

American History

by David Niecikowski, MAED/CI

Too many of the young people I meet and educate know very little about the history of their own country, the United States. This is a country where, unfortunately, migrants are literally dying on their journey to get here. My great grandparents and grandfather came across in the early 20th century escaping Russian oppression, Eastern European poverty, and/or lack of economic opportunity. I can appreciate their risk to make a better life for themselves and future generations because I had parents, brothers, and educators who made learning about America a priority.

To become citizens, first generation immigrants make it a priority to know more about our country than 'everyday' people. I have also witnessed this first hand. As a prior knowledge assessment, I gave the US Citizenship test to my high school seniors. The results were poor.

Even though the citizenship test is more about American government than history, it still helps prove my point that young people lack essential knowledge about the country that created the first constitutional democracy. This same country also created exceptional legal and civil rights, as well as provided an environment of unprecedented economic opportunities. Even if young people recognize this fact, they seldom realize that the freedoms they enjoy today were paid for with lakes of blood, sweat, and tears. Sadly, their ignorance may prevent them from seeing when a future or current government is taking away the rights they enjoy. In short, play these games with young people to encourage them to take pride and learn more about the trials, tribulations, and successes of your country. And the country of your future grandchildren.

Trivia

America's Spirit University Games

Components: (High/Low) Rules sheet; game board; 400 'Americology', 'Whaddaya Think?', and 'Who Am I?' cards; score pad; sand timer; and 4 playing pieces. **Premise/Description:** "The family game for patriotic Americans." Be the first player or team to reach the end of the scoring track by correctly answering up to five 'Americology' identification questions and writing and matching answers to open ended 'Whaddaya Think' questions. Readers must give clues without using certain words for the first three 'Americology' questions. When players land on bonus 'Who Am I?' spaces they must identify famous Americans in five or less clues.

Early American Chrononauts Looney Labs

Components: (Avg.) Rules sheet and 136 'ID', 'Mission', 'Linchpin', 'Ripplepoint', 'Inverters', 'Patches', 'Artifacts', 'Gadgets', 'Actions', and 'Timewarps' cards. **Premise/Description:** "...shuffle up the new past, and start changing history!" The game involves playing cards to change and repair

an historic timeline of events ranging from the year 1770 to 1916. Changed events can cause paradoxes where all players will lose if 13 time paradoxes are created at once. There are three ways to win: 1) Reshape the timeline as described on your character ID; 2) Complete your mission card that describes artifacts needed to be collected; or 3) collect 10 cards.

Patriot Challenge

Patriot Challenge

Components: (High/Low) Rules sheet; 650 cards; answer guide; 6 metal pawns; and magnifying glass. **Premise/Description:** "The game that celebrates America." Reach the finish line moving on historical stamp spaces from the years 1200 to 2000 answering trivia questions from 3 possible decks of difficulty (basic, challenging, and expert). Some cards require a player to use a provided magnifying glass to examine stamps and make identifications. Bonus questions may allow for more open-ended answers.

Professor Noggin's Civil War Outset Media

Components: (High) Rules sheet; 30 cards; and 1 die. **Premise/Description:** As one title in a series of over a dozen different themes, this Professor Noggin edition focuses on Civil War trivia in areas of biography, everyday life, battles, government, geography, and technology. Each card has 'Easy' and 'Hard' questions to meet the needs of less and more experienced players who win cards when questions are answered correctly and who must remember answers to questions answered incorrectly. The game is played until all 30 cards are awarded, with the player winning who has won the greatest number.

Professor Noggin's First Peoples of North America Outset Media

Components: (High) Rules sheet; 30 cards; and 1 die. **Premise/Description:** As one title in a series of over a dozen different themes, this Professor Noggin edition focuses on North American Indian trivia in areas of biography, ev-

eryday life, geography/regions, transportation, arts, and technology. Each card has 'Easy' and 'Hard' questions to meet the needs of less and more experienced players who win cards when questions are answered correctly and who must remember answers to questions answered incorrectly. The game is played until all 30 cards are awarded, with the player winning who has won the greatest number.

