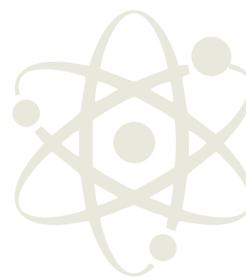




making physics matter



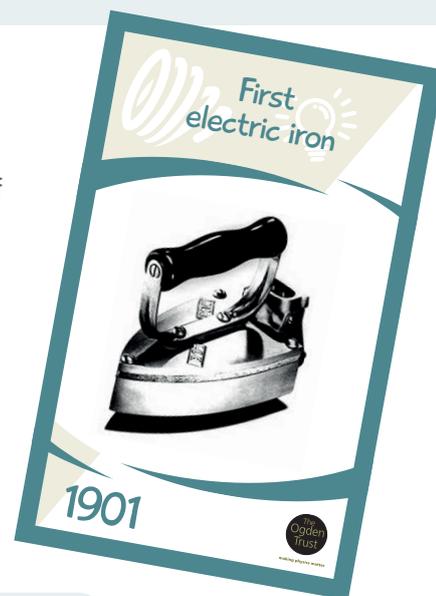
# Scientific ideas over time

Age  
7-11  
years

## Timeline card sort game - electrical inventions

### Introduction

A simple game for two to four children to teach them how the development of our understanding of electricity has led to an age of invention. The aim of the game is for the children to correctly sequence the cards chronologically and to get rid of all the cards in their hand. In playing the game, children will develop a historical awareness of how our scientific understanding of electricity has changed since the 1800s, and how this has affected the way we live. Children will also develop their mathematical skills in sequencing dates.

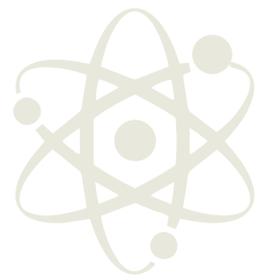


### Materials per pair/group

- One set of 24 laminated cards for each group of children.  
The cards are available to download from <https://www.ogdentrust.com/resources>
- A timer of some kind – egg timer or stopwatch

### Instructions

- The cards are shuffled in a pile, ensuring that the date side is downwards and hidden.
- The cards are dealt so that each child has four cards which they place date side down on the table in front of them.
- The remaining card pile is placed date side down on the table. The top card is turned and placed in the middle of the table revealing the date of this invention. The timeline will form around this card.
- Players take it in turns to place cards from their set of four in the timeline. Without revealing the date they slide the card into the position they think it belongs. The card is then turned over, if it has been placed in the correct position the player has managed to get rid of a card from their hand. If it is in the wrong position then the card is returned to the bottom of the pile and the player takes a new card.
- Play continues until the first child manages to successfully place all of their cards in the timeline. Each go must be taken within an allocated time limit. We suggest one minute.



## Adaptations

There are many other areas of the primary science curriculum for which you could create sets of cards like this. The game could be simply adapted for children to sort any quantity into chronological order. Other contexts for the game could be:

- Evolution of life on Earth
- Famous scientists
- History of space exploration
- Evolution of the universe