

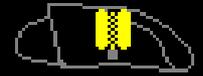
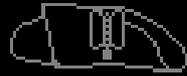
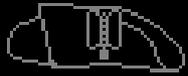
Today we are going to play a game to have you become familiar with military rank.

Corporal

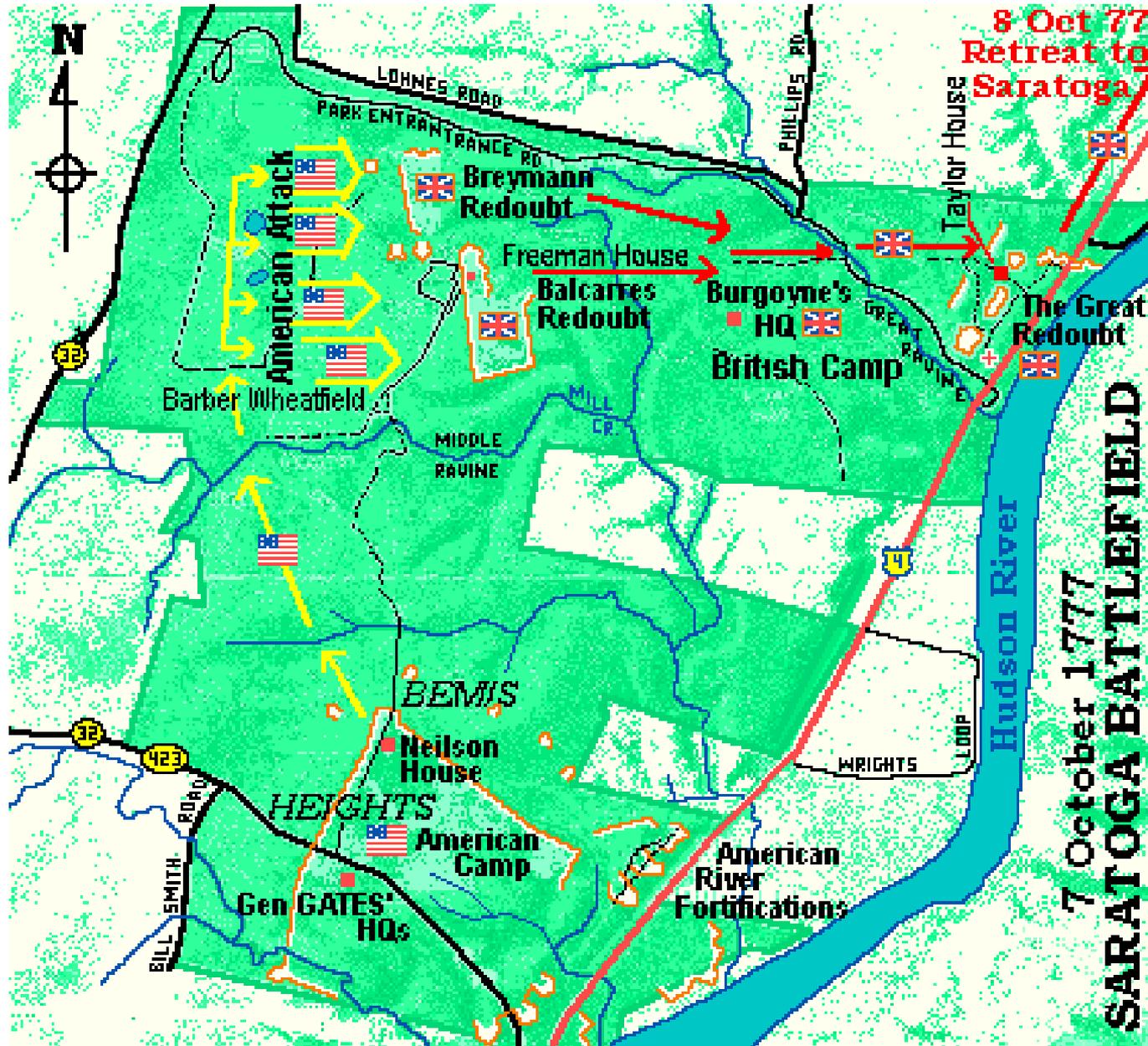
Sergeant

Subaltern

Captain



On the floor in the room are “squares.” this is the battlefield.



Our game will relate to the French and Indian War when the British and the English colonists fought the French for control of North America.



Each side will be commanded by a Colonel. The Colonel has been chosen by having his/her name drawn out of a box.



