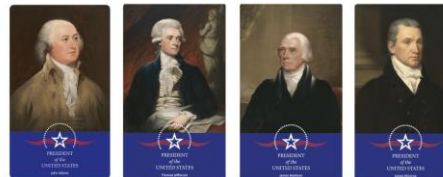# LEARNINGPLUNGE®

Advanced

HistoryPlunge

Overview

- Play with 2 teams. Each team can have 1-5 players.

- Short version: 1st team with 50 points wins. Long version: 1st team with 100 points wins.

- Play each of the four/five games below in the following order as many times as needed until one team wins. When the four or five games are completed, play them again in the same order, shuffling the cards before using them again.

- Order games will be played:
  - ➤ Race the Presidents
  - ➤ Play the Dates
  - ➤ Who's the President?
  - ➤ Knowing Notables
  - ➤ HistoryPlunge Challenge (optional)

- A team receives 10 points for each game it wins and 5 points for each game it ties.

HistoryPlunge cards used in these games

1. President Portrait cards (examples below)

Used for the game Dashing Presidents

2. President fact cards (example below)

Used for the game Who's the President?

3. Notable Person cards (example below)

Used for the game Knowing Notables

Ida B. Wells-Barnett

4. Timeline cards with the silver fronts; NOT the cards with the gold fronts. (example below)

Used for the game Play the Dates

Only use the 3 facts in the top box, which correspond with the date shown.

5. Baseline Questions used in HistoryPlunge Challenge

Use this card to check – Presidents are color-coded by party

Winning group from the Democratic-Republican Party

Winning group from the Democratic Party

Race the Presidents

- **Cards Used**: President Portrait cards

- **Set Up:** Each team is dealt 18 President Portrait cards face down. Teams do not look at their cards until the dealer says "Ready, Set, HistoryPlunge."

- **Overview:** This is a racing game. Each team tries to find all its winning groups, as described below, as quickly as possible.

How to play:

1. Once the dealer says, "Ready, Set, HistoryPlunge," each team turns over and looks at its HistoryPlunge cards.

2. Each team then tries to find from its cards, as fast as it can, all of its winning groups. A winning group is three Presidents that are from the same political party. Teams can only use a card in 1 winning group.

3. The 1st team that believes it has found all its winning groups shouts "HistoryPlunge." At that point, the other team has up to one more minute to find all its winning groups from its cards and if it does, it immediately shouts "HistoryPlunge."

SCORING: The teams check the cards from the team that said "HistoryPlunge" first. If that team found all its winning groups, it wins the game. Otherwise, the teams check to see if the 2nd team to shout HistoryPlunge (with its extra time) found all its winning groups. If so, that team wins the game. If neither team found all its winning groups, the game ends in a tie.

Play the Dates Setup

Cards Used: Silver Timeline Cards
Use only the timeline cards with the silver front.

Set Up: The timeline cards are split into 3 separate time periods. The team that won the most recent game decides before the cards are dealt (1) the time period that will be used and (2) whether the teams will play "before" or "after."

➤ 1400s – 1700s
are color-coded red on the card backs

➤ 1800s
are color-coded blue on the backs

➤ 1900 – present
are color-coded green on the backs

- Apollo 11 lands on the moon; Neil Armstrong becomes the first person to walk on the moon
- ▼ Palmer Raids begin
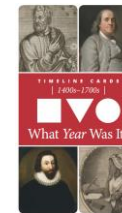- Paris Agreement regarding climate change is ratified
- Veterans Administration is replaced by cabinet-level U.S. Department of Veterans Affairs
- National Business League* is founded by Booker T. Washington
- ▼ U.S. invades Grenada
- ▼ John Steinbeck's *The Grapes of Wrath* is published
- Newlands Reclamation Act
- Geraldine Ferraro becomes the first female candidate for Vice President on a major party ticket

Top	1969 /	1919 /	2016
Middle	1989 /	1900 /	1983
Bottom	1939 /	1902 /	1984

Play the Dates Game Play

- ■ **Apollo 11 lands on the moon; Neil Armstrong becomes the first person to walk on the moon**
- ▼ **Palmer Raids begin**
- ● **Paris Agreement regarding climate change is ratified**

Top	**1969** / **1919** / **2016**
Middle	1989 / 1900 / 1985
Bottom	1939 / 1902 / 1984

Overview: This is a strategy game. Your team tries to win the most "tricks."

➡ When each team plays 1 card, it's called a "trick." The winner of those 2 cards wins the "trick."

How to play:

1. Deal 6 cards to each team face down from the time period chosen.

2. Each team looks at its 6 cards. Teams only use the top box on each card, which goes with the top row of dates on the bottom of the card. Do not use the other facts or dates for this game.

3. The team that chose the time period is the "lead" team for the first trick and starts the game. After that, whichever team wins a trick is the lead team for the next trick.

4. The lead team chooses 1 of its cards and reads out loud 1 event from the top box. It tells the other team if the event is blue, red, or white.

5. The other team chooses an event from the top box of one of its cards that is the **same color** as the event read by the lead team – and plays its card face up.

6. **If the teams are playing "before":** The team whose event occurred earlier wins that trick. {Example: if the lead team's event is: "The Declaration of Independence was signed," the other team wins the trick if it plays an event that occurred **on or before** 1776}. Otherwise, the lead team wins the trick.

7. **If the teams are playing "after":** The team whose event occurred later wins that trick. {Example: if the lead team's event is: "The Declaration of Independence was signed," the other team wins the trick if it plays an event that occurred **on or after** 1776}. Otherwise, the lead team wins the trick.

