

Teaching notes

The following is a revision activity for any of the GCSE thematic studies. It encourages students to make links between events across a long period of development and to consider how various factors affected change. The relevant factors and events will vary between courses, so the boxes below have been left blank for you to fill in.

How the game works

- Give each student a 'factor card' or an 'event/development card'.
- Give the 'factor' students a pack of sticky notes and a pen.
- Students with a 'factor card' move around the room and whenever they come across a person with an 'event/development card' they must discuss together whether their factor influenced that particular event or development. If they decide it did have an effect, the 'factor' student gives the 'event/development' student a sticky note with their factor written on.
- Students continue to circulate. If an 'event/development' picks up several factors, these can be stapled together in chains.
- Once the chains are completed, students can work in groups to rank the lists of factors according to how important they were in influencing each event. The teacher can walk around removing factors from chains and asking the groups to discuss whether the event/development would have happened anyway.

Factor	Factor	Factor
Factor	Factor	Factor
Factor	Factor	Factor
Factor	Factor	Factor

'Event/development'	'Event/development'	'Event/development'
'Event/development'	'Event/development'	'Event/development'
'Event/development'	'Event/development'	'Event/development'
'Event/development'	'Event/development'	'Event/development'