Time Troopers

bEqual

Components: (Avg.) DVD and bonus DVD. **Premise/Description:** "The History channel family DVD game." After selecting one of three difficulty levels, become the first individual or team to score 12 points answering multiple choice, word puzzle, fill in the blank, and short answer questions using your DVD's remote. All questions are read aloud and nearly all contain still images or video. Special rounds include 'Fate Cards' and 'Is This for Real?' hosted by John Cleese.

Trailblazer

Talcor / Aristoplay

Components: (High/Low) Rules sheet; game board; 260 'Question', 'Treasure', and 'Adventure' cards; 6 player pieces and stands; 1 spinner; and score pad. **Premise/Description:** "An adventure in American trivia." Score the most points and reach the end of your trail on the US map moving by way of a spinner and drawing 'Adventure' cards. Movement is not dependent on correct answers but players are allowed to move again if "Question" cards with four levels of difficulty are answered correctly. Points are awarded for correct answers and when landing on 'Treasure' spaces.

Way Back When

Star Games

Components: (High/Avg.) Rules sheet; game board; 150 cards; 8 pawns; and die-six. **Premise/Description:** "History from the Explorers to the Civil War." Become the first player to reach the finish line answering American trivia questions in five time periods: Explorers, American Colonies, American Revolution, Constitution, and Civil War.



| Title | Minimum Grade Level | Number of Players | Playing Time | Retail Price | Presentation | Rules & Game Complexity (SL) | Integration Connections | Math Skills | Reading Level / Languages | Communication Development |
|---|---------------------|-------------------|--------------|--------------|--------------|------------------------------|--|-------------------|---------------------------|---------------------------|
| America's Spirit | 5th | 2-4 | 30-60 min. | NA | Low | Low (L/S) | Trivia; Biography; | (+); 1-5; (SC/A) | High | V, W |
| Early American Chrononauts | 6th | 1-6 | 15-30 min. | \$20 | Avg. | Avg. (S/L) | Cause and Effect; Science Fiction | (+); 1-10; (SC) | High | V |
| Patriot Challenge | 5th | 3-6 | 60 min. | \$35 | High | Low (L/S) | Trivia; Eras | (+); 1-6; (SC) | High | V |
| Professor Noggin's Civil War | 3rd | 2-8 | 30-45 min. | \$10 | High | Low (L) | Civil War | (+); 1+; (SC) | High | V |
| Professor Noggin's First Peoples of North America | 3rd | 2-8 | 30-45 min. | \$10 | High | Low (L) | Imperialism; Spanish American War | (+); 1+; (SC) | High | V |
| Time Troopers | 2nd | 1-4 | 15-60 min. | \$25 | High | Low (L/S) | Trivia; Biography; World History; Government; Pop Culture | None | Low | None |
| Trailblazer | 2nd | 2-6 | 30-45 min. | \$30 | Avg.-High | Low (L/S) | Trivia; Eras; Transportation; Technology; Art; Wildlife; Landmarks; US Geography | (+); 1-6+; (SC/A) | High | V, W |
| Way Back When | 3rd | 2-8 | 30-60 min. | NA | Low | Low (L/S) | Trivia; Eras | (+,-); 1-6; (SC) | High | V |

Colonization, Westward Expansion, and Exploration

Boomtown

Face 2 Face Games

Components: (High/Avg.) Rulebook; 60 'Mining Concessions' and event cards; 15 mayor and city tokens; 100 white, red, and blue poker chips, and 2 die-six. **Premise/Description:** "There's gold in them hills!" When the draw deck is exhausted, the player with the most gold wins. Gold is earned on owned mines during the production phase, which was obtained with gold during the bidding phase. Players who own a majority of mines in a town become the Mayor and earn controlling fees from other players who purchase mines in the same town. Event cards are also acquired through bidding and are used to affect mine ownership and gold earnings.

Implementation Concerns: Artwork contains scantily clad women.

Calaboose

Live Oak Games

Components: (Avg.) Rules sheet; 75 cards; and Sheriff's badge marker. **Premise/Description:** "The old west was never so much fun!" As sheriffs, win the most points by jailing groups of 'Hucksters', 'Bandits', 'Card Sharks', 'Cattle Rustlers', 'Gunslingers', and/or 'Bad Lawmen'. Game includes one optional rule.

