

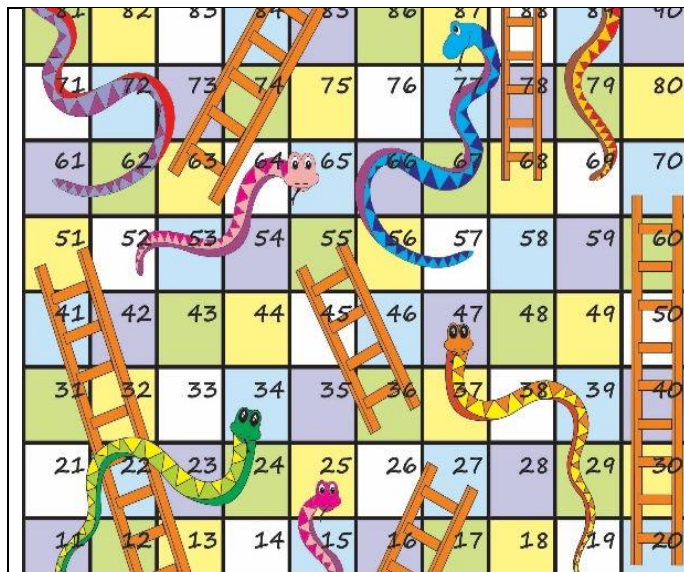
History Easter Game!

Using the cards below, create a game to play with your family. Perhaps one of the following:

1. You could cut the cards out (or remake them on paper) and use for 'TRUMPS' – you have to read out the date, the information on your card as do the other players. The person with the highest LIVING SCORE wins the round and takes the cards from other players. The winner is the person with the most cards or all cards.
2. You could create a game and ladders (see below)
3. Make another board game using the information – you might want to adapt a game you know already.

Or you might want to write a diary about how life has been changing over the past few weeks – this might be used as evidence one day by future historians! Think about:

- What has changed at school?
- What has changed in your social life?
- Has television changed?
- What are you planning on doing when life returns to normal?
- Has this changed your aims or dreams for the future?



You will need to create a board – perhaps a large piece of paper that you can draw on.

You will need a dice or online dice roller.

You will need a coin or small item as counters for each player.

This is a basic version, in which there are about 100 squares.

The idea is to go from square 1 to square 100 by rolling a dice and moving your counter the number of spaces on the dice. Each player takes it in turn.

If you land at the bottom of a ladder, you move up to the top.

If you land on a snake head, you move down to the bottom of its tail.

However, for your game, this can be changed:

Instead of snakes and ladders, write onto some of the squares, something POSITIVE in human history from the cards in this document. If a player lands on this, they can be moved forwards a certain number of spaces. This might depend on HOW positive the change is.

If the player lands on something NEGATIVE, they will have to move backwards. Again, this depends on HOW negative it is.

E.g. write on a square '1290. Life is hard and people only live to around 40: move back 1 space'

E.g. write on a square '1560s. Better harvests mean there is more food and a rising population: move forward 2 spaces'

Period: **1250s**

Living Score: **3.2**



Life was tough with lots of hard physical work.



On average people only lived to around the age of 40, a lot less than today.



Period: **1315-19**

Living Score: **2.1**



Rain, rain, rain! It never stopped. This caused five years of bad harvests and that led to many deaths from starvation.



Period: ~~1348-9~~



Living Score: ~~0.5~~

The Black Death killed over 40% of the population.
No-one knew what caused the disease or how to stop it.
People lived in fear and misery.



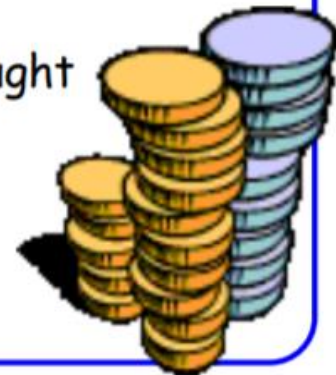
Period: ~~1420~~



Living Score: ~~5.0~~

Low population meant there were not enough workers so lords had to pay higher wages to get people to work for them.

Higher wages bought better homes, more clothing, a better diet.



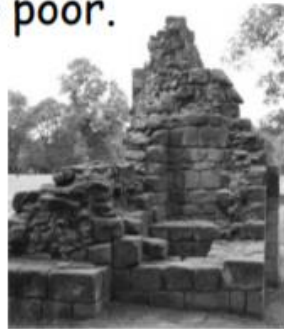
Period: 1550s



Living Score: 1.7

Bad harvests and disease killed 20% of the people.

Henry VIII had closed the monasteries so there was little help for the poor.



Period: 1560s



Living Score: 4.0

Better harvests meant that food prices fell so people could afford more food - but there wasn't enough work for everyone because the population was rising.



Period: 1640s



Living Score: 4.0

The Civil War had caused great misery and many deaths from diseases spread by armies and in sieges.

Period: 1710s



Living Score: 4.8

There was more trade overseas, helping merchants and some workers to become richer.



But bad harvests and outbreaks of diseases could still cause great hardships - and there was no help from the government.

Period: 1820s



Living Score: 4.0

Living conditions in many industrial towns were appalling with poor sanitation, dirty water and diseases spreading rapidly.

Period: 1850s



Living Score: 5.0

Worldwide trade was making Britain more prosperous. Railways were starting to bring fresh food into towns but governments were only just beginning to intervene to improve lives.



Period: 1880s



Living Score: 5.8

Governments were becoming more involved in helping to improve people's lives. Towns were cleaner with better water supplies and sewerage.

Medical improvements such as anaesthetics and antiseptics were starting to save lives.



Period: 1910s



Living Score: 6.5

Average life expectancy was creeping above 50 for the first time in history.



Governments now helped the elderly and sick but people still had to pay to see the doctor.

Period: 1930s



Living Score: 6.0

There was widespread unemployment in some parts of the country because of worldwide trade problems. Protestors went on marches to demand help from the governments.

Period: 1950s



Living Score: 7.5

After World War Two medical help was free for the first time. There were plenty of jobs and many families bought televisions and refrigerators.


ourNHS
our future

Period: 1970s



Living Score: 8.0

Central heating was making houses more comfortable, many people had cars and foreign holidays, and life expectancy was around 70.



But prices kept going up, partly because of the cost of fuels such as oil.

Period: 1990s



Living Score: 8.5

Technology was changing lives with computers becoming widely used at work and in houses.



Living standards were higher than ever before.