

Name Dropper

Directions:

- The objective is to get your teammates to guess the person or term you have pulled from the envelope without using any part of the name or term in your description.
- Arrange students in groups of 4 or 5.
- Each person has one minute to give clues to their group. If an answer is correctly guessed, do not return it to the envelope. Any un-guessed clues (when the time expires) must be returned to the envelope and passed to the next team member. Then another one minute round will begin.
- Each team member will have several opportunities to give clues. Keep rotating the envelope until almost all answers are guessed.
- When one group completes all of their slips, have other teams look at their unanswered slips.
- Play the game again. It may be necessary to allow students to use their “must know info” the first round *or* give students 5 minutes to cram. **HAVE FUN & LEARN!!**

Magna Carta

13th Amendment

Monroe Doctrine

Bill of Rights

Articles of Confederation

14th Amendment

Land Ordinance of 1875

15th Amendment

King George III

Marbury v. Madison

Benjamin Franklin

Thomas Jefferson

McCullough v. Maryland

Abraham Lincoln

Mayflower Compact

Civil War

Declaration of Independence

1607

1776

1787

1861-65

Thomas Paine

Battle of Saratoga

Battle of Yorktown

Lexington and Concord

Great Compromise

3/5th Compromise

Federalists

Anti-Federalists

James Madison

Alexander Hamilton

Patrick Henry

Legislative Branch

Executive Branch

Judicial Branch

checks & balances

Popular sovereignty

Federalism

Manifest Destiny

states' rights

slavery

abolitionist

suffrage

Jefferson Davis

Ulysses S. Grant

Robert E. Lee

Emancipation Proclamation

1803