



LEARNINGPLUNGE[®]

Ultimate



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 five games below in the following order as many times as needed until one team wins. When 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

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 Race the Presidents

2. President fact cards (example below)

Used for the game Who's the President?

GEORGE WASHINGTON 

LOP 7y 10M DOR Feb 22 1732
 DOP Apr 30 1789- SOR VA
 Mar 4 1797 SAW VA
 Terms ●● PAW Mount Vernon
 Age 57-65 NC RI TN KY VT

TERM 1

First Lady	Electoral Votes
Martha	100.0%** 49
Vp John Adams	34
John Adams	9
Others	26

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

3. Notable Person cards (example below)

Used for the game Knowing Notables



4. Timeline cards with the silver fronts; if you want even more challenge with some social history, mix in the timeline cards with the Gold fronts.

(example below)

Used for the game Play the Dates

- 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

Year 1969 / 1919 / 2016
 Decade 1989 / 1900 / 1983
 Century 1939 / 1902 / 1984

BASELINE QUESTIONS

Nine states needed to ratify the U.S. Constitution before it could become the law of the land. Which was the ninth state to do so?
 New Hampshire

What were a collection of writings by Alexander Hamilton, James Madison, and John Jay arguing that New York should ratify the U.S. Constitution known as?
 The Federalist Papers

Is the U.S. government generally considered to be (1) a direct democracy, (2) a constitutional federal republic, or (3) an autocracy?
 Constitutional federal republic

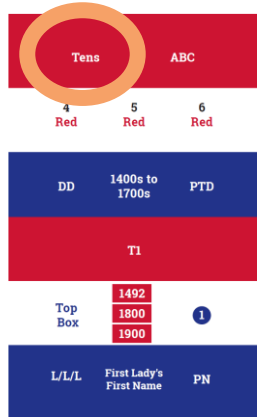
On what date did George Washington become the first U.S. President; in what city (which was then the U.S. capital) did he take the oath of office; and how many states were then in the Union?
 April 30, 1789; New York City; 11

What city was the capital of the U.S. during most of the 1780s, and what city has been the capital since the 1800s?
 Philadelphia, Washington, D.C.

5. Baseline Questions used in HistoryPlunge Challenge

PRESIDENT	PARTY	TERMS
1. Washington	None	1
2. John Adams	F	2
3. Jefferson	DR	2
4. Madison	DR	2
5. Monroe	DR	2
6. John Quincy Adams	DR	1
7. Jackson	DR	2
8. Van Buren	D	1
9. William Henry Harrison	W/None	1
10. Tyler	W/None	1
11. Polk	D	1
12. Taylor	W	1
13. Fillmore	W	1
14. Pierce	W	1
15. Buchanan	D	1
16. Lincoln	REPU (2nd term)	1
17. Andrew Johnson	DEM	1
18. Grant	R	2
19. Hayes	R	1
20. Garfield	R	1
21. Arthur	R	1
22. Cleveland	D	2
23. Benjamin Harrison	R	1
24. Cleveland	D	2
25. McKinley	R	1
26. Theodore Roosevelt	R	2
27. Taft	R	1
28. Wilson	D	2
29. Harding	R	1
30. Coolidge	R	1

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



Clue card: “parties” “tens” or “terms” will be in the upper left corner



If you are playing “Parties,” this is an example of a Winning Group from the Democratic Party

Race the Presidents

- **Cards Used:** President Portrait cards and Power cards
- **Set Up:** Each team is dealt 18 President Portrait cards face down. Teams do not look at their cards until the dealer turns over the top **Power Card** and says “Ready, Set, HistoryPlunge.”
- **Significance of Power Card:** The upper left of the Power Card determines if you are playing “Parties,” “Tens,” or “Terms.”
- **Overview:** This is a racing game. Each team tries to find all its winning groups 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. Teams can only use a card in 1 winning group.
 - a. If you are playing “Parties,” a winning group is three Presidents from the same political party.
 - b. If you are playing “Tens,” a winning group is three Presidents in one of these groups: Presidents 1-10; Presidents 11-20; Presidents 21-30; Presidents 31-40; Presidents 41-Present.
 - c. If you are playing “Terms,” a winning group is three Presidents who served the same number of consecutive terms: less than 1; 1 full term, between 1 and 2 terms; two full terms. FDR will not be part of any 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; you can mix in the Gold Timeline cards for even more challenge.

