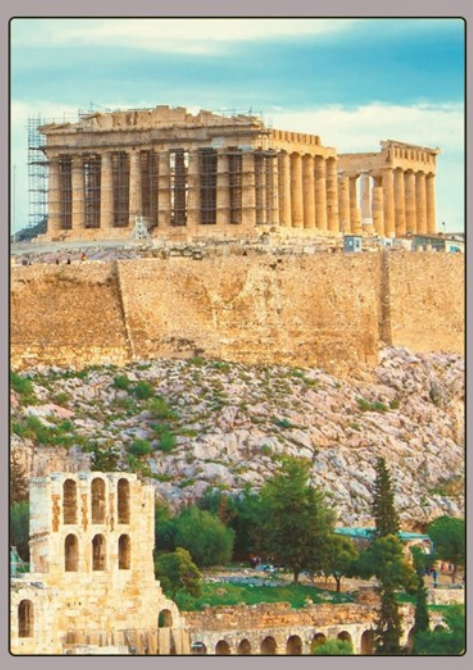
Repetition is a major rhetorical device and it comes in many shapes and forms, e.g. letters, words and clauses.

Take on one tongue twister per team member - practice it and then recite it 3 times in a row.

SPECIAL CARD



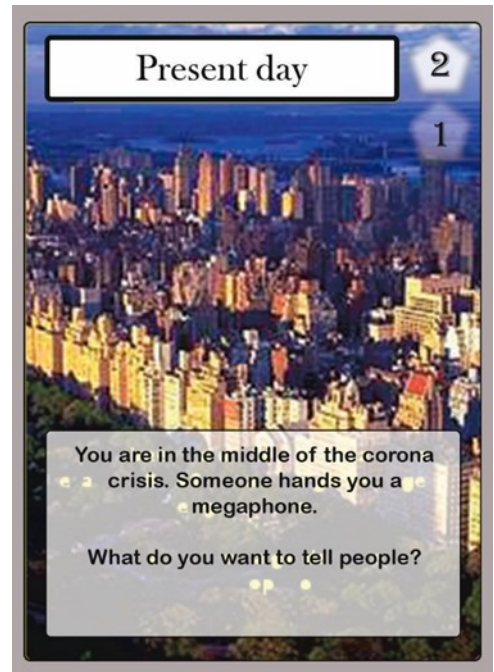
If one team member gets up on his/her chair and makes a very short but very powerful speech that everyone in the room can hear, you get an extra minute for an assignment of your choosing.





Present day 2
1

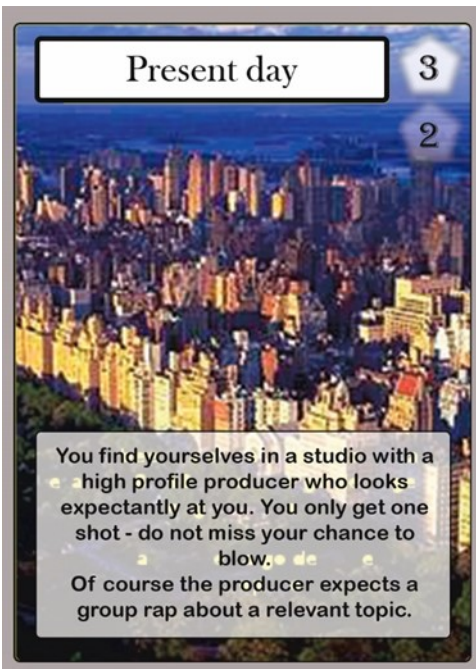
Find a fitting adjective to describe each of your opponents. Look for positive and unique words. You may use your phones.



Present day 2
1

You are in the middle of the corona crisis. Someone hands you a megaphone.

