Catch the Plague



The Great Plague was an epidemic that devastated London and the south east of England between 1664 and 1666. The poor conditions in towns and cities were a major cause of the disease spreading quickly. This game have been devised to consolidate student's learning of the causes of the plague.

Suitable for pupils aged 9+

The Learning Outcome will be that students will have broadened their understanding of the symptoms and cures of the plague.

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Collaborative Learning



Catch the Plague

Developed by Jan Spencer and Wendy Fraser Illustrated by Peter Bennett

Theme: Plague Age range: 9+

Context:

The Great Plague was an epidemic that devastated London and the south east of England between 1664 and 1666. The poor conditions in towns and cities were a major cause of the disease spreading quickly. This game have been devised to consolidate student's learning of the causes of the plague. If you make your own version please send it to the address below.

Preparation:

Print out the A₄ sheets.

If possible, laminate the game boards and cover the pages of the cards with 'clear pvc self adhesive film'. Then cut out the squares to make the cards.

HOW TO PLAY:

You need four players, two "Body" game boards, one sorting board, one set of cards and counters. Make teams of two players. Read each card until they have all been sorted into the three sets on the sorting board (you have got the plague or might catch it, you won't get the plague or might be cured, it won't make any difference). Give one "Body" game board to each team. Put all the cards into one pile, shuffle well and place them face down. Put the red counters (plague spots) in the middle. Each team take a card in turn from the top of the pile. If it displays a symptom, add one red spot to your body, if it displays a cure, remove one red spot from your body, if it displays something that makes no difference do nothing. Every time put the card back at the bottom of the pack. The first team with 5 spots on their body catches the plague.

At the end of a game students may wish to record their findings aurally onto TalkingPEN to share with others. Teachers may combine the best recordings for sharing or keep them for assessment.

Learning Outcomes:

Students will have broadened their understanding of the symptoms and cures of the plague. If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use PENpal to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)



Collaborative Learning



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See a doctor.



Look after someone

who has the plague.

Be good.

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Get a fever.



Get lumps and swellings on your body.

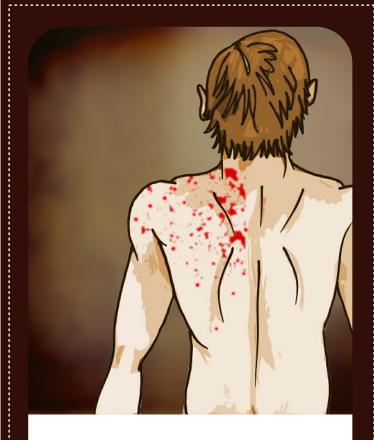


Go to the country.



Make a charm.

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Get a red rash.



Live in a house with a red cross on the door.



Light a fire.

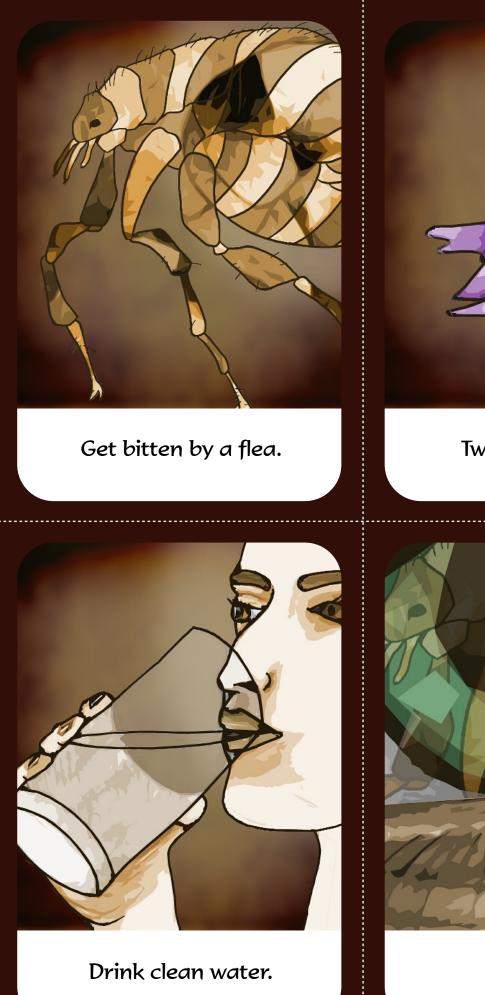


Bury a dead body.

