

Card games: Reconstruction after the American Civil War

Card game 1: Dominoes (32 Tiles)

START	In 1863 the Emancipation	Proclamation freed slaves in	the Confederacy, but for these States the war
did not go well and on	9 April 1865 General Robert E. Lee	surrendered at Appomattox Courthouse so ending	the American Civil War.
Five days later on the 14 April	President Abraham Lincoln was assassinated	by John Wilkes Booth at a theatre in Washington.	Lincoln was succeeded by Andrew
Johnson who remained President until the election	of 1868. Despite Lincoln's assassination the 13 th Amendment	was confirmed by Congress in December 1865.	This abolished slavery throughout
the USA.	However during 1865 and 1866 many Southern states introduced	the Black Codes which restricted the rights of African Americans	by stopping them from voting, carrying weapons, or meeting in
groups for worship and learning to read and write.	In 1866 a Civil Rights Act was passed which gave African Americans	citizenship and equal rights.	This period after the Civil War from 1865 to 1877 was known
as the Reconstruction Era.	A series of Reconstruction Acts, begun in 1867,	divided the Confederacy into	5 military districts. New elections were to be held in each state with freed male
slaves being allowed to vote.	The Confederate states were only to be allowed back into the Union when they	ratified the 14 th Amendment and guaranteed adult male suffrage.	This was meant to guarantee the civil

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rights given to African Americans in 1866.	Andrew Johnson did not stand in the 1868 Presidential	election and Ulysses	S. Grant became
President in 1869.	The 15 th Amendment was ratified in	1870 and extended the	vote to all citizens of the United States regardless of
their race, colour, or previous condition of slavery.	This was followed in 1875 by	another Civil Rights Act	which guaranteed African Americans
equal treatment in public accommodations,	public transportation, and stopped them being barred from	jury service.	Many white
Southerners opposed these measures	and set up organisations such	as the Ku Klux Klan and White Leagues.	These groups intimidated, beat
up and killed African Americans.	Southerners were very suspicious of Carpetbaggers who	were Northerners who moved to the Southern states.	In 1876 there was a disputed
Presidential election.	The Compromise	of 1877 was the result.	Rutherford Hayes was accepted as President but agreed that
all troops were to be withdrawn from the Southern states.	This is seen as marking the	end of the period of Reconstruction.	END

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Card game 2: Pairs (32 cards – 16 matching pairs)

1863: Emancipation proclamation	Freed slaves in the confederate states	November 1864	Lincoln re-elected as president
9 April 1865: General Lee`s surrender	Ended the American Civil War	14 April 1865: President Lincoln assassinated	By John Wilkes Booth
1865: 13 TH Amendment	Abolished slavery in the USA	1865 & 1866: Black Codes	Restricted the rights of African Americans in the southern states
1866: Civil Rights Act	Gave African Americans citizenship and equal rights	1867: Reconstruction Acts	Divided the Confederacy into military districts and granted new rights to African Americans
1868: 14 th Amendment	Guaranteed the civil rights given to African Americans in 1866	1870: 15 th Amendment	Extended the vote to all male citizens regardless of race

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1875: Civil Rights Act	Guaranteed equal rights in public accommodation and transport	Compromise of 1877	Saw the end of Reconstruction
Carpetbagger	A northerner who moved to the southern states during reconstruction	Reconstruction	The period 1865-1877 following the American Civil War
Andrew Johnson	President from 1865 to 1875	1876	Disputed presidential election

Teaching notes for dominoes (pp. 3-4)

The dominoes can be used as an introduction/starter activity to the events at the end of the American Civil War and during the Reconstruction Era of 1865 to 1877.

Students can sort these dominoes in sequential order so that they understand the chronology of the events. The following are approaches for using the cards:

- The pages could be blown up to A3 size on card and the dominoes cut out. Mixed up randomly, they could then be spread out on the floor as a class activity with students asked to place them in the correct order to complete the narrative.
- Alternatively they can be used with smaller groups or in pairs. This can be played as a traditional game of dominoes with four players each getting 8 random dominoes. The first player puts down any domino and the next player can either put down the preceding or succeeding domino. If you can't go, you miss a turn and the winner is the one who gets rid of all their dominoes first ... but carry on to complete the chronology anyway! (N.B. Best to not begin with the 'START' domino or whoever has the 'END' domino can't win!)
- A further option is to give each card to a student and get them to read the cards in the correct order around the room as a loop game.

Teaching notes for pairs (pp. 5-6)

This activity is an alternative way of testing students' knowledge/understanding of some aspects of the Reconstruction period after the American Civil War, and can be used as a revision exercise.

Preparation:

- Enlarging the A4 sheets to A3 size (and printing them on card) will make the individual cards larger and more durable.
- Cut out the cards to make sets of 32.
- Aim of the game: to correctly pair up the cards. The winner is the student with the most pairs at the end of the game.

Directions:

- Ideally the game is played in pairs.
- Each pair is given a set of cards.
- They shuffle the cards and place them face down on the table between them.
- Each player takes 4 cards (or 6 to make it quicker!) and looks at them, without showing their opponent.
- The first player sees if they have any cards that pair up correctly. If they do, they put that pair (or pairs) to one side and replace them with two (or four) more cards from the face down pack. If they don't have a pair they choose one card from their hand to place face up on the table and replace it in their hand with a card from the face down pack. Their turn then ends.
- The second player then sees if they have a pair (or pairs) in their hand - they can also use the card put face up by the first player to make a pair. If they do, then they put that pair (or pairs) to one side and replace them with two (or four) more cards from the face down pack. If they don't have a pair they also choose one card from their hand to place face up on the table and replace it in their hand with a card from the face down pack. Their turn then ends.
- It's now the first player's turn again.
- The game continues until all the cards have been correctly paired up - the winner being the student with the most pairs.
- At the end, use the master sheet to check that students have paired up the cards correctly!

Variations:

- Class activity: give each student one of the 32 cards as they come into the classroom. They then have to move around to find their partner card. When they are all matched up, each pair of students reads out their complete cards.
- Class activity: give each student the second half of a card (i.e. the definition part). The teacher (or another student) has all the first halves. As they read out the first half from a card, a student who thinks that they have the matching card should shout out the correct definition.