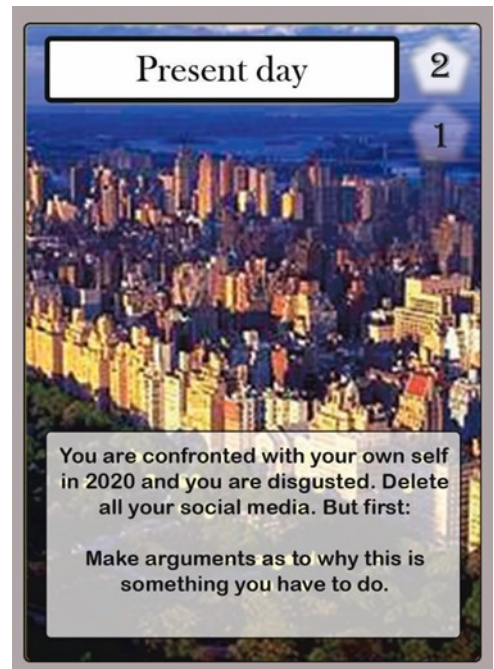
What do you want to tell people?



Present day 3
2

You find yourselves in a studio with a high profile producer who looks expectantly at you. You only get one shot - do not miss your chance to blow.

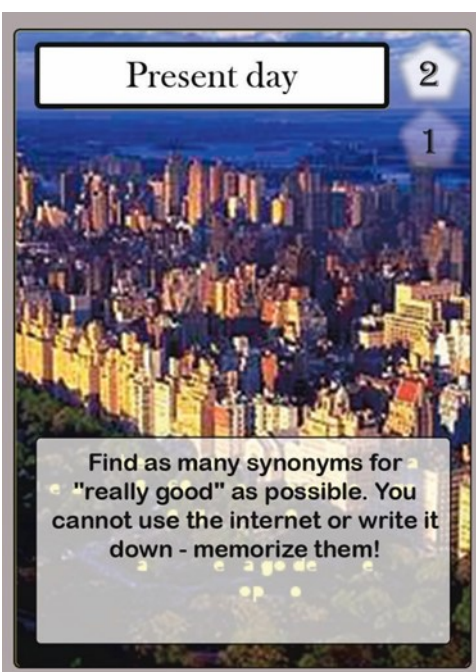
Of course the producer expects a group rap about a relevant topic.



Present day 2
1

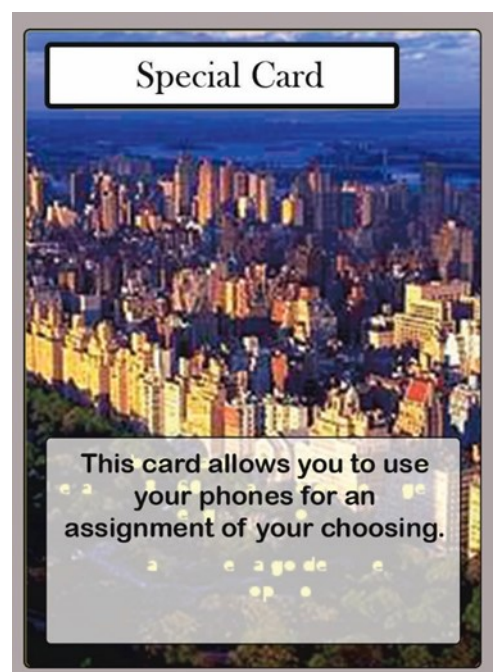
You are confronted with your own self in 2020 and you are disgusted. Delete all your social media. But first:

Make arguments as to why this is something you have to do.