Gold Rush the Prospectors Game

Channel Craft

Components: (High) Rule/history book; replica metal spinner; 10 replica gold nuggets; and cloth bag. **Premise/Description:** Win or lose the most nuggets as determined by spinning the top used in games of chance since the Age of Pharaohs to the time of the Miner 49'ers. Rules include history of the game and of the 1838 Georgia and 1849 California gold rushes. **Implementation Concerns:** Spinning the top requires manual dexterity.

Lawless!

Eurogames Descartes

/ Café Games

Components: (Avg.) Rulebook; game board; 117 'Range', 'Herd', 'Cowboy', 'Sneaky Tricks', and Counter/Bonus' cards; 60 gold piece chips; and die-six. **Premise/Description:** "The wild, wild west..." The player with the most 'Prestige Points' wins when the draw deck is depleted or when there is no money in the bank. Prestige points are earned by entering wealth and played cards into his/her ranch that represent the number of ranges, herds, and cowboys. Players have only six 'Action Points' per round to draw and play cards that may also include 'Sneaky Tricks' and 'Counter/Bonus' cards that can be used to protect or hurt a ranch's potential. Other game elements include managing and selling herds and collecting other incomes from played cards such as 'Gold Mine' and 'Undertaker'.

Lewis and Clark Adventure Game

Educational Insights

Components: (High/High-Low) Rules sheet; game board with spinner; 60 'Question', 'Travel', and 'Skill/Chance' cards; 24 charms; 70 beads and storage pouch; 4 plastic buckets; 4 pawns, and die-six. **Premise/Description:** "Join Lewis and Clark on an exciting journey to the Pacific Northwest!" Be the first player to complete Lewis and Clark's historic expedition and collect four charms. Game play involves moving along a map board path trading beads with tribes for needed supplies, drawing cards that help or hinder, and answering beginning or expert level questions to earn charms in one of four categories (plants and animals; trivia and traditions; people and personalities; and geography and landscape). Rules include variation for younger players.

Lewis and Clark Exploration Card Games

U.S. Games Systems, Inc.

Components: (Low/High) Rules sheet; trail map; 56 exploration cards; and 2 sticker sheets. **Premise/Description:** "Follow the footsteps of Lewis and Clark..." Rules include 2 games: a rummy version of matching 2 of 13 possible categories (generally include - animals, tribes, plants, and landmarks) and mathematical sequencing recreating what was discovered along the trail. Matches can be made by color without the need to read card informational text, which would be rated 'High' otherwise.

Made for Trade

Talior / Aristoplay

Components: (High/Low) Rulebook; game board; 108 object and event cards; 60 shilling chips; 8 character stands; 8 shopping list cards; and 2 die-six. **Premise/Description:** "A game of

early American life." There are four ways to play. Game one involves matching historical colonial manufactured objects. Game two's winner is the first person to collect four objects and four shillings while moving around the town depicted on the map board. The last two game variants have players competing as indentured servants becoming free citizens who then have to collect so many objects from various stores while spending and earning shillings, bartering, paying taxes, and going to jail for unpaid debt. Two event card decks with differing reading levels are included. Rulebook includes historical notes on the different colonial objects that can be purchased and traded in the game.

New England

Uberplay

Components: (High/Avg.) Rulebook; piece summary page; game board; 12 start tiles; 60 land tiles; 65 development, family, and victory point cards; 43 wooden pilgrims, barns, and ships; 4 marking stones; 1 starting player marker; 10 bidding chips; and 60 shillings of 1 and 5 value; **Premise/Description:** "For anyone... who is intrigued by the discovery of the New World." Score the most victory points bidding, purchasing, and developing your family's plots of land with settlements, pastures, and farmland. Extra victory points are awarded for players with the most pilgrims, ships, and barns that also provide extra shillings, land tile/development card draw, and storage benefits respectively.