So let's tell you who the Colonels are...



...and let's divide you up into the **British** and the **French**.



If students do not wish to participate they will receive a yellow slip/lunch detention, and go out into the hallway/dungeon.



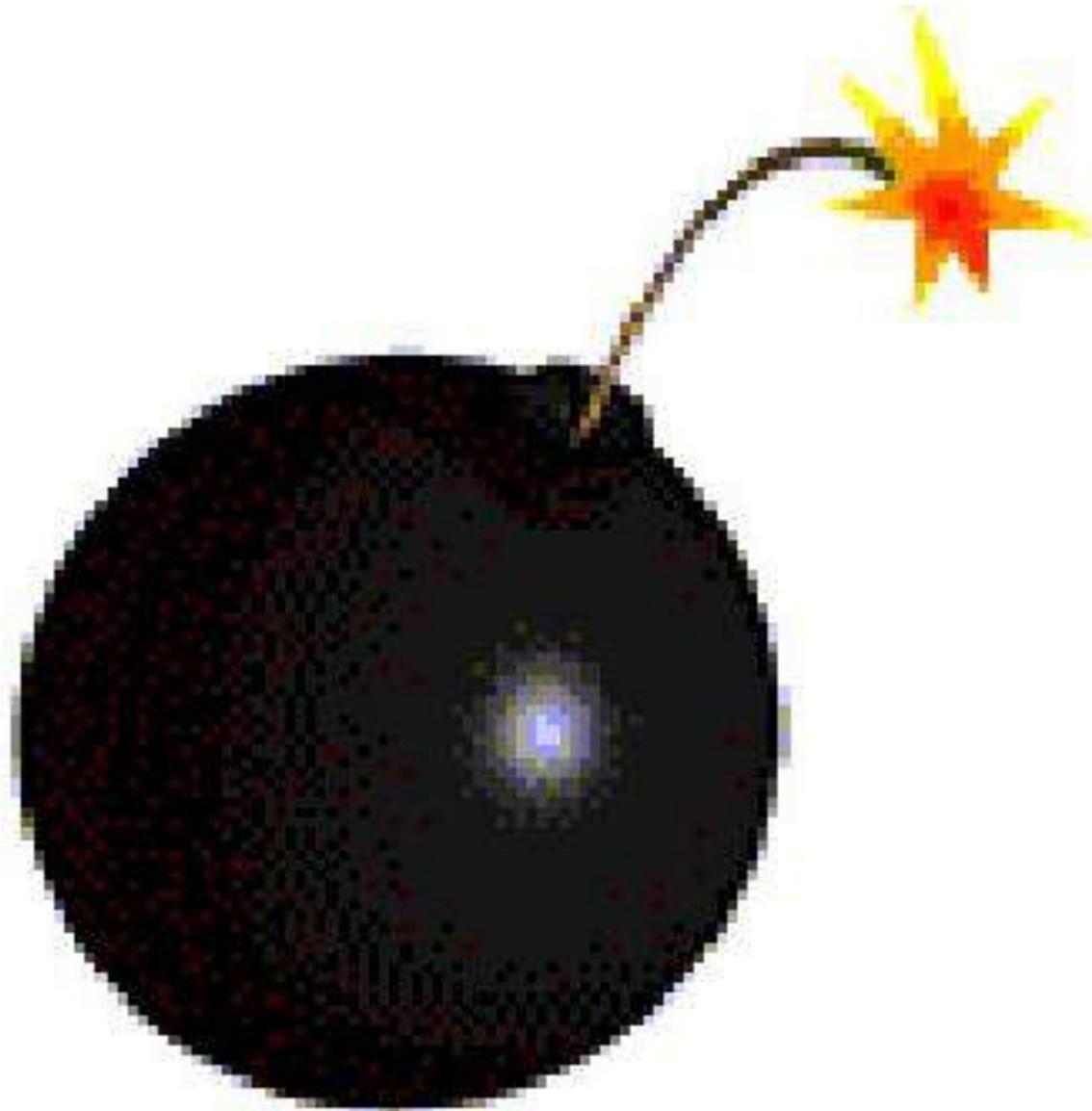
When instructed, your Colonel will give you a rank to wear around your neck.



