

LESSON PLAN: CHARADES

Author: Maple Ridge Museum

Subject and Grade Level: Social Studies (Grade 2)

Objectives: Make history and historical activities and games more relevant. Understand how people in the past entertained themselves.

Materials:

At least 2 people

A list of prompts

For detailed instructions:

<https://www.familyeducation.com/fun/family-games/how-play-charades>

Additional Notes:

There are many "house rules" for charades. Make sure to establish the rules you'll use before playing.

POSSIBLE OPENING QUESTIONS:

How do you entertain yourselves? Have you ever played charades before?

PROCEDURE/STEPS:

1. Explain that people did not have electricity or cellphones for a long time in human history. Ask questions about how the children think people would have entertained themselves in the past when they didn't have electricity or cellphones.
2. Explain the rules for charades. Be sure to establish which rule set you'll be playing with to avoid confusion with house rules.
3. Either split the children up into small groups and let them play or else play together as a class.
4. When the allotted time is up, move onto the discussion questions.

DISCUSSION AND REVIEW:

Discussion question ideas: When do you think the game of charades was invented? Why do you think the game was invented?

ASSESSMENT:

ENRICHMENT:

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BACKGROUND INFORMATION:

- Charades were invented in France in the 18th century however, they were originally a form of literary riddle and not the parlour game we know now.
- The tradition of "acting charades" came about in France in the early 19th century.
- Due to the ties between the French and British upper classes, the term "charades" was borrowed by the English language.
- By the early 20th century, this form of acted charades became the most popular form of the game.
- The game "Heads Up!" is a higher tech form of charades using cellphones to deliver clues.