Present day 2
1

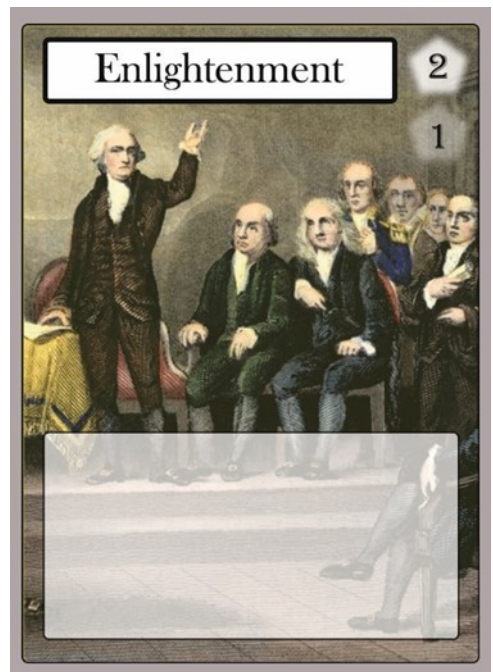
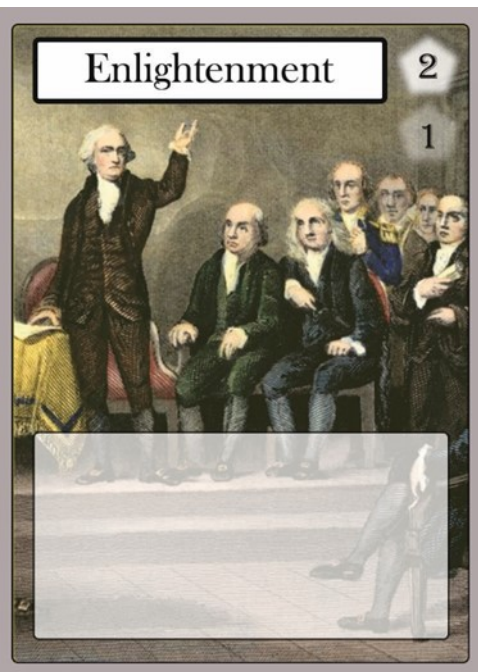
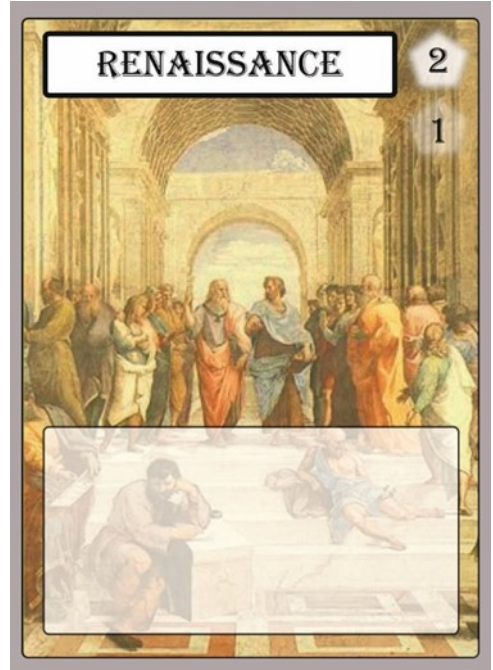
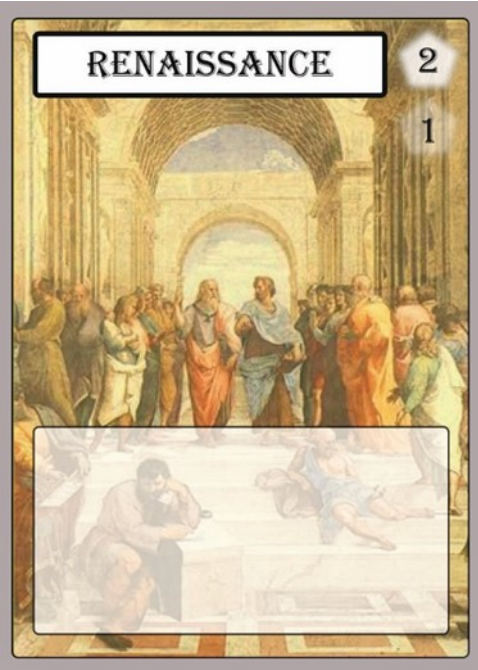
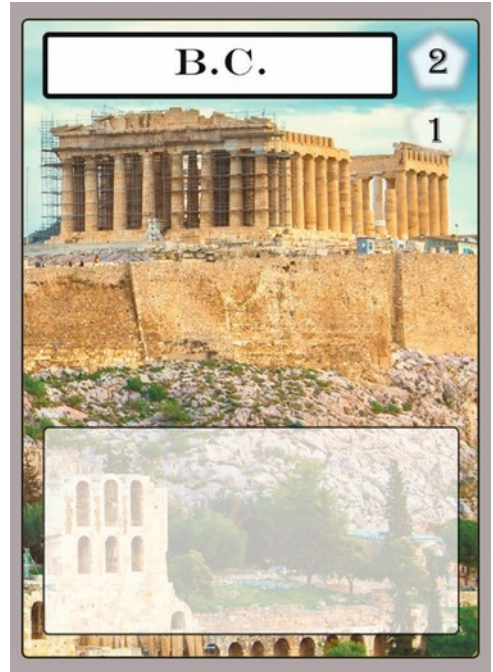
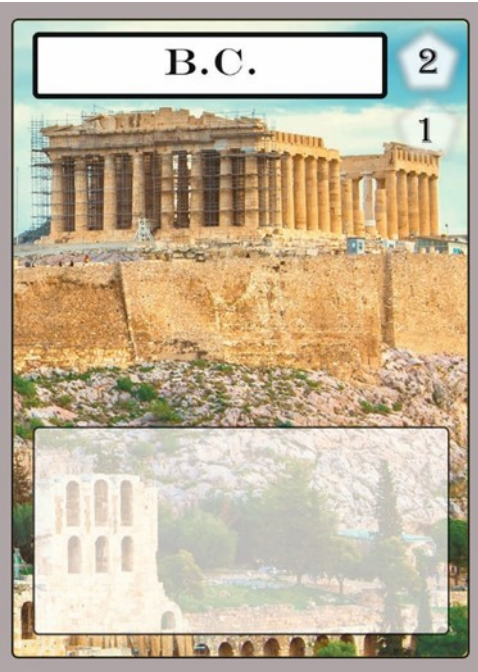
Find as many synonyms for "really good" as possible. You cannot use the internet or write it down - memorize them!