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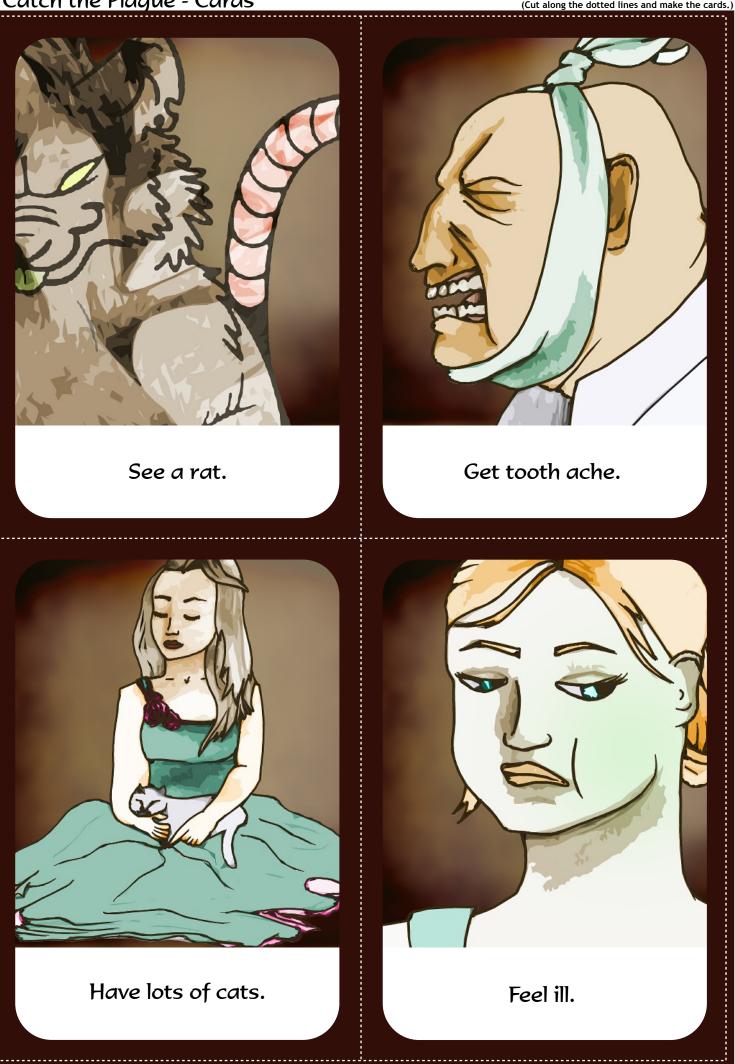
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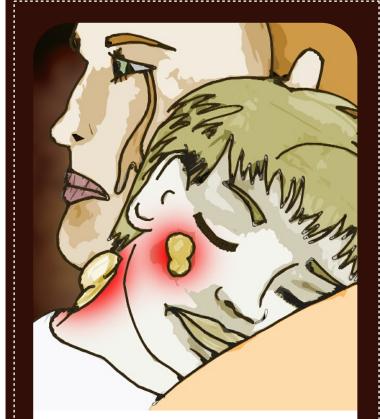


See a flea.

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Have a member of your family catch the plague.



Go to live in another part of town.



Get bitten by a rat.



Take a ship out of town.

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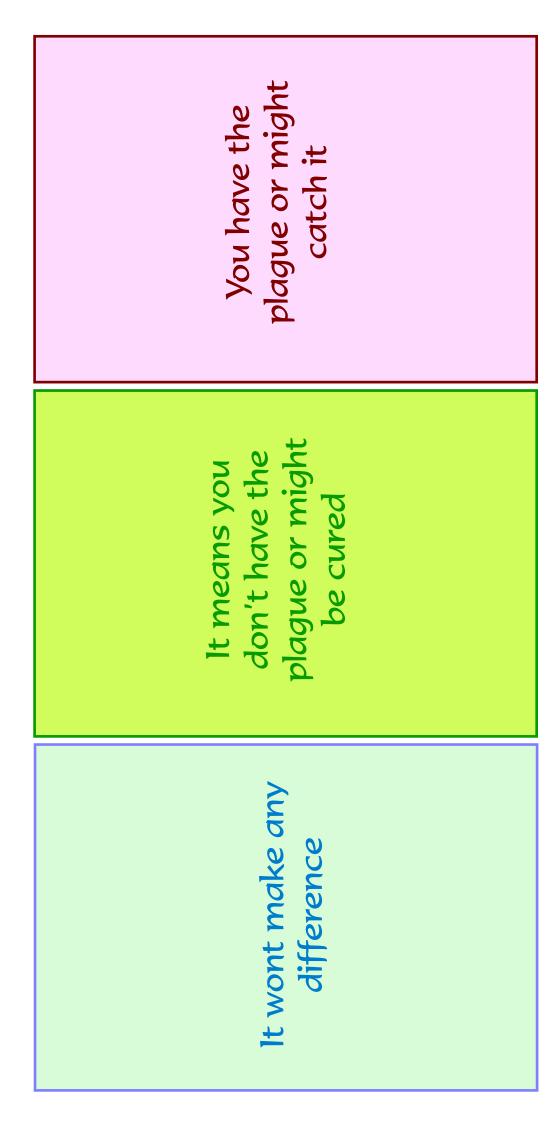
Hold a spicy orange near your nose.



Wear a mask with eye holes.



Kill all the rats in the house.

