

# Building the Empire Pairs Game

First developed by Susan Hart and Stuart Scott in 1981. This is a colouring in activity that is more likely to help students to remember the dates, if they need to remember them, or simply to demonstrate the way in which the empire was conquered. You can make the game more difficult by not providing the table and putting province info on the cards. You can make the game easier by printing the slaves cards in a different colour from the tribute cards.

The webaddress for this activity is:

<<http://www.collaborativelearning.org/buildingtheempire.pdf>>

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## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals throughout the European Union to promote inclusive education. We develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

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## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

\*These activities are influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in non selective classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening . They provide teachers opportunities for assessment of speaking and listening.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.

\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

# Building the Empire Pairs Game

This is a game for two players, or even better, two pairs of players. You need your map, table of Roman provinces and a set of coloured pencils or pens.

To conquer an area you need a slaves card and a tribute card for the right date. There are two pairs of cards for each date.

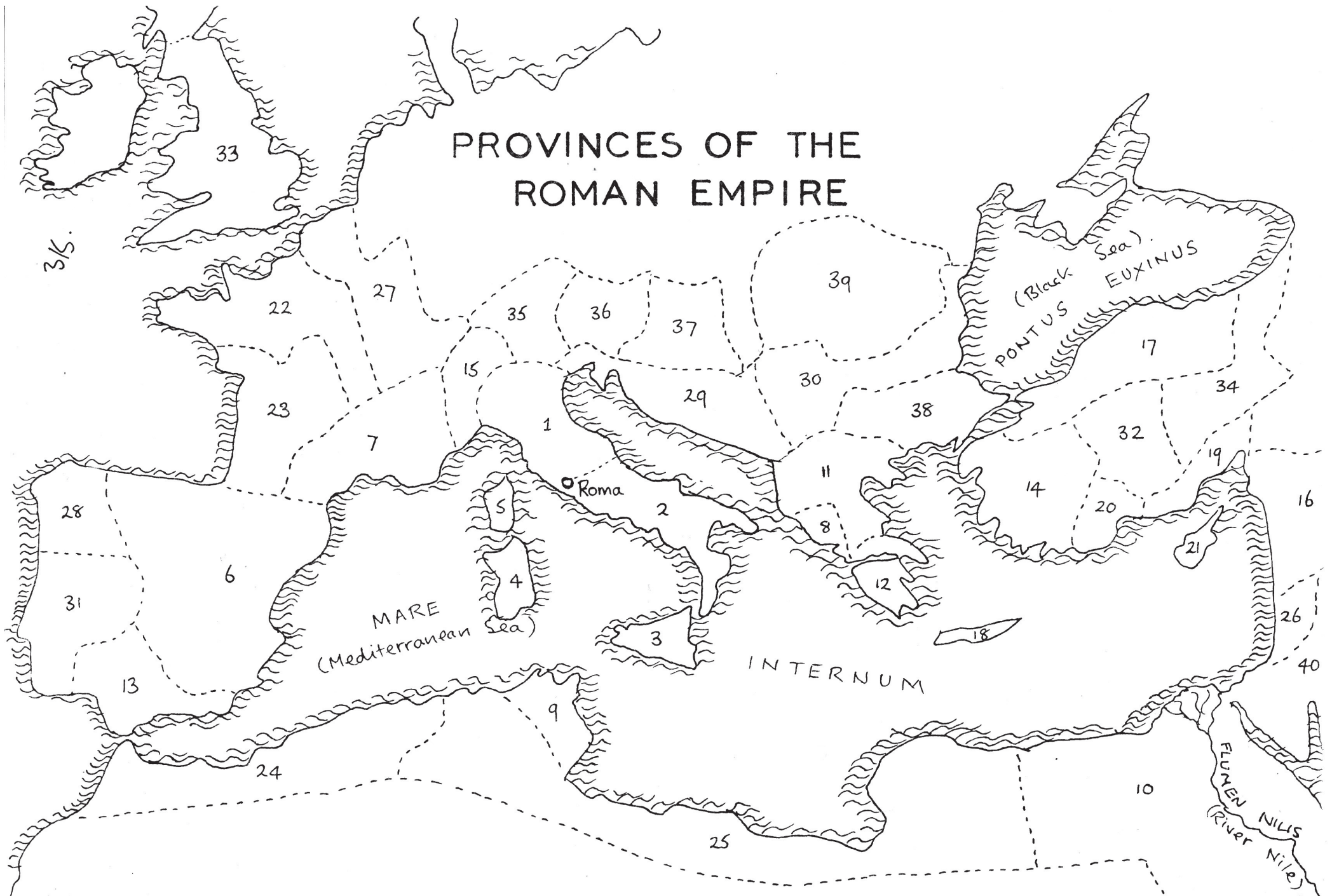
Spread all the cards face down on the table.

