

Black Death Game

Goal: to simulate some of the effects of the Plague in Europe.

Classroom will model Europe based on 3-5 cities (based on class size)

Five desks will be in a circle to represent a city. Each city will have one noble. There will be three merchants (who can travel between cities). Rest of class will be serfs (peasants, farmers).

Cities are (Tent cards for each):

- London (England)
- Paris (France)
- Brussels (Netherlands)
- Lisbon (Portugal)
- Barcelona (Spain)

One circle of desks will represent "the countryside"

To differentiate students' social classes during game:

- Merchants will have a headband with a dollar sign stapled to front.
- Nobles will have a different color headband.
- Peasants will be rest of class.

(Put this section on OH during Game)

Goal of the game:

- To survive the Black Death
- To have the highest point values for each social class (peasant, merchant, noble) to dominate their social class after the Black Death has passed.

- Nobles & Merchants can move to other cities at the conclusion of a round
- Peasants must remain within their city
- If you get the Joker at the end of a round- you're dead and out of the game. (sit on floor)

Expected Outcomes

Students will exhibit the following behaviors during the playing of the game:

1. Declining interaction as the game progressed due to increased fear of contagion
2. Suspicion from those carrying the Joker card
3. Direct accusations against individuals who might be carrying the Joker card
4. Divergent reactions: some fled to countryside in an attempt to survive, while others took risk and tried to amass a fortune.

Rules of the Game

- There will be 125 cards (numbered 1-6, Joker cards, a few free pass).
- Based on a class of 17 – you will have 5 tables of five desks (25). Four will represent cities and one will represent the countryside. Four cards dealt to each desk face down. (total of 100 cards)
- Based on a class of 25 – you will have 5 tables of six desks (30). Four will represent cities and one will represent the countryside. Five cards dealt to each desk face down. (total of 125 cards)
- One noble per each city. Three merchants per class.
- Leave one desk open in each group.
- Remaining students are serfs (peasants, farmers).

Round 1

1. All students are sitting at a desk.
2. Draw the next card & do not show it to anyone.
3. Draw the next card & give one of your cards to the next person sitting to your left.
4. Draw the next card & do not show it to anyone.
5. Draw the next card & do not show it to anyone.
6. Trade one of your cards to someone else in your city.
7. If you have the Joker, you're dead and out of the game.

Nobles and merchants can move at this point. (Collect all Jokers and re-distribute them while leaving out all non-Jokers)

Round 2

1. Draw the next card & do not show it to anyone.
2. Draw the next card & do not show it to anyone.
3. Draw your next card ONLY if you have someone immediately on both sides of you.
4. Draw the next card & do not show it to anyone.
5. Trade two of your cards to someone else in your city.
6. If you have the Joker, you're dead and out of the game.

Nobles and merchants can move at this point. (Collect all Jokers and re-distribute them while leaving out all non-Jokers)

Round 3

1. Draw the next card & do not show it to anyone.
2. Draw your next card and give one of your cards to the next person to your right.
3. Draw the next card & do not show it to anyone.
4. If you have the Joker, you're dead and out of the game.

Nobles and merchants can move at this point. (Collect all Jokers and re-distribute them while leaving out all non-Jokers)

--Reshuffle cards and start again.