The Settlers of Zarahemla

Uberplay & Inspiration Games

Components: (High/Avg.) Rulebook; quick reference guide; game board edge; 5 strips of 5, 4, or 3 hexes; 18 number tokens; 1 robber piece; 100 wooden settlements, cities, roads, and scoring markers; 119 resources and development cards;



40 temple stones; 7 building cost charts and special point cards; and 2 die-six. **Premise/Description:** "Enter the promised land." As Mormon settlers in ancient America collecting and trading wood, brick, water, wheat, and stone resources, the first player wins who acquires 12 victory points. Points are acquired by building settlements, cities, the longest road, and by acquiring development cards and contributing the most stones to the Temple of Zarahemia. Rules provide variant to shorten length of play.

Wyatt Earp
Rio Grande Games

Components: (High/Low) Rulebook; 78 sheriff and outlaw cards; 78 reward tokens of \$1,000 and \$5,000 denominations; 7 reward posters; and 4 summary cards. **Premise/Description:** "A thrilling game of outlaws, sheriffs, and fast guns." Over several hands, players cooperate and compete to collect the most reward money capturing historical outlaws by playing sheriff cards and sets of outlaw cards. Historical biographical text is included about each outlaw.

| Title | Minimum Grade Level | Number of Players | Playing Time | Retail Price | Presentation | Rules & Game Complexity (S/L) | Integration Connections | Math Skills | Reading Level/Languages | Communication Development |
|---|---------------------|-------------------|--------------|--------------|--------------|-------------------------------|---|-------------------------------|-------------------------|---------------------------|
| <i>Boomtown</i> | 3rd | 3-5 | 30 min. | \$23 | High | Low (S/L) | Economics; Westward Expansion | (+,x,/); 2-12; unding; (SC/A) | Avg. (G, J, K, S) | V |
| <i>Calaboose</i> | 5th | 2-5 | 15 min. | \$13 | Avg. | Avg. (S/L) | Mathematical Sets; Westward Expansion | (+); 1-75; (A) | Low | V |
| <i>Gold Rush the Prospectors Game</i> | 1st | 2+ | stable | \$5 | High | Low (L) | Economics: Mining; Westward Expansion | (+,-); 1-2; (SC/A) | Low | None |
| <i>Lawless!</i> | 5th | 2-6 | 60 min. | \$10 | High | Avg. (S/L) | Economics; Westward Expansion | (+,x); 1+; (SC/A) | High | V |
| <i>Lewis and Clark Adventure Game</i> | 3rd | 2-4 | 30-45 min. | \$30 | Avg. | Low (L/S) | Exploration; Environment; Tribes; Trade; Transportation | (+); 1-6; (SC) | High | V |
| <i>Lewis and Clark Exploration Card Games</i> | 1st | 2-4 | 20-30 min. | \$10 | High | Low (L/S) | Exploration; Environment; Tribes; Geography | (+); 1-52; (SC/A) | None | V |
| <i>Made for Trade</i> | 2nd-5th | 2-6 | 15-60 min. | \$25 | High | Low-Avg. (L/S) | Trade; Colonization; Technology | (+,-); 2-12+; (SC/A) | Low-High | V,W |
| <i>New England</i> | 5th | 3-4 | 60-90 min. | \$45 | High | Avg. (S/L) | Colonization; Natural Resources | (+); 1+; (SC/A+R) | None | V |
| <i>The Settlers of Zarahemia</i> | 5th | 2-4 | 60-120 min. | \$30 | High | Avg. (S/L) | Trade; Natural Resources; Biomes; Settlement | (+); 2-12; (SC/A) | Avg. | V |
| <i>Wyatt Earp</i> | 5th | 2-4 | 45-60 min. | \$23 | Avg. | High (S/L) | Westward Expansion; Biography; Mathematical Sets | (+,-,x); ,000+; (A) | Avg. | V |

American History

1898 The Spanish American War

Avalanche Press, Ltd.

Components: (Low-Avg./Avg.) 'Great War at Sea' series rulebook; 1898 scenario book; strategic operation map; tactical map; 200 counters; fleet formation card; ship data sheets; and player log sheet. **Premise/Description:** "A great war at sea game." In this traditional war game, recreate historical and 'What-if' naval battles during the Spanish American War by plotting strategic fleet movement on a map of the Caribbean and then resolving ship conflict on a tactical map.