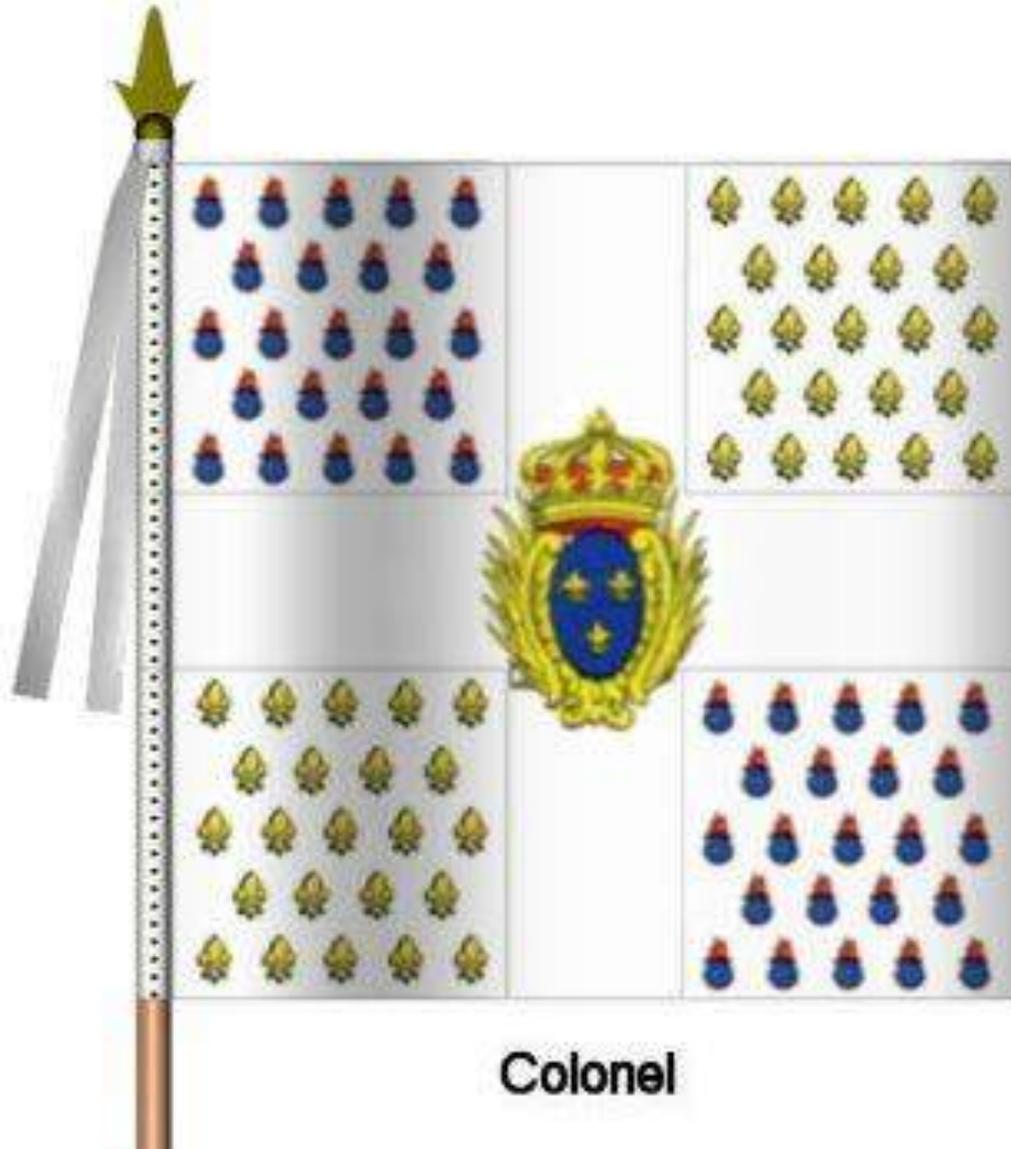
Here are the ranks and how many points each is worth for our game.

#	Name	# Points
1	Colonel	-----
1	Lieutenant-Colonel	7
1	Major	6
1	Captain	5
1	Lieutenant	4
1	Sergeant	3
1	Corporal	2
4	Privates	1 each

1 Bomb (whoever hits it blows up, but the bomb does not move)



- 1 Flag (whoever captures the flag wins the game.
The flag may move, but it can only capture another flag.)



When the Colonel gives you a rank, wear it backwards around your neck so that your Colonel may see it, but the other team cannot.



The Colonel will call out the name of the person that he wants to move, and to which space he wants the person to move.



Each team is able to make only one move in their turn



Colonels have five seconds to make a move.



They may move someone one space either forward, backward, sideways, or diagonally.



The highest rank wins the square.



If individuals are of the same rank, the attacking piece wins the square.



