

Thomas Seymour	'Always the same'
Francis Walsingham	Bloody Mary
Elizabeth I	Margaret Clitherow
Mass	Drake Circumnavigation
Northern Rebellion	Papal Bull
Book of Common Prayer	Babington Plot

Robert Cecil	Robert Dudley, Earl of Leicester
Robert Devereux, Earl of Essex	Supreme Governor
Mary Queen of Scots	Catholic
Puritan	Protestant
Privy Council	Parliament
Reformation	Walter Raleigh

Recusant

Jesuit

Heretic

Throckmorton

Armada

Rainbow
Portrait

Philip II of Spain

Duke of Anjou

Succession

The Globe
Theatre

Execution

Taxes

1603	The Greys
Pilgrimage of Grace	Richard II
Ridolfi Plot	Lettuce Knollys
GRELF	Poor Law
'Set the six gentlemen to work ...'	'I shall have only one mistress and no master.'
'window into men's souls'	Spanish Netherlands

Cecil, Lord
Burleigh

William
Shakespeare

Ruff

Bad Weather

Treason

Ireland

Essex's Rebellion

Earl of Tyrone

Patronage

Duke of Norfolk

Royal Purse

Act of Supremacy

5 P's	Progress
Master of the Horse	Partonage
Sir Walter Raleigh	Robert Cecil
Smallpox 1562	Death Warrant
Right Hand	Pirate
Tutbury Castle	'Singeing the King of Spain's beard'

Continuity

Change

Sources

Evidence

Bias

Chronology

Reliable

Significance

Interpretation

Consequence

Cause

Artefact

Write an account	How convincing?
Interpretation	What was important?
SPaG	The main reason
Virginia	'Gloriana'
Yeoman	Vagabond
Dutch Revolt	Act of Supremacy

How to Play

You will need:

- Two teams (minimum 2 x students on each team)
- A shuffled pack of pictiography cards
 - The blue cards relate to Tudor and Stuart history topics.
 - The red cards relate to history as a subject. They are extra challenging to illustrate!
- Whiteboard
- Whiteboard pens and rubber.

Object of the game:

To be the first team to guess the sketch or illustration being drawn by one of your team before the other team guesses the correct answer from their team member.

Preparing to play:

Divide yourself into two teams. Take your whiteboard pen. Each team selects an artist for the first round.

Team members take turns at being the artist. The remaining members of the team are the guessers. An artist only wins a round when one of his or her **own** teammates guesses the correct word. If a competitor shouts out the right word, the artist should ignore it if they are not on their team.

Playing a round:

One of the artists takes the top card from the pile, making sure that nobody sees the card. They decide how they will sketch or illustrate the feature/diagram or word and pass the card to the artist in the other team.

Once both artists have seen the card and had 5-7 seconds thinking time, both begin to sketch or illustrate at the same time. Members of each team try to guess the word that their teammate is drawing. They can have as many guesses as they like; you only need to guess the word more quickly than the opposing team.

During this time, the artists are only allowed to say 'YES' or 'NO'. They are not to use any words or labels until the feature / diagram or word has been guessed correctly.

Winning a round:

A round is won as soon as a word is guessed correctly. There is no time limit on a round. In the unlikely event that no team guesses right after a while, the round is declared void.