

BATTLE ROYALE

MOST SIGNIFICANT

STAND OFF

FIGURE IN HISTORY

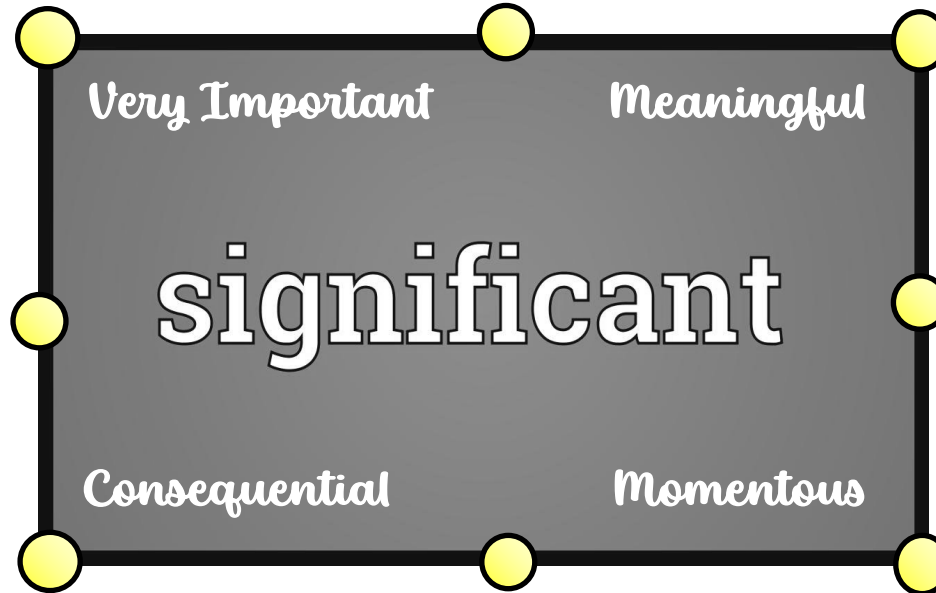


Not just important ...
but VERY, VERY!

Created a reaction
(then + now)

Impacted many
people / groups

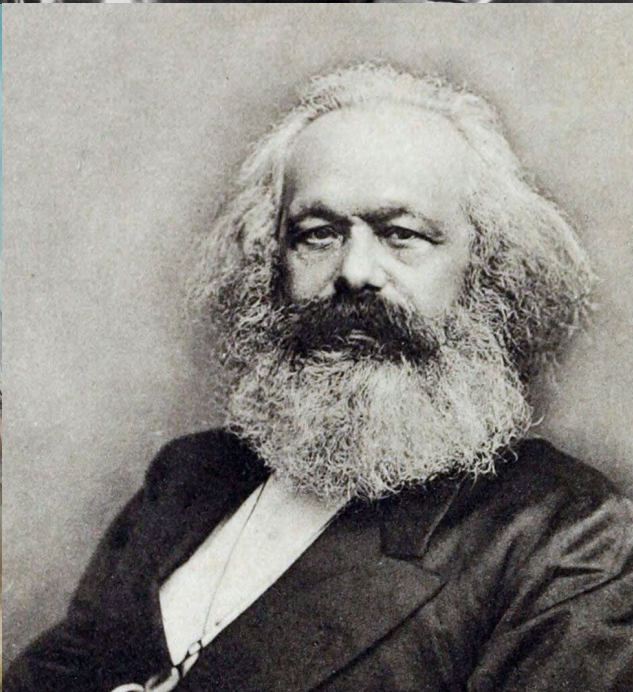
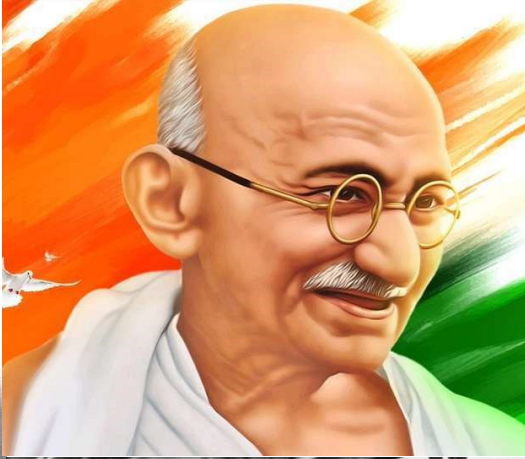
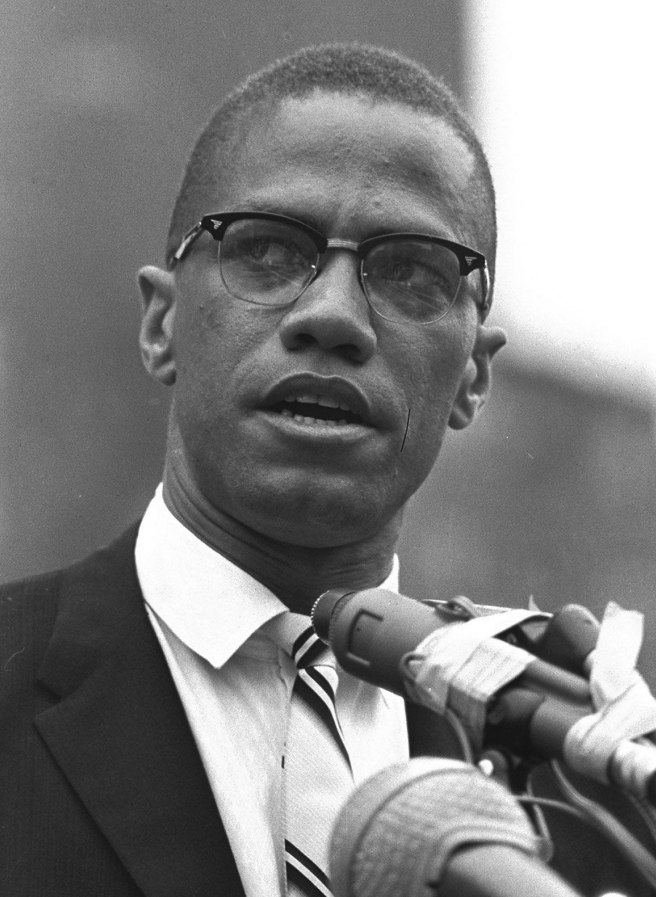
Changed minds
+ beliefs




