

Answer Sheet

Team Name: _____.

Station A: Leadership Answer: _____.

Reason

Section B: Music/Communication Answer: _____.

Reason

Section C: Trade Answer: _____.

Reason

Section D: Weaponry Answer: _____.

Reason

Section E: Religion Answer: _____.

Reason

The Civilisation Game –A Teachers’ Guide

Summary

The children follow a learning trail that is intended to make them think about the essential qualities of a civilisation. In the trail / game the children work in five small groups (tribes) and visit five different parts of the Explorers Gallery. At each stop they have to agree what is most essential for their tribe’s survival. At the end of the game answers given by each tribe are compared and a “winning” tribe is announced.

How to Run the Game

Each team will visit five stations (each station is an exhibit in the museum). Stations relate to one aspect or cornerstone of the civilisation of their tribe.

Teams have 5 minutes at each station.

At each station the tribe has to discuss and come to a decision (democratically) on which item would best promote the survival of their tribe, ie which item to make a cornerstone of their civilisation.

After 5 minutes everyone moves on to the next station.

The teacher can mark the results by giving “Survival” percentages as in the Scoring Sheets. Each section is worth up to 20%.

Each team can then tot up their %’s and see how they have done. The group with the highest % is the winner. 100% is said to indicate that the tribe will certainly survive!

1/ Split the class into five groups.

2/ Assign each team a starting point and hand them information sheets for each section and an answer sheet to fill in.

3/ Read the script which sets the scene for the game.

4/ Explain how the game works and make it clear that the rotation of groups must be strictly maintained. Make it clear that each item can be found by looking for its number in the key provided for each display

5/ Teams are sent to their stations. The game begins.

6/ Once every team has visited the 5 stations the game ends and the teacher brings the class together to go through each team’s answers.

Tip: At this point teacher may want to don an explorer’s hat, as if he is exploring the various tribes). It’s best to go through all the team’s answers for each station and keep a running tally, rather than go through all of one team’s answers at once.

The Scene

Each team is a tribe living in a warm and dry place, near a river, but not near the sea. There are large mountains near to the tribe, which are covered in forest. The tribe survives through farming and by a little hunting and fishing. Your tribe is independent and almost isolated, but for some occasional contact with the neighbouring Delta tribe.

Once, 132 moons ago a stranger with pale skin passed through, never before or since has such a sight been seen by the tribe. However, the tribe has heard worrying reports that there are many pale skinned strangers down in the low lying lands far away.

Your tribe has occasional battles with the Delta tribe relating to the land between them, although in recent years there have been no battles. In the past 5 years the tribe has shrunk in numbers, this is because many elder members of the tribe caught fever last year, and also some young children have been bitten by deadly snakes which lurk in the bushes near the river.

Your challenge is to ensure that your tribe can survive long into the future, by picking out five cornerstones of civilisation. At the end of the game, the civilisations will be judged by an explorer (the teacher), who will assess the civilisation's chance of survival.

Station A – Leadership

Your tribe must have a leader. At this exhibit you can see many different artefacts from around the world which show that the person using them is a leader. Decide how you want the leader of your tribe to be chosen, and choose the item which represents this. Your choices are:

- 17 Belt – The belt symbolises strength, if this is chosen it means that the tallest man in the tribe is the leader.
- 24 Staff – The staff symbolises wisdom, if this is chosen it means the cleverest man or woman in the tribe is the leader.
- 4 Mayor's gown – This symbolises democracy, if this is chosen it means the leader is voted for by the people.
- 2 Neck Ornament – This symbolises heredity, if this is chosen it means that there is a family of chiefs, each chief is the son of the earlier chief.
- 1 Stool – 'Taking in turn', if the stool is chosen, every adult in the tribe will take turn in being chief for one week before the responsibility is passed on to the next person.

To find each object use the chart in the box at the front of the display.