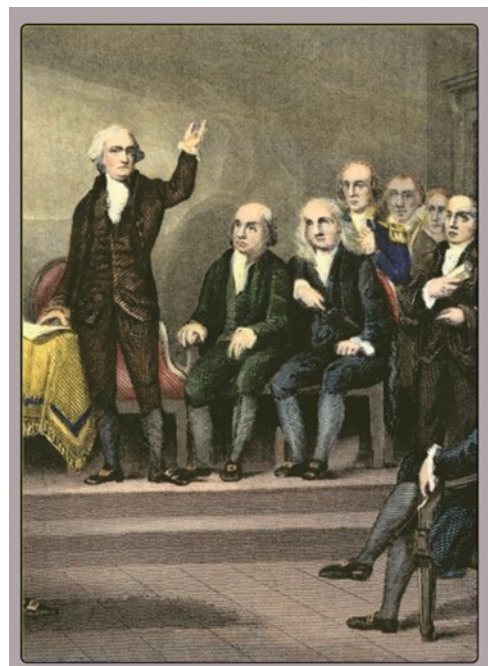
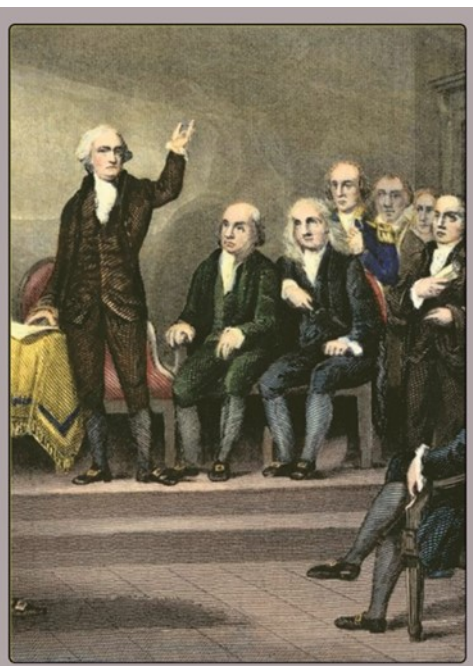
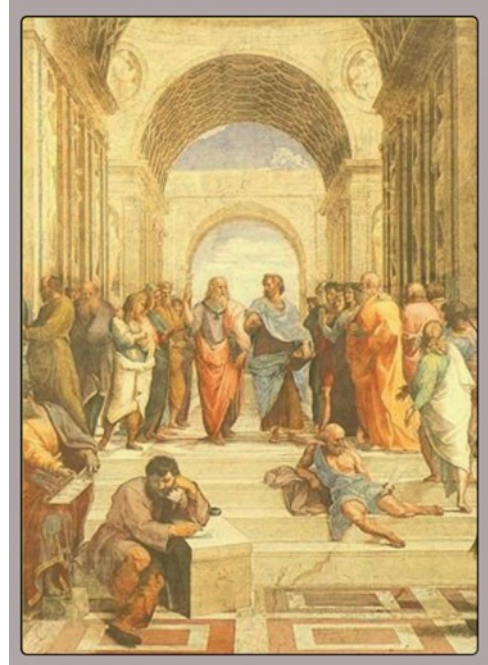
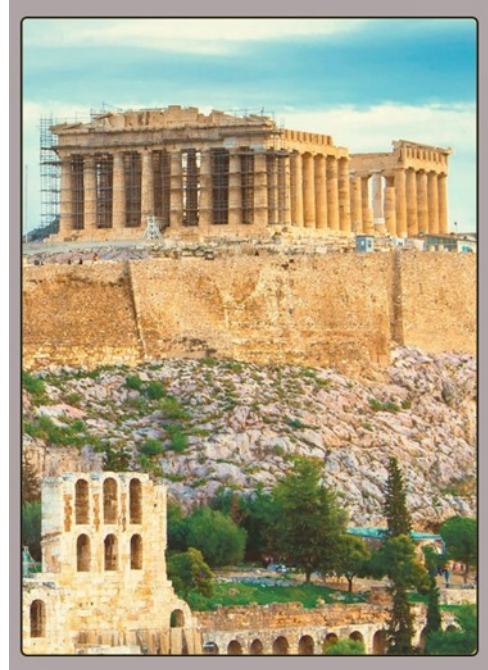
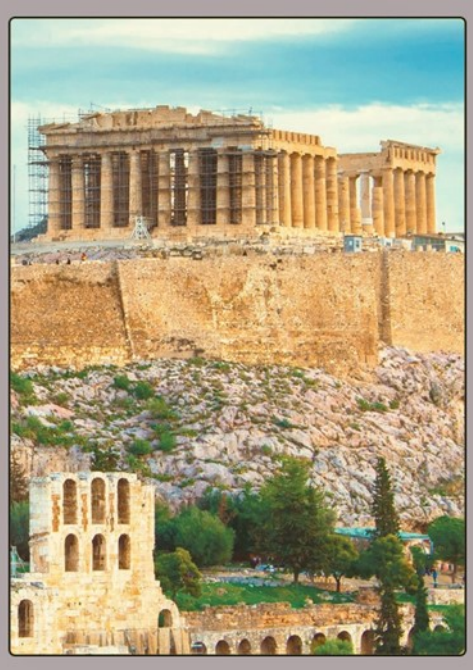


