**Events and Dates Cards**

For all of the games, you must first cut out all of the cards. There are 22 Events cards (Green) and 44 Dates cards (Blue - each Event has 2 Dates cards.)

If anyone is uncertain of when the matching Event and Date are, then use the Dates and Events Help Sheet to check.

**Historical Snap!**

Mix and shuffle all of the cards together and then share them out between however many players are playing.

Just like ordinary Snap! players place their cards down and when they have a matching date to an event, they must place their hand down onto the pile of cards as quickly as they can whilst saying ‘Snap!’

The first person to do that picks up the pile of cards. The aim is to collect all of the cards. Whoever does this first is the winner. If all players run out of cards, then reshuffle them and hand them back out again.

**Speed game**

Either individually or in a team, players see how long it takes to match the cards together.

Two players or teams could play against each other, but another set of Event cards would need to be printed and cut out.

**Lose ‘em**

Shuffle and divide all of the cards among players. One of the players is chosen to go first and puts down either an Event or a Date card. Players then have a few seconds to see if they have the corresponding Date or Event. If another player has the matching Date or Event, they place it down and it is now their turn. They then put another Date or Event down. If the player who placed down the Event or Date card has the matching one, they place it down and continue. If someone does not place the corresponding card down within 5 seconds, another card is then played. The aim is to be the first with no cards left.

**Quiz**

Split both Dates and Events cards so that each player has an equal amount of each. One player goes first and chooses an Event. Another player must then state the correct date of the event. If the player is correct, they collect both the Event card and the Date card (from whoever has it) and place them together face down away from their other cards. When all of the cards have been placed faced down, whoever has the most pairs wins.

|  |  |
| --- | --- |
| **Event** | **Date** |
| Iron Age Britain started | 800BC |
| Roman Britain started | 43 |
| Romans left Britain | 410 |
| Anglo-Saxon Britain started | Around 450 |
| Vikings attack Lindisfarne | 793 |
| Vikings start arriving in Britain | Around 800 |
| Battle of Hastings | 1066 |
| Norman Britain started | 1066 |
| Magna Carta created | 1215 |
| Henry VIII becomes king | 1509 |
| The Gunpowder plot | 1605 |
| Great Fire of London | 1666 |
| First Aeroplane flight | 1903 |
| Titanic sank | 1912 |
| World War One started | 1914 |
| World War One ended | 1918 |
| World War Two started | 1939 |
| World War Two ended | 1945 |
| NHS founded | 1948 |
| First human (man) in space | 1961 |
| First woman in space | 1963 |
| Man landed on the moon | 1969 |

**Dates and Events Help Sheet**

Romans left Britain

Norman Britain started

Man landed on the moon

Battle of Hastings

World War One started

World War One ended

World War Two started

First aeroplane flight

Vikings attack Lindisfarne

NHS founded

First woman in space

The Gunpowder Plot

Magna Carta created

Iron Age Britain started

World War Two ended

Roman Britain started

Henry VIII becomes King

First human (man) in space

Vikings start arriving in Britain

Titanic sank

Anglo-Saxon Britain started

Great Fire of London

410

1066

1969

1066

1914

1918

1939

1903

793

1948

1963

1605

410

1066

1969

1066

1914

1918

1939

1903

793

1948

1963

1605

800BC

43

Around 800

1961

1945

1509

1215

1666

1912

Around 450

Around 450

1912

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1215

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800BC

43

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