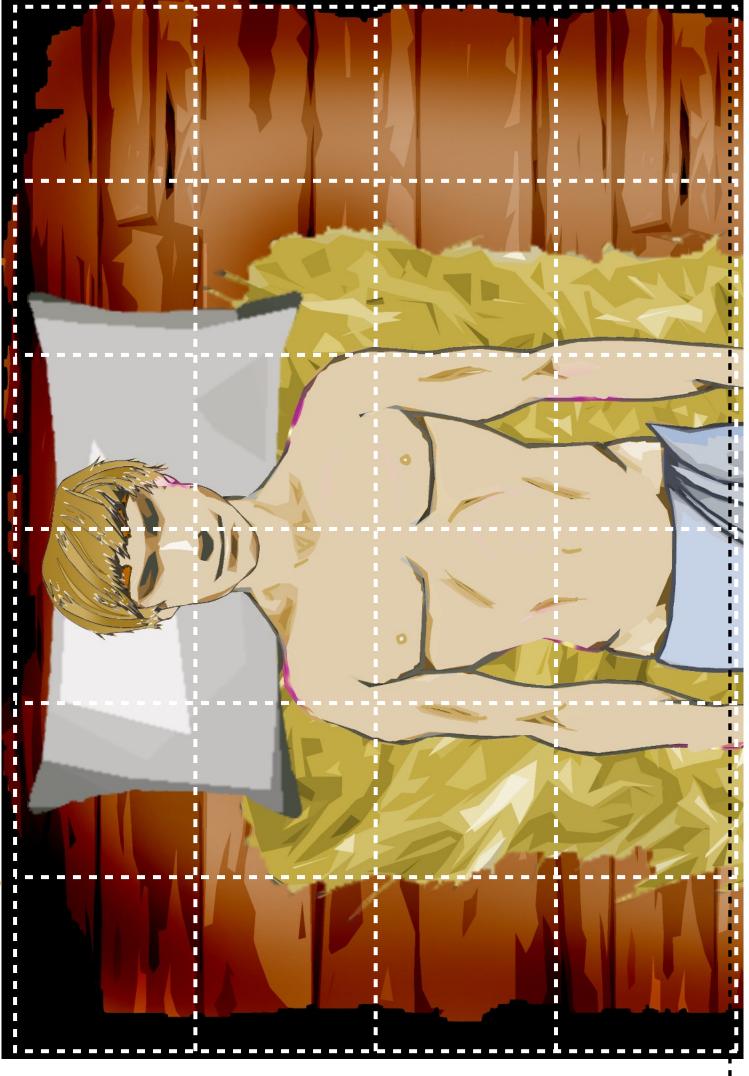


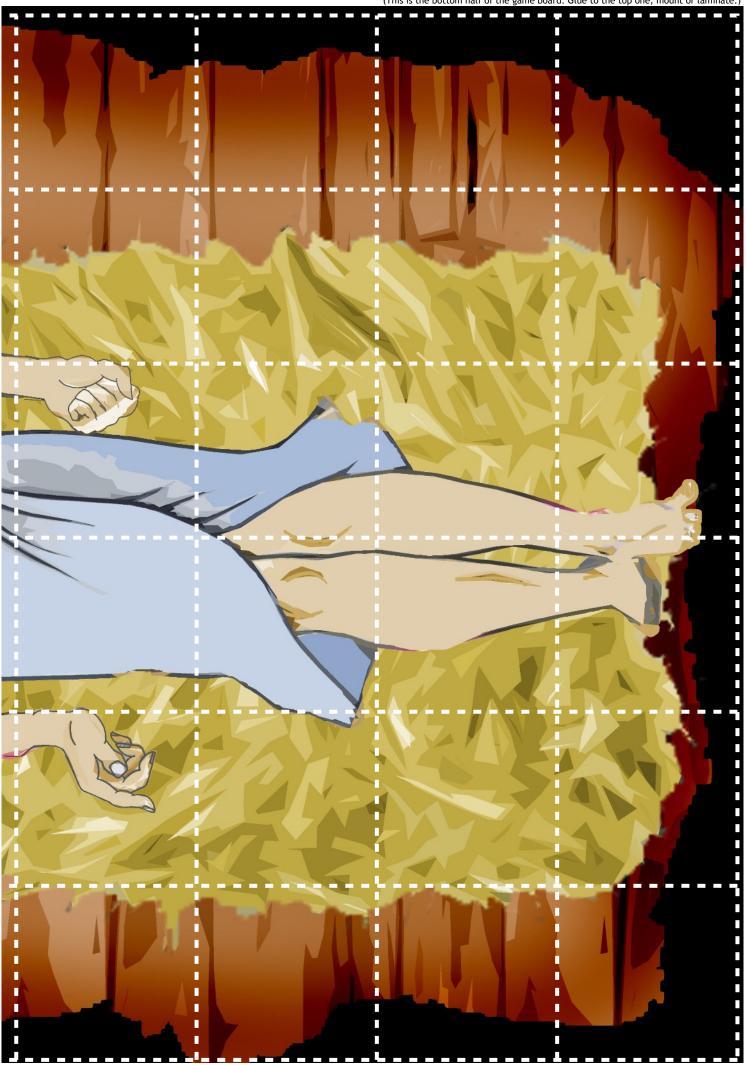
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Catch the Plague - Game Board / Man

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atch the Plague - Game Board / Woman

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