

Great Classroom Idea



Grade level: 6-8

Subject (if applicable): Social Studies

Please check all that apply:

- | | |
|---|--|
| <input type="checkbox"/> lesson plan | <input checked="" type="checkbox"/> project-based teaching/activity idea |
| <input type="checkbox"/> technology integration idea | <input type="checkbox"/> graphic organizer |
| <input type="checkbox"/> integration of faith and learning idea | <input type="checkbox"/> webquest |
| <input type="checkbox"/> classroom management technique | <input type="checkbox"/> virtual field trip |
| <input type="checkbox"/> devotional | <input type="checkbox"/> bulletin board idea |
| <input type="checkbox"/> science demo or experiment | <input type="checkbox"/> critical thinking strategy |
| <input type="checkbox"/> assessment tool | <input checked="" type="checkbox"/> original classroom game |
| <input type="checkbox"/> relationship-building idea | <input type="checkbox"/> other: _____ |

Description: (attach supplementary materials if needed)

Following is a description of a game called "Serfing" in which students experience a simulation of the feudal system in medieval Europe.

Tokens of some sort are placed randomly over pre-determined playing area before the game starts. Teacher is king/queen, and collects tribute from priests and knights. Priests, knights, and serfs are chosen and labelled at random by the teacher.

Priests collect tribute from both knights and serfs. Knights collect tribute only from serfs, and only serfs from their domain (same colour label). Serfs harvest crops/create tribute by gathering tokens from the ground. Tribute can only be collected in the few minutes following the ringing of the bell (done by teacher, every 5 minutes or so). If serfs collect a certain amount, they can place themselves under the guardianship of the king for a 5-minute period after which they can upgrade to a knight to replace their existing knight, providing they were not caught and taken back to their knight.

The game can be lengthened by the king redistributing tribute tokens. The game is confusing at first, but tons of fun! And it helps students understand the feudal system and gives them an inside view of the perspective of the serf.

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