Station B – Music/Communication

At this station, look at the different musical instruments brought to Torquay from around the world. Remember how much fun it is to listen to music you enjoy, and how that can lift the spirits of the people who listen to it. Remember also that musical instruments can make a large noise. Is there any reason why you might want to make a loud bang? Can you think of any other uses the musical instruments could have?

- 24 Symbols
- 29 Shell horn
- 3 Drums
- 2 Guitar
- 6 Serpent Pipe

To find each object use the chart in the box at the front of the display.

Station C – Trade

This exhibition shows how in the past Britain fought a war against China relating to the trade of a commodity (Opium). Your tribe must decide if it wants to begin to trade or not. If you decide you want to trade, then you may be able to gain resources which you would otherwise not be able to have.

In this section we want you to consider the following options for dealing with the outside

world. You can make only one choice. Think what would be best for your tribe's long-term survival.

- 1 Land The Delta people want to sow seeds this spring in some of the land which you would normally cultivate. They offer to give you 10% of what they produce. If you accept their offer you would have less crops to eat, but you would also have more time to spend hunting and fishing.
- 2 Spears You make contact with another tribe which live further up the river. This tribe is impressed by your hunting spears. They ask you to make them 20 spears, and will give you a sack of rice for every spear.
- 3 Labour You hear from the Delta people that the strangers far away need workers for their farms. They will pay you one cow if 10 of your men work for them for 1 week.
- 4 Trade with Nomads Some people travelling near your village need some of your rice. They will give you some of their powerful medicine in exchange.
- 5 No Trade at All You can decide that you do not want to trade at all because you cannot trust people from outside the tribe.

Station D – Weaponry

At this station you are asked to choose the weapon of your tribe. When making this decision you should keep in mind the following qualities

- If the weapon is affordable.
- If the weapon is durable.
- If the weapon could be used in peacetime (for example to hunt or fish).
- If the weapon would be suitable to be used if warfare is to break out with the Delta tribe.
- If the weapon would be suitable to be used in defence against the strangers if they were to invade.

Your weapon choices are as follows.

3	Gun
6	Boomerang
29	Axe
10	Sword
24	Spear

To find each object use the chart in the box at the front of the display.

Station E – Religion

At this station you are asked to choose a religious icon or charm which will bless your tribe with extreme good fortune until eternity. Think what would best fulfil the needs of your tribe. Your choices are:

No. 4 – Success in war

No. 5 – Efficiency (ability to get things done)

No. 12 – Fertility (lots and lots of babies)

No. 13 – Health (protection against plagues)

No. 23 – Education (high intelligence)

To find each object use the chart in the box at the front of the display.

Scoring Card

Station A: Leadership

17 Belt – The belt symbolises strength, if this is chosen it means that the tallest man in the tribe is the leader.

8% - Although the tallest man in the tribe is not the most popular, he is the strongest. He rules the tribe with force. The people of the tribe obey his every command as they fear he will otherwise injure them. However, he does not make decisions which are best for the whole tribe; instead he makes his own family's life very comfortable whilst he lets other families starve.

24 Staff – The staff symbolises wisdom, if this is chosen it means the cleverest man or woman in the tribe is the leader.

9% - The wise man makes very clever decisions at first, however, soon he becomes greedy and so makes decisions that benefit his family rather than the whole tribe. Many members of the tribe become very angry and eventually the strongest man of the tribe kills the wise man and becomes leader himself.

4 Mayor's gown – This symbolises democracy, if this is chosen it means the leader is voted for by the people.

17% - The people of the tribe accept their leader's decisions. The leader respects the people of the tribe's wishes as he knows if he does not do this they will choose another leader. However, it's important to remember that just because this leader is elected, it does not mean that every decision he makes is the best decision.

2 Neck Ornament – This symbolises heredity, if this is chosen it means that there is a family of chiefs, each chief is the son of the earlier chief.

5% - Unfortunately the chief's family are not very intelligent and make many foolish decisions.

1. Stool – 'Taking in turn', if the stool is chosen, every adult in the tribe will take turn in being chief for one week before the responsibility is passed on to the next person.

