



## *Sample Pages*

Sample pages from this product are provided for evaluation purposes. The entire product is available for purchase at [www.socialstudies.com](http://www.socialstudies.com) or [www.teachinteract.com](http://www.teachinteract.com)

---

## **Free E-mail Newsletter—Sign up Today!**

To learn about new and notable titles, professional development resources, and catalogs in the mail, sign up for our monthly e-mail newsletter at <http://www.teachinteract.com/>

---

*Copyright notice: Copying of the book or its parts for resale is prohibited. Additional restrictions may be set by the publisher.*

# Becoming Pharaoh

---

Early Civilization Review



#### **About the author**

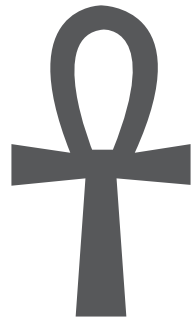
James Francis received his Masters in History from Southeast Missouri University. Subsequently he has taught in Thailand, Slovakia and, since 2004, at Cleveland NJROTC in St Louis, Missouri. In 2010 he was selected as Saint Louis Public Schools' Social Studies Teacher of the Year. He currently teaches World History and AP European History, as well as being an ACP Adjunct Faculty Teacher at the University of Missouri - Saint Louis..

©2012 Interact  
10200 Jefferson Blvd • P.O. Box 802 Culver City, CA 90232  
Phone: (800) 359-0961 • [www.teachinteract.com](http://www.teachinteract.com)  
ISBN# 978-1-56004-788-9

All rights reserved. Interaction Publishers Inc. grants permission to reproduce activity sheets and student handouts for classroom use. No other part of this publication may be reproduced in whole or in part, stored in a retrieval system or transmitted in any form or by any means—electronic, mechanical, photocopying, recording or otherwise—without prior written permission from the publisher.

# **Welcome to** ***Becoming Pharaoh!***

Covers three major areas: ancient Mesopotamian history, ancient Egyptian history, and the Stone Age (both Paleolithic and Neolithic), which includes early humans. This Trivial Pursuit- style game has students move around a board and answer questions.



# ● Table of Contents ●

**Preface** ..... 1

**Introduction** ..... 3

**Preparation** ..... 4

**Procedure** ..... 6

**Teacher Feedback Form** ..... 7

**Release Form for Photographic Images** ..... 8

## Preface

A couple of years ago, I found myself frustrated as a teacher. I wanted to push my students into deeper levels of thinking; however, they were not acquiring the basic knowledge they needed to get there. Most of my students know little of the world outside of inner-city St Louis, and little motivation to learn about people such as Julius Caesar, Simon Bolivar, or Saladin. So my task was to find a way to motivate them to learn while directing them towards a deeper way of thinking.

To solve this, I began to rely on my Peace Corps experience. Three years prior, I spent two years in Thailand teaching English. As in St. Louis, the students of Rong Rien Plu ta Luang were less than enthusiastic about learning English—especially the boys. To engage them, I began to use different “learning games.” These were simple, but pulled the students into the lesson and energized the material for them. The students became motivated to know the material so they could “win” the games. By playing the games regularly, the students began to learn the material in spite of themselves.

Using these experiences I was convinced that introducing review games into my classes would help increase the energy, motivation, and retention of my students. I began (as most teachers do) with the typical Jeopardy! and other such games available on the Internet. While these were effective at first, the novelty wore off quickly and I found myself back at square one.

I then decided to try and develop games of my own. Having a background in computers as well as history, I started simply, using PowerPoint as my means of delivery. Simple hyperlink games such as basketball and volleyball seemed to hold my students’ interest longer, especially when used in a “tournament” style game, but students’ enthusiasm for these games also waned after a while.

Realizing the problem was that the students wanted something unique, I began developing games for each period of time we covered. My idea was to maintain the enthusiasm and anticipation the students had for each new game. I also began to reapply my programming experience from college, opening up a new world of possibilities through PowerPoint. Now, while we studied the Romans, the review game put the students in the roles of generals vying for the throne of Emperor. When we studied the Middle Ages, students jousting against each other as knights. In addition, I began shuffling the slides so the questions would repeat throughout the game. This change allowed repetitive learning of basic facts without the struggle of rote memorization.

## Introduction

*Becoming Pharaoh* is a review game that covers three major areas: ancient Mesopotamian history, ancient Egyptian history, and the Stone Age (both Paleolithic and Neolithic), which includes early humans. Students will move around a board in order to gain three sacred relics that will enable them to establish themselves as God-King Pharaoh. To advance in the game, they must answer questions pertaining to the subject areas.