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 (2) whether the teams will play “before” or “after” and (3) whether the teams will use the top, middle or bottom box.

➤ 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

Use the facts from the chosen box only

- Apollo 11 lands on the moon; Neil Armstrong becomes the first person to walk on the moon
- ▼ Palmer Raids begin
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Top 1969 / 1919 / 2016

Middle 1989 / 1900 / 1983

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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 facts from the box chosen on each card.
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 box being used. It tells the other team if the event is blue, red, or white – and plays its card face down.
5. The other team chooses an event from the box being used on 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, Clue Cards
- **Set Up:** Each team is dealt 1 President Fact card face down. Put the stack of Clue cards in the middle 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 Clue cards determine what clues are given and should be placed face-up when used.
 - a. The team giving the clues takes the top card from the Clue card deck. For the 1st clue, the A box on the Clue card will tell what clue can be given from the President Fact card.
 - b. If the guessing team does not guess the President from the 1st clue given, the team giving the clues takes the next Clue card and gives a clue based on the B box of that Clue card.
 - c. If the guessing team still does not guess the President, the team giving the clues draws another Clue card and gives a final clue based on the C box of that Clue card.

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

LOP 7Y 10*M **DOB** Feb 22 1732
DOP Apr 30 1789– Mar 4 1797 **SOB** VA
Terms ● ● **SAW** VA
Age 57–65 **PAW** Mount Vernon
NC **RI**
TN **KY** **VT**

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

The Key Card in the box will tell you what all the symbols on the President's fact card mean

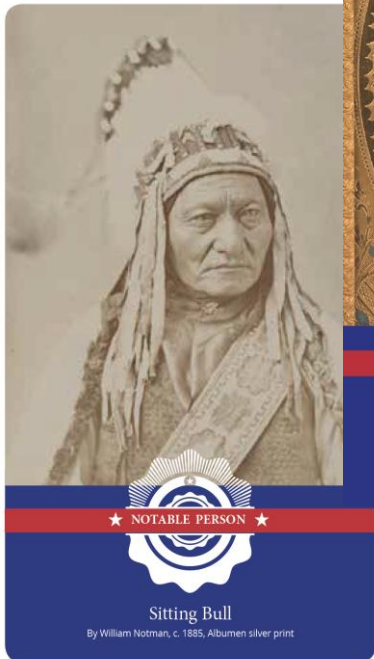
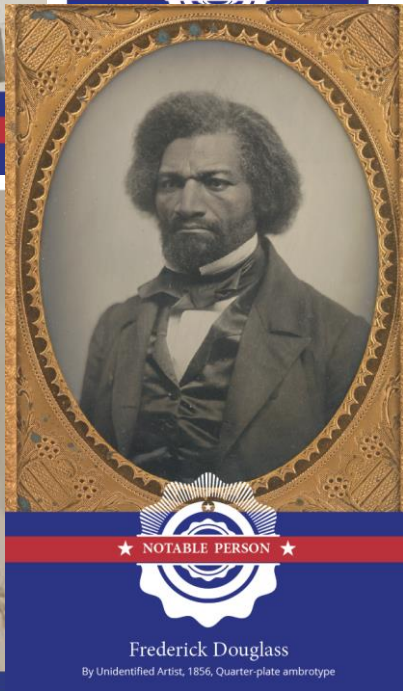
Knowing Notables

- **Cards Used:** The two-sided Notable Person cards and the frame covers.
- **Set Up:** Each team randomly selects 5 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 5 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

BASELINE QUESTIONS

Name the President who before his presidency

Successfully defended British soldiers of murder charges arising from the Boston Massacre.

John Adams

Was the primary drafter of the Declaration of Independence.

Thomas Jefferson

Along with Robert Livingston, negotiated the Louisiana Purchase for the U.S.

James Monroe

Became known as the "Father of the Constitution" because of his role in the creation of the U.S. Constitution, and also drafted the Bill of Rights.

James Madison

Helped negotiate the Treaty of Ghent and the Adams-Onís Treaty, and helped draft the Monroe Doctrine.

John Quincy Adams

Was the head of the U.S. Food Administration during World War I and was then known as the "food czar."

Herbert Hoover

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 any of the questions EXCEPT for the red or blue. All of the cards will have green and purple questions and some will also have brown and orange.
3. After the 1st team asks its 3 questions, the 2nd team asks its 3 questions, choosing any of the questions except 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.