



HISTORY RUNAROUND!

What you need

- 3 signs (paper/card)
- A list of stuff
- 'points' (optional)

What to do

- Stick up 3 signs, spaced apart, at one end of a room or on a wall outside. These should have 3 types of a similar theme on them, e.g. Prehistoric, Roman, Medieval
- Either split the children into equal teams or have them all playing individually. They all stand at the other end of the room.
- A leader shouts out a name from the list which belongs to one of the categories, e.g. flint arrowhead (Prehistoric).
- If playing in teams, the first person from each team runs up to the answer they think is correct. If playing individually, everyone runs (better in a large space!!).
- Once everyone is standing at an answer, give them 3 seconds to change their mind and mover to another sign.
- Everyone at the correct sign gets a point, the rest get nothing (alternatively, they sit out the next round).
- Keep going until you think the games has run its course – or you run out of things on the list!

Some suggestions

<u>Prehistoric</u>	<u>Roman</u>	<u>Medieval</u>
Stonehenge	Pantheon	Cathedral
Barrow	Jupiter	Nunnery
Dolmen	Saturnalia	Easter
Woolly Mammoth	Vestel Virgin	Friar
Cave Painting	Soothsayer	Gothic
Menhir	Curse Tablet	Knight Templar
Neolithic	Janus	Henry VIII
Summer Solstice	St Nicholas	Protestantism
Stone Circle	Temple	Richard the Lionheart
Flint Axe	Julius Caesar	Martin Luther