10% - This option is very popular amongst the people of the tribe. However, not all people make good leaders, and when a crisis occurs the tribe will often ignore the views of the leader and quarrel with each other.

Station B: Music/Communication

29 Shell horn

20% - Shell horn is easy to make if large shells can be found nearby. Good for signalling, can be blown from top of the hill to signal if invaders are coming, but not a nice sound to listen to.

24 Cymbals

8% - The symbols make a good noise which can be heard far away, but not as far away as loud as the shell horn.

3 Drums

20% - Drums can be simply made from wood and leather but it takes a long time. Their sound can carry a very long way, useful as a signal. They give a good rhythm to dance to if there's a celebration.

2 Guitar

3% - The guitar music sounded nice, but the strings kept on breaking.

6 Serpent pipe

5% - The Serpent pipe makes a pleasing soft woodwind sound, but it's difficult to make requiring leather, wood, metal and great skill.

Station C: Trade

1. Land – The Delta people want to sow seeds this spring in some of the land which you would normally cultivate. They offer to give you 10% of what they produce. If you accept their offer you would have less crops to eat, but you would also have more time to spend hunting and fishing.

10% - It seems like a win-win situation for your tribe, free rice and more time to hunt and fish. However, if there is a bad harvest one year it runs the risk of fuelling another war with the Delta tribe.

2. Spears- You make contact with another tribe which live further up the river. This tribe is impressed by your hunting spears. They ask you to make them 20 spears, and will give you a sack of rice for every spear.

8% - It's good to have the extra rice. However, it takes time to make the spears. In the long-term it's bad news as it means the other tribe hunt in same forests as yours, and there aren't enough animals in the forest for both tribes.

3. Labour – You hear from the Delta people that strangers far away need workers for their farms. They will pay you one cow if 10 of your men work for them for 1 week.

12% - This means you have lots of meat, however, with so many men gone, it could leave the tribe vulnerable to attack, it also means that not as much rice can be grown.

4. Trade with Nomads A nomadic people travel near your village. They need some of your rice, and will give you some of their powerful medicines for it.

18% - The medicines are very successful in protecting the tribe from illnesses, a small price to pay for a few sacks of rice.

5. No Trade You decide that you do not want to trade at all because you cannot trust people from outside the tribe.

8% - Through choosing this option you miss out on the potential benefits of trade, however, you maintain the safe environment that your tribe has always enjoyed

Station D: Weaponry

- 3 Gun

0% - You need bullets if the gun is to be of any use!

- 6 Boomerang

14% - This is good weapon for catching birds and also in battle.

- 29 Axe

18% - This weapon is good in battle, but also fantastic for cutting down trees. Good choice.

- 10 Sword

5% - The sword does not defend well in battles and is of only little use when hunting, it's mainly used for decoration.

- 24 Spear

16% - The spear is fine for both hunting and in battle.

Station E: Religion

1. No 4 – Success in war

12% - Although the tribe have not been at war in recent years, it is nevertheless worthwhile to be successful in war. If you chose the gun as your weapon at station D collect another 20 points as this charm will provide you with bullets.

2. No 5 – Efficiency (the ability to get things done)

15% - Being efficient allows your tribe to achieve much more than would otherwise be the case. If you chose to produce trade spears at Section C then collect an extra 10% as it takes you very little time to produce the spears due to your efficiency.

3. No 12 – Fertility (lots and lots of babies)

12% - Having lots of babies means that the tribe can grow faster than would otherwise happen, however, lots of babies mean lots of mouths to feed! If you chose to trade men's labour in Section C, take an extra 15% as you will now have plenty of men to do the work of the tribe.

4. No 13 – Health (protection against plagues)

20% - With good health there's nothing your tribe can't achieve. However, if you chose to trade for medicines in Section C, you get 0% as what need would you have for medicines if you are always healthy?

5. No 23 – Education (high intelligence)

5% - What use can being intelligent serve your tribe? Intelligence won't feed the children or heal illnesses.