8. **NOTE:** If the teams play an event from the same year, the non-leading team wins that trick.

SCORING: When all 6 tricks have been played, the team who wins the most tricks wins the game. If each team wins three tricks, the team that wins the last trick wins the game. There can be no tie in this game.

The President's party is color-coded at the top of the card:

Purple: no party
Green: Federalist
Turquoise: Democrat-Republican
Blue: Democrat
Tan: Whig
Red: Republican

Who's The President?

- **Cards Used**: President Fact Cards

- **Set Up:** Each team is dealt 1 President Fact card face down.

- **Overview:** This is a strategy and trivia game. See which team can guess the other team's President with fewer clues.

How to play:

1. The team who won the most recent game gives clues first. Once the first-guessing team guesses correctly or makes 3 incorrect guesses, the teams switch roles so that the first-guessing team then becomes the clue-giving team.
2. The guessing team makes one guess after each clue. The maximum number of clues the clue-giving team gives is 3.
3. The team giving the clues can choose the order to give the clues from the following list of options:
   - The First Lady's first name (or say no First Lady if one is not listed)
   - The Vice President's name (or say no Vice President if one is not listed)
   - The name of the opponent with the most electoral votes (or say no election if there was no election)
   - Both the red and the blue facts
   - Both the green and the purple facts

SCORING: The team that guesses correctly with fewer guesses wins the game. If both teams guess correctly with the same number of guesses, or if both guess incorrectly on all three guesses, they tie the game.
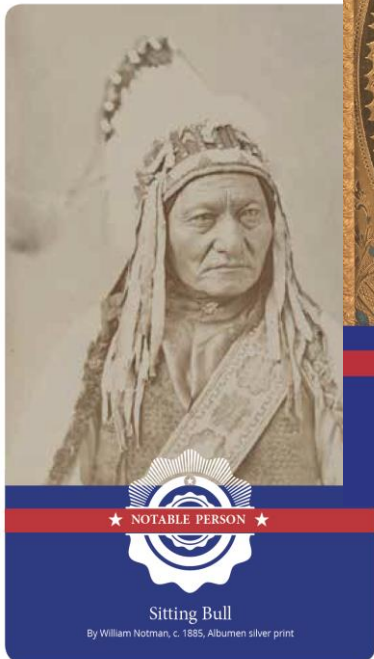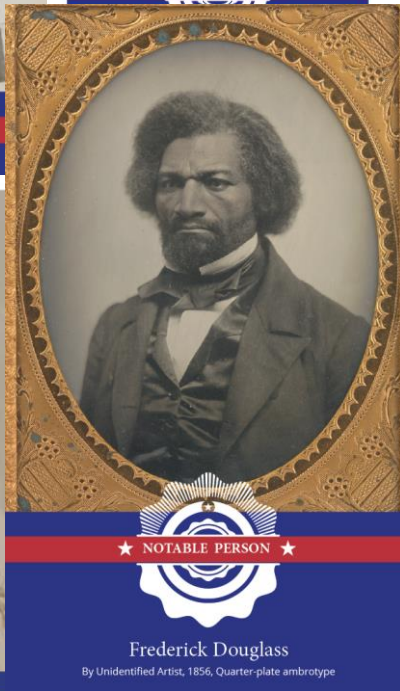
GEORGE WASHINGTON 1

LOP	7Y 10⁺M	**DOB**	Feb 22 1732
DOP	Apr 30 1789– Mar 4 1797	**SOB**	VA
		SAW	VA
Terms	🟡 🟡	**PAW**	Mount Vernon
Age	57–65		

NC   16   RI
TN   VT
KY

TERM 1

First Lady	**Electoral Votes**	
Martha	**100.0%****	69
VP	John Adams	34
John Adams	John Jay	9
	Others	26

Judiciary Act of 1789
Residence Act of 1790
First Bank of the United States is chartered
Bill of Rights is ratified

NOTABLE PERSON

NOTABLE PERSON

NOTABLE PERSON

Sitting Bull
By William Notman, c. 1885, Albumen silver print

Frederick Douglass
By Unidentified Artist, 1856, Quarter-plate ambrotype

Knowing Notables

- **Cards Used**: The two-sided Notable Person cards and the frame covers.

- **Set Up:** Each team randomly selects 3 Notable Person cards from the middle of the deck. Each team will use the frame covers to cover the bottoms of the cards used so that the notables' names are not seen by the other team.

- **Overview:** This is a trivia game.

How to play:

1. The team who won the most recent game shows its 3 Notable Person cards first, one at a time (that team chooses which side of each card to use).

2. The other team gets 1 guess for each card as to who the Notable Person is on the card.

3. The teams then switch roles.

SCORING: The team that guesses the most Notable Persons correctly wins the game. If each team has guessed the same number of Notable Persons correctly, it is a tie.

HistoryPlunge Challenge

Cards Used: Baseline cards

Set-Up: To start, the team that won the most recent game chooses whether the teams will use side 1 or 2 of the cards. The teams will then only ask questions from the side chosen (1 or 2). Each team then randomly selects 3 Baseline cards from the middle of the deck and hides the cards from the other team.

Overview: This is a trivia and strategy game.

How to play:

1. The team that just won the most recent game asks its 3 questions first.
2. For each of its 3 cards, it chooses whether to ask the red or the blue question. The other team gets 1 guess for each question.
3. After the 1st team asks its 3 questions, the 2nd team asks its 3 questions, choosing from the red or the blue question on each of its cards.

SCORING: The team that answers more questions correctly wins the game. If the teams answer the same number of questions correctly, it is a tie.

We're here to help!

[Contact us](#) if you would like free, training, ideas, help in getting started.

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