Axis and Allies D-Day

Wizards of the Coast

Components: (High/Avg.) Rulebook; game board; 48 'Order', 'Tactical', and 'Fortune' cards; 3 reinforcement charts; 241 plastic army pieces; battle board; and 8 die-six. **Premise/Description:** "The fate of Europe depends upon your courage." Recreate the D-Day battle as the Axis or Allies carrying out directions on 'Order' cards, engaging enemy units (infantry, artillery, tanks, blockhouses, fighters, and bombers), and placing reinforcements. The Allies win if they control three specific town zones and the Axis win if they

prevent the Allies from achieving this object after 10 turns. Rules include an advanced version that adds 'Fortune' and 'Tactics' cards to the 'Order' card sequence.

Corruption

Atlas Games

Components: (Avg.) Rules sheet and 112 'Character', 'Bribe', 'Contract', 'Government', and 'Phone' cards. **Premise/Description:** "You've got to spend money to make money." At the end of the fourth game round, win the highest total value of government construction contracts taking turns placing six out of ten possible cards over each round. A contract is won with the highest total bribe dollar amount but can be affected by placed 'Hit Man', 'District Attorney', and 'Reporter' character cards. Rules include four game variants.

Dave Powell's Chickamauga & Chattanooga

Avalanche Press, Ltd.

Components: (Low/Avg.) Rulebook; 2 game boards; scenario book; turn record track; 289 counters; and 2 die-six.

Premise/Description: "War of the States." Recreate the battles of Chickamauga and Chattanooga over seven scenarios commanding Confederate or Union infantry divisions, artillery, cavalry, leaders, and headquarters while contending with terrain and morale. Each scenario has different victory conditions.

Dave Powell's Gettysburg

Avalanche Press, Ltd.

Components: (Low/Avg.) Rulebook; game board; Confederate and Union scenario folders; Terrain effects chart; 268 counters; and 2 die-six. **Premise/Description:** "War of the States." Recreate the battle of Gettysburg over four scenarios commanding Confederate or Union infantry divisions, artillery, cavalry, leaders, and headquarters while contending with terrain and morale. Each scenario has different victory conditions.

Memor' 44
Days of Wonder

Components: (High/Avg.) Rule and scenario book; double sided map board; 70 command and summary cards; 48 terrain and bunker/bridge tiles; 28 victory medals and special force badges; 2 card holders; 144 plastic army pieces; and 8 battle dice. **Premise/Description:** "The official game of the 60th anniversary of the D-Day Landings." Recreate 16 World War II scenarios from D-Day (June 6, 1944) to Savage Gap, Vosges (September 19-21, 1944). To win as Axis or Allied players, obtain victory medals eliminating enemy units (infantry, tanks, and artillery), capturing and holding terrain, or meeting battlefield objectives. Units are controlled with command cards organized by left flank, center, and right flank and affected by special unit badges, terrain, tactic command cards, and fixed and removable obstacles. Variant simpler rules are provided which makes the game appropriate for 3rd grade players.