As teams pass each other on the board, and are able to see the ranks of their opponents, players may not signal to their teammates to tell each other the ranks of their opponents.



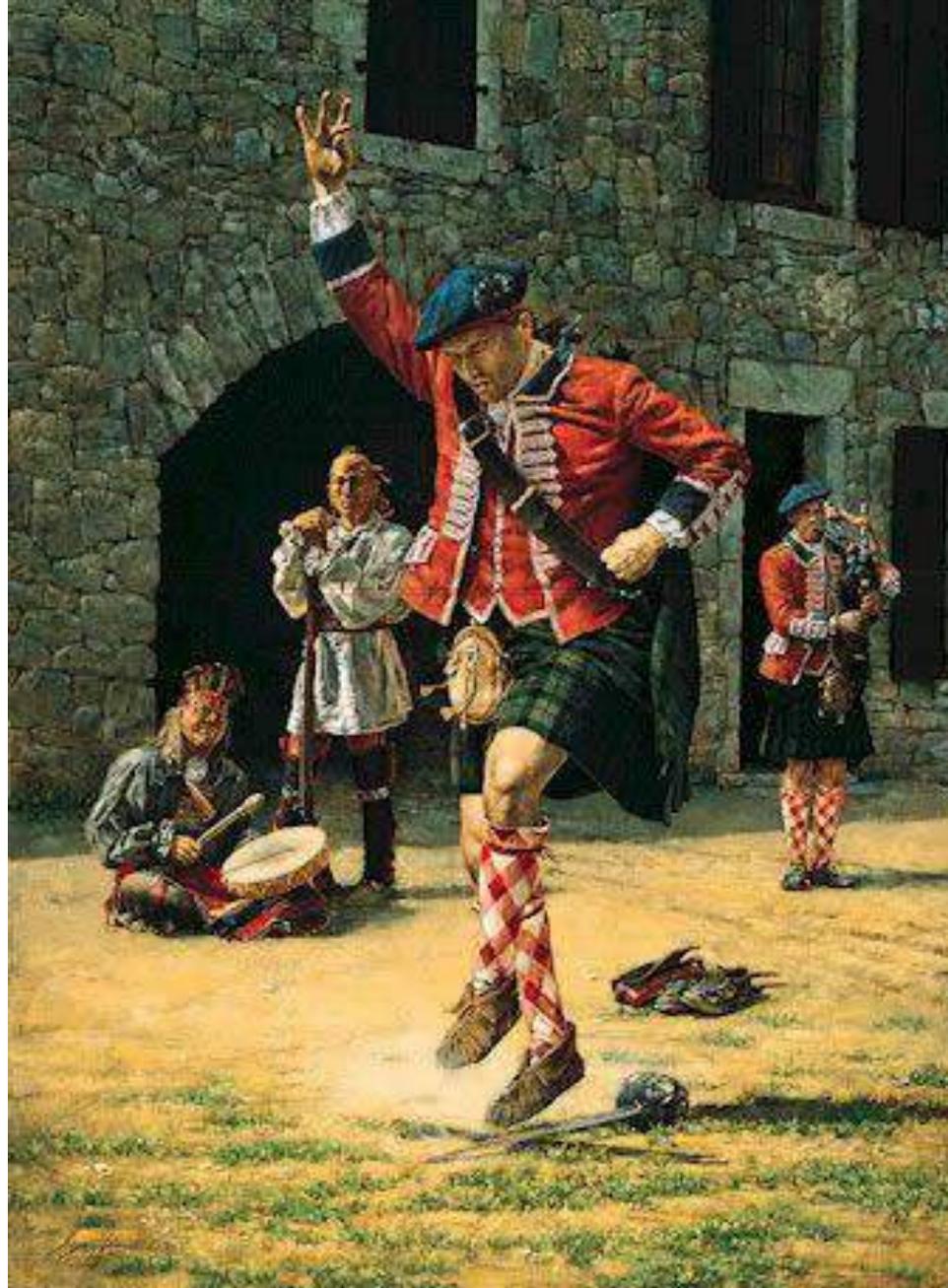
The team who captures the flag wins.



If the flag is not captured by the end of the class period, the team with the most points wins.



Attack your opponent. No “shuffling” or “dancing.”



Be nice to the rank cards and strings. The rank cards and strings are our friends.



