



# Time Shuffle Instructions

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## Goals of the Game

- To introduce students to some of the important events and historically significant people in South Asian Canadian history.
- To help students understand the chronological sequence of events in South Asian Canadian history.
- To stimulate curiosity and interest about events in South Asian Canadian history.

The game should be played more than once over multiple days so that students have several opportunities to build an understanding of the sequence of events in South Asian Canadian history.

## Game Preparation

Prepare the game cards and provide one set of cards for each group of two to six players. Each game contains:

- 1 instruction card
- 35 event cards

### Want an even bigger timeline?

To get a richer view of BC history, double your timeline by adding in the Time Shuffle cards from **Bamboo Shoots: Chinese Canadian Legacies in BC**.

Visit [www.openschool.bc.ca/bambooshoots](http://www.openschool.bc.ca/bambooshoots) and click on *Teacher Resources* to find the card deck.

Bamboo Shoots was designed for students in Grades 5 and 9, but the cards can be used for any similar grade level.



# Game Instructions

## Time Shuffle: Full Time

A timeline building game for two to six players

### Time

30 to 40 minutes

### To Win

Be the player with the most points at the end of the game!

### Game Cards

Each card has a headline and image on the front, and a date and description on the back. Keep the date-side hidden until after the card has been played.

### To Begin

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal four cards, date-side down, in front of each player.
- **Do not look at the dated side of the cards until they are in play!**
- Put the rest of the cards to one side as your draw deck.
- Turn over the first card of the draw deck to reveal the date and description. Read the date and description out loud, then place the card in the middle of the table. This is the first card of the timeline.

### Playing the Game

Beginning with the person to the left of the dealer and going clockwise, players take turns playing a card of their choice from the set in front of them.

- If you're the first player, choose your card and read the headline. Then place your card (date-side down) next to the starting card in the middle of the table.
  - » Place the card to the *left* if you think it occurred *before* the date on the middle card.
  - » Place the card to the *right* if you think it occurred *after* the date on the middle card.

- After the card is played, turn it over to reveal the date. Read the date and description aloud to the other players.
  - » If the card is placed in the correct chronological order in the timeline, leave it where it is, with the date-side facing up. (If the card has the same date as the card next to it on either side, it is placed correctly.) Add one point to your score and draw another card. Play passes to the next person.
  - » If the card is out of place, move it to the correct position, and draw another card. Play passes to the next person.
- Play progresses with each player adding a card to the beginning or end of the timeline, or inserting it between timeline cards. (Players can slide the cards over to make room.)
  - » Cards in the timeline may be flipped so their image can be examined before the player places a card.
  - » Once a player places a card in the timeline, they turn it over to reveal the date.
- The timeline grows as play progresses, so players will need to break the timeline into two or more lines to manage the full set of cards.

### Winning the Game

When the last card has been added to the timeline, the player with the most points wins the game. Ties share victory.



## Time Shuffle: Quick Time

A timeline building game for two to six players (only a partial timeline is created in this quick version).

### Time

10 to 15 minutes

### To Win

Be the first player to empty your hand.

### Game Cards

Each card has a headline and image on the front, and a date and description on the back. Keep the date-side hidden until after the card has been played.

### To Begin

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal four cards, date-side down in front of each player.
- **Do not look at the dated side of the cards until they are in play!**
- Put the rest of the cards to one side as your draw deck.
- Turn over the first card of the draw deck to reveal the date and description. Read the date and description out loud, then place the card in the middle of the table. This is the first card of the timeline.

### Playing the Game

Beginning with the person to the left of the dealer and going clockwise, players take turns playing a card of their choice from the set in front of them.

- If you're the first player, choose your card and read the headline. Then place your card (date-side down) next to the starting card in the middle of the table.
  - » Place the card to the *left* if you think it occurred *before* the date on the middle card.
  - » Place the card to the *right* if you think it occurred *after* the date on the middle card.

- After the card is played, turn it over to reveal the date. Read the date and description aloud to the other players.
- If the card is placed in the correct chronological order timeline, leave it where it is, date-side up. (If the card has the same date as the card next to it on either side, it is placed correctly.) Do not draw another card. Play passes to the next person.
- If the card is out of place, move it to the correct position, and draw another card. Play passes to the next person.
- Play progresses with each player adding a card to the beginning or end of the timeline, or inserting it between timeline cards. (Players can slide the cards over to make room.)
  - » Cards in the timeline may be flipped so their image can be examined before the player places a card.
  - » Once a player places a card in the timeline, it is turned over to reveal the date.

### Winning the Game

When you have successfully added your last card to the timeline and have no remaining cards in your hand, you win the game!

If the draw deck is exhausted, the player with the fewest cards left wins the game. Ties share victory.

### Other Ways to Use Time Shuffle

- Have students organize the timeline into time period categories, explaining why they chose those categories.
- Have students select the ten most significant events from the timeline and use them to construct a narrative of South Asian Canadian history.
- Have students identify the events that featured progress and decline for the theme of the unit (movement towards equality).
- Get students up and moving with the **Play Time** version (next page).



## Time Shuffle: Play Time

A physical timeline building game for the entire class. (A noisy way to introduce the events, before playing the game other ways.)

### Time

5 to 15 minutes

### To Win

Everyone wins by participating!

### To Begin

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal one card to each student in the classroom.
- Put the rest of the cards to one side as your draw deck.

### Playing the Game

Students look at both sides of their cards and physically line up in chronological order.

Encourage discussion between the students standing next to each other about the information on the cards:

- » “Is my event related to yours?”
- » “How far apart are our dates?”
- » “Are you surprised by the event described on your card?”

Once all students are in place, one at a time, each student reads their card out loud to the class.

If there are cards left in the draw deck, the teacher reads each leftover card’s event title out loud. Then students guess where the card should go before the date is revealed, and the teacher reads the description out loud.