

# GEORGIA

## RACE THROUGH TIME

### Teacher Guide

*Georgia Race Through Time* is a history adventure game that leverages primary source documents, rich historical content, and a unique storyline. The game is a supplemental resource within GPB's Georgia Studies Digital Collection, which also includes the Georgia studies digital textbook and 30 virtual field trips.

 <b>Grade</b> Grade 8	 <b>Subject</b> Review of social studies history	 <b>Duration</b> 20-40 min. per theme	 <b>Devices</b> Windows, Mac, iOS & Android web browsers
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### How to Play

#### Goal

Successfully complete challenges to collect four historical artifacts within 48 game hours.

#### Gameplay

1. Select a time period in Georgia history. Choose from six time periods.
2. Follow the clues to four locations. Travel between each location takes four hours.
3. Complete a challenge at each location to unlock an artifact. Failure costs four hours.
4. Correctly position each unlocked artifact on a timeline.
5. Collect all four artifacts and return to Madison, Georgia within 48 hours to win the race!

### Implementing the Game

#### Preparation

- Play the game a couple of times to familiarize yourself with the content and mechanics.

#### Classroom Setup: Modes of Play

- Whenever possible, have students play the game **individually** (to learn at their own pace) or **in pairs** (to facilitate collaboration and discussion). Have students use **headphones** to take advantage of the game audio.
- Play the game as a **whole-class activity** by projecting onto a screen or whiteboard. Involve students in as many decisions as possible without slowing down the gameplay. For example, have students vote on answers or take turns controlling the game.
- Assign the game as **homework**. Introduce the game in class and ask students to complete the game a set number of times at home.



## Introduce the Game

- The game includes a basic introduction to the story, rules, and mechanics. You can simply assign students specific time periods to play or supplement the given material in different ways.
- Provide a verbal preview of the story and gameplay, such as: “Today we will play a game that reviews our work on Georgia history. You will help Savannah, an expert of antiquities, and her trusted companion, Peaches, on a race to find historical artifacts across Georgia. Savannah has a special gift that allows her to see back in time when she touches an item from the past. This ability will help you to complete a series of challenges. You have 48 (game) hours to travel all over Georgia, complete four challenges, and collect four historical artifacts.”
- Run through the opening story together by projecting the game on a screen.

## Facilitate Gameplay

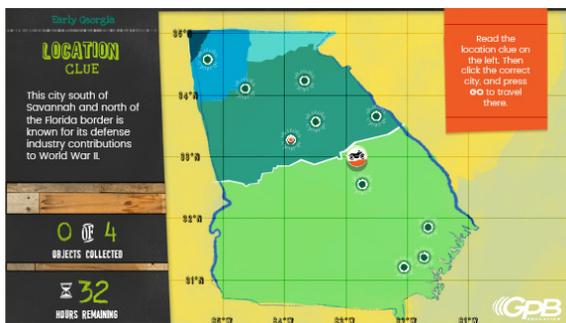
- Circulate and check for students having problems, either with the game mechanics or with the game content.
- Be a “guide on the side”: encourage peer-to-peer learning and allow students to demonstrate their mastery by helping others who are stuck.
- Invite students to share their strategies. Supplement with the tips in this guide.
- If you need to demonstrate gameplay to the class, be sure to explain your actions and thoughts.

## Encourage Reflection

- At the end of the session, promote reflection, and review the game and its content.
- Ask students how well they did, what they found difficult, and what they learned.

## Challenges: Goals and Tips

### Map It Out



- Goal:** Read the location clue to identify a city.  
**Tip:** Use references to Georgia’s regions, physical features, and longitude and latitude.  
**Beware:** Trips to the wrong locations waste time.

### Timeline Builder



- Goal:** Correctly place artifacts on the timeline.  
**Tip:** Click or tap each artifact to read more about it and reveal its date. Click the ‘+’ button to enlarge the artifact image.

## Memory Match Maker



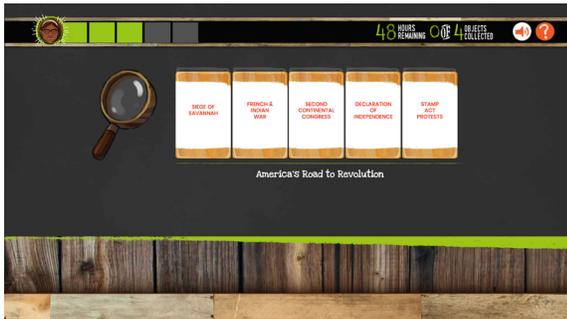
**Goal:** Match four pairs of facts about the same person, place, event, or artifact.  
**Tip:** One frame does not match any of the others.  
**Beware:** Lose after three failed attempts.

## Guess Who



**Goal:** Guess the historical person.  
**Tip:** Ask (up to five) questions to eliminate the maximum number of remaining people. Keep track of those eliminated using the 'x' buttons.  
**Beware:** Lose after one incorrect guess.

## Cause and Effect



**Goal:** Arrange five events from left to right, in order of cause and effect. Click or tap the magnifying glass to show correctly placed and linked events.  
**Tip:** Click or tap a card to read about the event.  
**Beware:** Lose after five failed attempts.

