

Activity 11

Where in the World (or in Time) ARE They?

Purpose To have students identify nonconforming thinkers by place lived
Alternately, to have students identify nonconforming thinkers by *time period in history*

Materials *For teacher:* “Independent Thinker Cards” of interest (to be used at step 5)
For each group (teacher determines the most practical group size): a deck of “Independent Thinker Cards” (or some selected portion of it), and a copy of a world map (a large wall map, if easily seen by the whole class, will serve)
Alternately, the cards and copies of a time line (a classroom projected or large display time line may serve)

Procedure

1. Pass out cards and map (or time line) to each student group
2. Have students practice by moving through their decks, *pointing to* the location on map where the nonconforming thinker lived (or to the era in history, such as The Golden Age, The Renaissance, The Scientific Revolution, The Enlightenment, or the Modern Age).
3. Repeat, this time *naming* the country (or era) lived in, and forming clusters of the cards by country (or era).
4. Ask students to practice for a competition using the class’s large wall map (or time line). They will be shown pictures and need to know the information concerning the person..
5. Organize a practice task, in which the teacher presents one card picture at a time to the class, and a student from each group in turn must go to the class map (time line) to accurately point to the location (or era) the nonconforming thinker lived in, naming the country (or era).

Extension With practice, students soon will be more apt to be able to correctly identify where each nonconforming thinker came from (or when in time the nonconforming thinker lived) when given only his/her *name*). By then, each group can have fun with the reverse task—“Claim the Thinkers.”

The teacher names aloud any country (or era). Groups try to produce all the thinkers that country (or era) could claim.

Students could practice without turning over their cards to view the back, pulling from the decks all those thinkers that came from the named place (or time period). Then, in a competitive game format, a point might be awarded each time for the most correct independent thinker cards produced by the sound of a buzzer.

