

Time Trowel

You will need

- White Board / Easel / A3 Paper
- Pen

This activity could count towards

Beavers - Requirement 1, Cubs - Requirement 1,
Scouts - Requirement 1

Activity Details

Time: 10 minutes

£ £

Indoors & Outdoors

Individuals & Teams

B / C / S

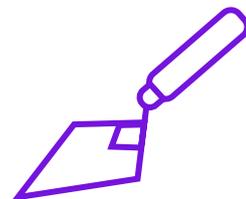
Before you begin

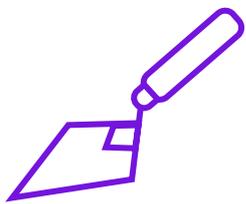
- This activity is based on the well-known game 'Hangman' and is a great way to start off an evening, introducing the young people to archaeology.
- Choose which trowel design you want to use as a template.
 - The designs can be found at the end of this document. If you want to make the activity more challenging, choose a more basic design. (The fewer lines there are for the leader to draw in the trowel picture, the fewer chances there are for the young people to guess the word.)
- Draw eleven short horizontal lines on to the whiteboard or piece of paper.
 - Each line represents a letter in the word 'Archaeology'.
 - Also write the alphabet on the whiteboard or piece of paper. Leave space on the board/page for the trowel diagram.

Activity

1. Introduce the young people to the game. The aim of the game is to guess the word before the leader can draw the trowel. (Do not tell the young people what the word is.)
2. Explain the rules: One young person at a time chooses a letter of the alphabet.
 - a. If the letter is in the word 'Archaeology', write it on the corresponding line(s).
Note: If the letter occurs more than once in the word, write it now on all the corresponding lines.
 - b. If the letter isn't in the word 'Archaeology', add a line to the trowel.
 - c. In either case, cross the letter off in the alphabet. The young people should not choose this letter again.
3. Repeat steps 1 and 2 until either the young people guess the word, or the leader has completed the drawing of the trowel. If they don't manage to spell the word before the trowel is drawn, they can try again.

Note: If you would like to play the game more than once, you could choose other words from the Derbyshire Archaeology Badge Glossary, selecting words appropriate for the age and understanding of the young people in your group.





Reflection

Was it easy or hard to spell 'archaeology'? Archaeology is a long, complicated word, that covers a vast number of topics and tells the stories of the human past.

You need a big word to have even a chance of representing all the amazing things that archaeology stands for.

Make it accessible

To engage the young people more, they could write the letters on the board/paper.

If the young people find spelling daunting, encourage them to think of the activity as a fun game. You could also give them a limited choice of letters, rather than all 26 letters of the alphabet.

This is a team game, so individuals can feel less anxious of their own spelling skills.

Change the level of challenge

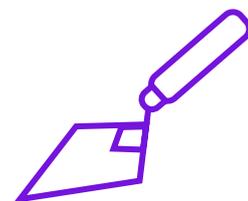
To change the level of challenge you can change the design of the trowel. The less complicated the design the harder the activity becomes because the fewer chances they have to pick the correct letters. The more complicated the trowel design, the more chances they have.

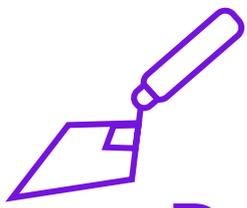
You could also use a different word to change the challenge of the activity, e.g. for a simpler word, you could choose 'trowel', or for something more complicated, perhaps 'oste archaeology'.

Youth Shaped Guidance

One of the older ones in the group could run this activity, or the young people could play in teams or pairs, taking it in turns to decide which word they want to spell.

The young people could also decide what item should be drawn and its design, instead of a trowel.





Designs