## Fact or Fiction



**Goal:** Correctly sort five statements as fact (thumbs up) or fiction (thumbs down).  
**Tip:** Look for evidence in each statement that supports its validity.  
**Beware:** Lose after three failed attempts.

## Challenge Toolbar



Track Savannah's power of concentration. Each 'try' within a game reduces her power. Here she has 3 tries out of 3 remaining.

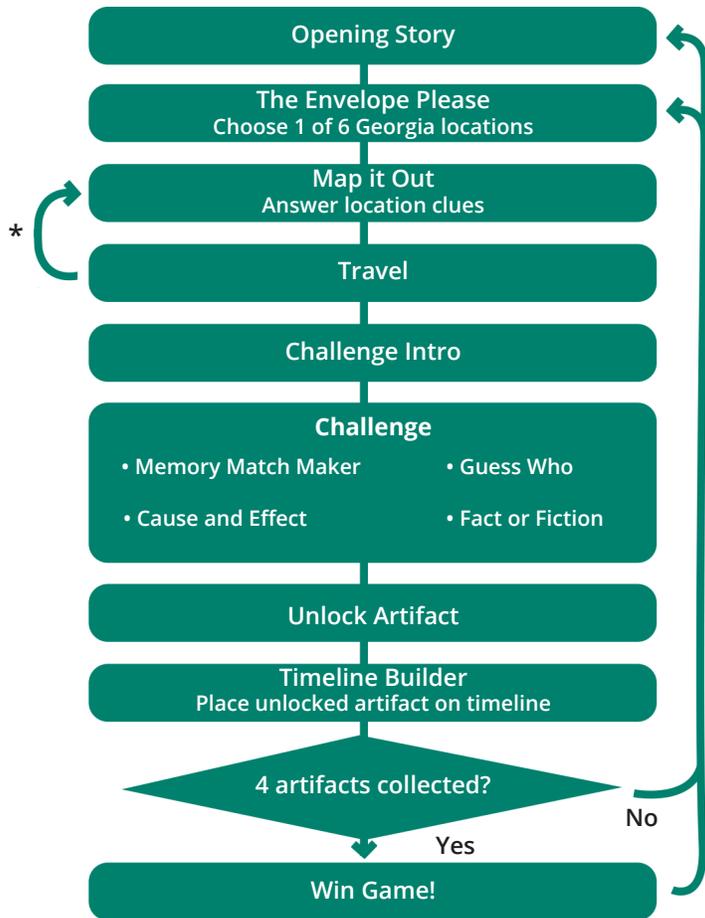
Shows successfully completed parts of the challenge. Here, 2 of 5 are complete.

Tracks time remaining and number of artifacts collected.

Mutes the game sound effects and music.

Gives help and reveals hints specific to the current game screen.

## Game Flow



\* Incorrect location

## Game Ranks

Hours remaining at game end	Rank
1-4	Pitiful Peanut
5-8	Don't Feel Blueberry
9-12	Spring Chicken
13-16	Mediokra
17-20	Pecantastic
21-24	Cotton Ginius
25-28	Peach Perfect



## Learning Outcomes

The game addresses most of the Georgia Standards of Excellence for 8th grade social studies as well as ELA standards covering more complex and challenging comprehension skills listed below.

### Reading Standards for Literacy in History

- Key Ideas and Details:
  - L6-8RHSS2: Determine the central ideas or information of a primary or secondary source.
- Integration of Knowledge and Ideas
  - L6-8RHSS7: Integrate visual information (e.g., in charts, graphs, photographs, videos, or maps) with other information in print and digital texts.
  - L6-8RHSS8: Distinguish among fact, opinion, and reasoned judgment in a text.

### Map and Globe Skills

- Use cardinal directions.
- Use intermediate directions.
- Draw conclusions and make generalizations based on information from maps.
- Use latitude and longitude to determine location.

### Information Processing Skills

- Compare similarities and differences.
- Organize items chronologically.
- Distinguish between fact and opinion.
- Identify and use primary sources.
- Identify sequence of events, and cause and effect in a social studies context.
- Interpret timelines.
- Analyze artifacts.

## Time Periods and Artifacts

Period	Dates	Artifacts to Collect
Setting the Stage	1700-1850	1749/50 Trustee Record from the Colony of Georgia 1734 View of the Colony of Savannah 1765 Stamp Act Proof Sheet 1776 Declaration of Independence
Change & Conflict	1820-1870	1838 Gold Deposit Slip 1835 Georgia Land Deed 1864 Sherman's Neckties 1861 Georgia Ordinance of Secession
Phoenix Rising	1850-1950	1865 Loyalty Oath 1866 TN Labor Contract 1923 Atlanta Life Insurance Co. 1895 Cotton Exposition Map
Hard Times	1920-1950	1938 Tennessee Valley Authority Erosion Control in Walker County 1931 Illustrated Map of Georgia 1937 Rural Electrification Administration Poster 1939 Social Security Ad
World at War	1930-1970	1943 Workers at the Augusta Arsenal 1942 Liberty Ship Blueprint 1946 Delta Advertising 1950 Atlanta Metropolitan District: Density of Population by Areas
Modern Georgia	1950-present	1967 Clayton County Schools Desegregation Plan 1961 Western Union Telegram: UGA Integration 1976 Campaign Button from Carter's Run for Presidency 1996 Olympic Gold Medal