Special Card

This card allows you to use your phones for an assignment of your choosing.







Romanticism 2
1

A Romantic-style landscape painting featuring a dramatic, rocky mountain range under a warm, golden light. In the foreground, a glowing, ethereal figure with wings or a halo sits on a rock, looking towards the viewer. The scene is framed by a dark border.

Romanticism 2
1

A Romantic-style landscape painting featuring a dramatic, rocky mountain range under a warm, golden light. In the foreground, a glowing, ethereal figure with wings or a halo sits on a rock, looking towards the viewer. The scene is framed by a dark border.

Present day 2
1

An aerial view of a modern city at night, illuminated by city lights. The buildings are densely packed, and the sky is dark with some light trails. A semi-transparent text overlay is visible at the bottom of the image.

Present day 2
1

An aerial view of a modern city at night, illuminated by city lights. The buildings are densely packed, and the sky is dark with some light trails. A semi-transparent text overlay is visible at the bottom of the image.

The future 2
1

A futuristic space scene featuring a glowing horizon line, possibly representing a planet or a distant galaxy. The sky is filled with stars and nebulae. A semi-transparent text overlay is visible at the bottom of the image.

The future 2
1

A futuristic space scene featuring a glowing horizon line, possibly representing a planet or a distant galaxy. The sky is filled with stars and nebulae. A semi-transparent text overlay is visible at the bottom of the image.