Short + **long**
term impact

Changed
culture / behaviour

Influenced **other**
people / events



Battle Royale - The Most SIGNIFICANT Person in History?

 **Activity aim** - to present, debate, discuss and display the most significant ...

Set up - suggestions only and adapt as you see fit.

- Break students into teams - approximately 10 teams.
- Each group chooses a significant person in history.
- Teams research their figure in preparation for the 'debate'.
- Each group prepares a BOLD sign or BOLD A4 timeline poster for a wall timeline display of their figure.
- Optional - each group can also be given (blind pick) one of the 'power cards' to spice up the activity.
- Explain the debate format and allow 2 lessons and homework to prepare.

Activity - suggestions only and adapt as you see fit.

- There are 10 suggested rounds.
- Each team presents / debates as per round suggestion - many rounds have time limits.
- After each round all teams submit x 1 anonymous nomination on a slip of paper for elimination to the teacher.
- The team with the highest number of votes is eliminated after each round. Don't hold a vote after Round 1 and see 'Mercy Cards'
- In the event of a tied vote (all teams to vote only on those tied?)
- Eliminated players continue to vote and are encouraged to vote for the BEST team as opposed to partisan / biased voting.
- Teacher may use 'Mercy Cards' to prevent well prepared teams from being harshly eliminated.
- Note ... there will be more than two teams left by the final round. Allow all eliminated students one vote for the winner?

Power Cards -

- Can be given before the game and allow teams to strategise how and when to use them.
- Cards should be kept secret.
- Cards can only be used once unless stated as 'unlimited cards'

Introduction

Round 1 = Elevator pitch

Give a short opening statement about your person. Who was he / she?

Also - **show your BOLD team sign / poster.**

Main Point

Round 2 = Key Reason

Explain the main reason why your figure is the MOST significant.

- Numbers / range of people impacted?
- Lasting impact?
- Makes an impression on society?
- Changed the world?

Show + Tell

Round 3 = Get Visual

Choose / draw an image.

Use this to explain ANOTHER reason why your figure was so significant.

Evidence 1

Round 4 = Primary Evidence

Find a piece of reliable primary (contemporary) evidence that proves the significance of your person.

No Limits

Round 5 = Something Different

A chance to get VERY creative. Something fun, different, creative to demonstrate your figure's significance. (No PowerPoints or YouTube clips!)

Evidence 2

Round 6 = Secondary Evidence

Find a piece of reliable secondary evidence that proves the significance of your chosen person.

Attack

Round 7 = Limitations

Say why another team's figure was **not** that significant.

Debate

Round 8 = Open House

An open debate round to question other teams, attack and defend.

Question

Round 9 = Q and A

Ask another team a question about their factor - based on things you have heard so far.

Conclude

Round 10 = Rest Your Case!

Wrap up your entire 'argument. Finish with a bang! Get creative. A final 'anecdote'? .

Other Idea?

Significant Figures Suggestions

1. Genghis Khan
2. Malcolm X
3. Amelia Earhart
4. Mahatma Gandhi
5. Rasputin
6. Anne Frank
7. Winston Churchill
8. Napoleon
9. Rosa Parks
10. Karl Marx
11. Gavrilo Princip



SHIELD



Reduces votes against you by 50 %
(Use once after votes announced)

AMULET



Unlimited card - protects your team against CHARGE and BOOM. Cannot be blocked by VETO.

CHARGE



Use against another team to double their elimination votes. Play once after votes announced.

IMMUNITY



Protection against elimination for the first three rounds.

TIME TRAVEL



This pass allows you to skip a round. Use once, play before round starts. CANNOT be used after Round 6.

THE SEER



Unlimited card - the power to check all team cards at any time AND reveal IF you choose. Knowledge is power!

DIPLOMAT



Unlimited card - allows your team to negotiate with other teams during voting.

BOOM



Play to knock out the top TWO teams with most votes. Use after votes have been announced.

VETO



Blocks other cards from use. Must be used immediately after the card is played. Can't stop Time Travel!

MEDIC



Allows you save your own OR another team that has been eliminated. Must use right after elimination.

EXTRA LIFE



Gives your team an extra life! Play after elimination.

TIME TRAVEL



This pass allows you to skip a round. Use once, play before round starts. CANNOT be used after Round 6.

Decide how many **Mercy Cards** you will have before the activity starts ... ask students to vote?

MERCY 1



Used by teacher to save a team that really deserves to stay in the debate. Play after vote / elimination.

MERCY 2



Used by teacher to save a team that really deserves to stay in the debate. Play after vote / elimination.

MERCY 3



Used by teacher to save a team that really deserves to stay in the debate. Play after vote / elimination.

MERCY 4



Used by teacher to save a team that really deserves to stay in the debate. Play after vote / elimination.