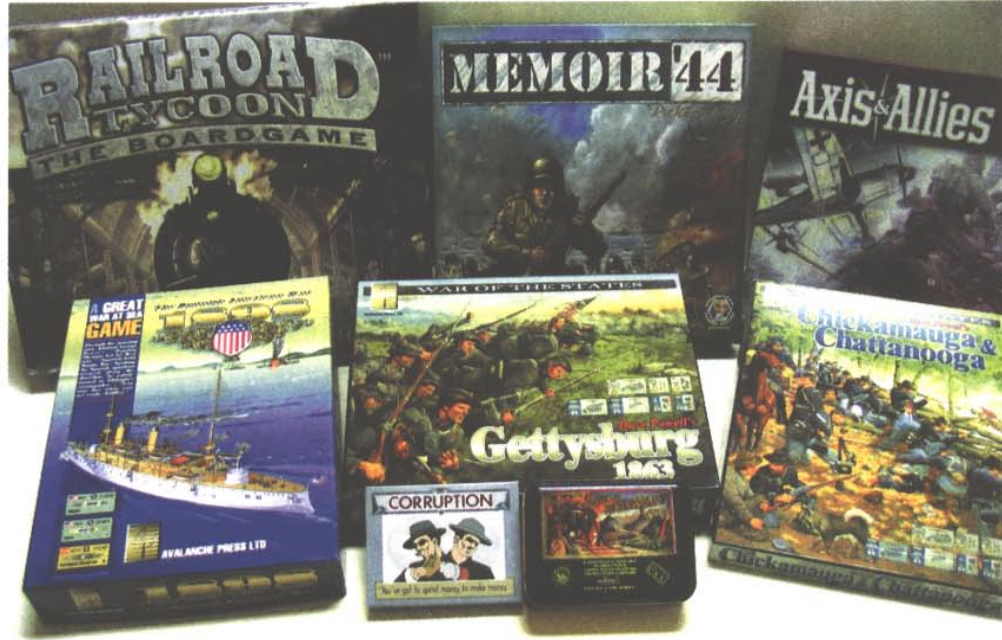
Railroad Tycoon: The Board Game
Eagle Games

Components: (High) Rulebook. **Premise/Description:** "Do you have what it takes to become a Railroad Tycoon?" The game takes place during the first 50 years of the railroad era (1830-1880). To win you must score the most victory points. Victory points are gained delivering goods, meeting Tycoon objectives, managing dividends and shares, and building a 'Western Link'. The game ends when a certain number of cities have no goods left to deliver. Game play also involves bidding on player turn order, up-

grading engines, laying track to connect cities, urbanizing cities, and playing 'Operation Cards'. Rules include beginner variation.

The Great Railroad Game
Channel Craft

Components: (High) Rule sheet; game board; two pegs; pencil; and die-six. **Premise/Description:** Race your trains across the U.S. to collect eight commodities (Timber, Livestock, Steel/Coal, Lobster, Corn, Gold, Fish, and Mail) without derailling in this simple roll and move peg game.



| Title | Minimum Grade Level | Number of Players | Playing Time | Retail Price | Presentation | Rules & Game Complexity (S/L) | Integration Connections | Math Skills | Reading Level / Languages | Communication Development |
|---|---------------------|-------------------|-----------------------|--------------|--------------|-------------------------------|---|-------------------------------|---------------------------|---------------------------|
| 1898 The Spanish American War | High School | 2 | 30 min. to many hours | \$45 | Avg. | High (S/L) | Imperialism; Spanish American War | (+,-); 1-6+; (SC/A) | Low | V, W |
| Axis and Allies D-Day | 5th | 2-3 | 60 -120 min. | \$40 | Avg. | High (S/L) | World War II | (+); 1-6; (SC) | High | V |
| Corruption | 4th | 3-7 | 20-30 min. | \$19 | High | Low (S/L) | Gilded Age; 1900's-1920's; Government | (+); \$500 - \$1,200,000; (A) | Low | V |
| Dave Powell's Chickamauga & Chattanooga | High School | 2 | 2-8 hours | \$50 | Avg. | High (S/L) | Civil War | (+,-,%); 1-6+; (SC/A) | Low | V |
| Dave Powell's Gettysburg | High School | 2 | 2-8 hours | \$50 | Avg. | High (S/L) | Civil War | (+,-); 1-6+; (SC/A) | Low | V |
| Memor' 44 | 5th | 2 | 30-60 min. | \$50 | High | High (S/L) | World War II | (+,-); 1-5; (SC/A+R) | High | V |
| Railroad Tycoon: The Board Game | 5th | 2-6 | 120 min. | \$60 | High | High (S/L) | Trade; Investment; Transportation; Technology | (+,-,x); 1+; \$1,000+; (SC/A) | Avg. | V |
| The Great Railroad Game | 2nd | 2 | 15 min. | \$5 | Avg. | Low (L/S) | Economics; Commodities; Transportation | (+); 1-6; (SC/A) | Avg. | None |