Each player or pair takes turns to pick up a pair of cards.

When you pick a pair, you can shade in the provinces you have conquered on your map. If you use a different colour for each date you will see how the Empire grew.

A more difficult form of the game is to try to conquer the provinces in date order. In this case you first have to pick up the pair for 270BC and so on. For this version you must make the slave and tribute cards a different colour or the level of difficulty may lead to anger or frustration.

# PROVINCES OF THE ROMAN EMPIRE























## Building the Empire Pairs Game

The table below shows you the land the Romans had conquered by each date.

| DATE   | PLACES CONQUERED   |
|--------|--|
| 270BC  | 1. ETRURIA      2. CAMPANIA  |
| 220BC  | 3. SICILIA   4..SARDINIA   5. CORSICA  |
| 192BC  | 6. TARRACONENSIS   7. NARBONENIS   8. EPIRUS   |
| 145BC  | 9. AFRICA (CARTHAGO)   |
| 74BC   | 10. AEGPTUS   11. MACEDONIA   12. ACHAIA   13. BAETIA   14. ASIA   15. ALPES                               |
| 55BC   | 16. SYRIA    17. BYTHINIA PONTUS   18.CRETE   19. CILICIA   20. LYCIA   21. CYPRUS                         |
| 44BC   | 22. GALLIA LUGDONENSIS   23. GALLIA AQUITANIA   24. MAURETANIA   25. NUMIDIA AND<br>CYRENACIA   26. JUDAEA |
| AD 14  | 27. BELGICA   28. HISPANIA   29. ILLYRICUM   30. MOETIA   31. LUSITANIA   32. GALATEA                      |
| AD 67  | 33. BRITANNIA   34. CAPPADOCIA   35. RAETIA   36. NORICUM   37. PANNONIA.   38. THRACIA                    |
| AD 106 | 39. DACIA   40. ARABIA   |

# Building the Empire Pairs Game Slaves Cards - print in a different colour from tribute cards



|  |  |   |   |   |
|--|--|---|---|---|
| <p>Slaves<br/>270BC</p>   | <p>Slaves<br/>270BC</p>   | <p>Slaves<br/>220BC</p>   | <p>Slaves<br/>220BC</p>    | <p>Slaves<br/>192BC</p>    |
| <p>Slaves<br/>192BC</p>   | <p>Slaves<br/>145BC</p>   | <p>Slaves<br/>145BC</p>   | <p>Slaves<br/>74BC</p>     | <p>Slaves<br/>74BC</p>     |
| <p>Slaves<br/>55BC</p>  | <p>Slaves<br/>55BC</p>  | <p>Slaves<br/>44BC</p>  | <p>Slaves<br/>44BC</p>   | <p>Slaves<br/>AD14</p>   |
| <p>Slaves<br/>AD14</p>  | <p>Slaves<br/>AD67</p>  | <p>Slaves<br/>AD67</p>  | <p>Slaves<br/>AD106</p>  | <p>Slaves<br/>AD106</p>  |

# Building the Empire Pairs Game Tribute Cards - print in a different colour from slaves



|  |  |   |  |  |
|--|--|---|--|--|
| <p>Tribute<br/>270BC</p>    | <p>Tribute<br/>220BC</p>    | <p>Tribute<br/>192BC</p>    | <p>Tribute<br/>145BC</p>    | <p>Tribute<br/>74BC</p>     |
| <p>Tribute<br/>55BC</p>     | <p>Tribute<br/>44BC</p>     | <p>Tribute<br/>AD14</p>     | <p>Tribute<br/>AD67</p>     | <p>Tribute<br/>AD106</p>    |
| <p>Tribute<br/>270BC</p>  | <p>Tribute<br/>220BC</p>  | <p>Tribute<br/>192BC</p>  | <p>Tribute<br/>145BC</p>  | <p>Tribute<br/>74BC</p>   |
| <p>Tribute<br/>55BC</p>   | <p>Tribute<br/>44BC</p>   | <p>Tribute<br/>AD14</p>   | <p>Tribute<br/>AD67</p>   | <p>Tribute<br/>AD106</p>  |