

LEARNING OBJECTIVE

To collect a range of sources of information relevant to a focus of historical enquiry.

CURRICULUM LINKS

KS2: 1a, 3, 4a, 4b, 5.

QCA History: Unit 10 – What can we find out about ancient Egypt from what has survived?; Unit 18 – What was it like to live here in the past?

History detectives

What you need

The 'History detectives' photocopiable sheet on page 61.

What to do

- Explain to the children that historians need to look at different types of information to help them work out historical questions. This might include documents, printed sources, artefacts and buildings. Ask the children where they could find sources of information. For example, record offices, museums or the library.
- Invite the children to play at being history detectives. In groups of at least three, the children have to collect a set of four cards showing different sources of information for a period of history: an 'artefact' card; a 'primary source' card; a 'place of information card' and a 'secondary source' card.
- Give each child a set of cut-out cards from the photocopiable sheet. Ask each child to choose a different historical period from the rest of the group and to fill in the different types of information for each card. They could choose any period of history such as Roman Britain, the Vikings or World War Two. Provide suggestions for any children that are struggling to fill in their cards.
- Now ask one member of each group to shuffle the cards and deal them out face down to the players.
- To start the game, a chosen player should ask another player if they have a specific card that they need for their set, such as an 'artefact' card for Roman Britain.
- If that player has the card, they must hand it over. The first player can now choose ask a different player for a specific card.
- If a player does not have the card, they can take over from the first player and ask any other player for a card that they may need for their set.
- Once the players have collected a set of four cards they must put them face up on the table.
- The game continues until all the sets of cards are collected. The player with the most sets of historical sources is the winner.
- At the end of the game, ask the children what area of historical enquiry each set could be pointing to.

Differentiation

Join the group to play the game with younger or less able children. Older and more able children could think of specific sources of information such as Bede's Chronicles or The Rosetta stone.