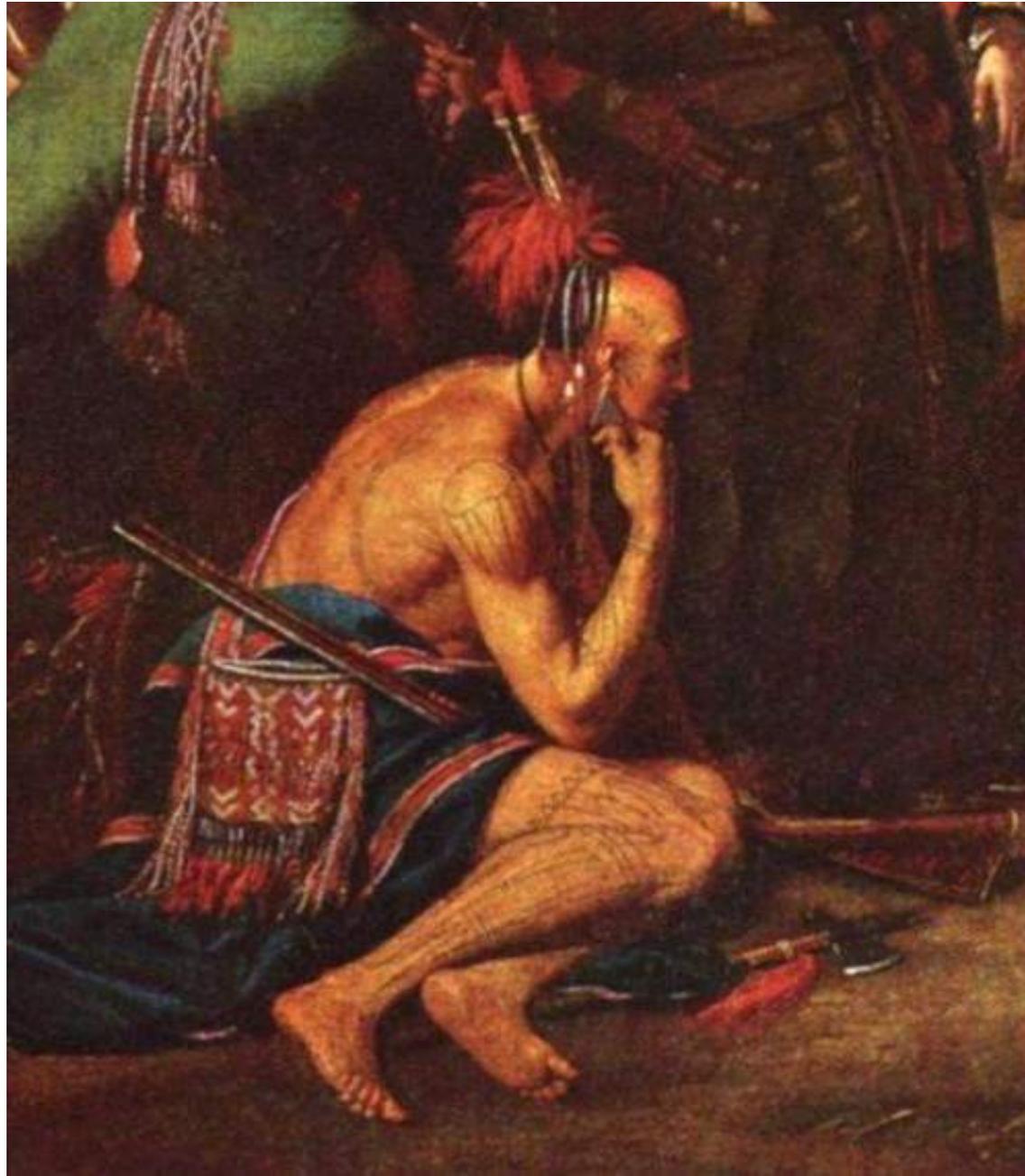
Do not turn around and show your opponent your rank.



Be good “spies” and try to see your opponent’s rank.



Accept whatever rank you are given. No whining.



Nobody will be the same rank twice today.



The Colonels will hand out your ranks in a moment.



Here are the ranks and how many points each is worth for our game.

• #	Name	# Points
• 1	Colonel	-----
• 1	Lieutenant-Colonel	7
• 1	Major	6
• 1	Captain	5
• 1	Lieutenant	4
• 1	Sergeant	3
• 2	Corporals	2 each
• 5	Privates	1 each
• 1	Bomb	Whoever hits the bomb blows up, but the bomb does not move!
1	Flag	Whoever captures the flag wins the game. The flag may move, but it can only capture another flag.