

Grade 5  
Grade 10

# Time Shuffle



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A full list of contributors to *Bamboo Shoots: Chinese Canadian Legacies in BC* can be found at [www.openschool.bc.ca/bambooshoots](http://www.openschool.bc.ca/bambooshoots).

## Goals of the Game

- To introduce students to some of the most historically significant events in Chinese Canadian history.
- To help students understand the chronological sequence of events in Chinese Canadian history.
- To stimulate curiosity and interest about events in Chinese Canadian history.

The game should be played more than once over multiple days so that students have several opportunities to build an understanding of the sequence of events in Chinese Canadian history.

## Game Preparation

Prepare the game cards and provide one set of cards for each group of two to six players.

### Grade 10

- 1 instruction card
- 35 event cards

### Grade 5

- 1 instruction card
- 27 event cards

The 27 cards are a subset of the full deck. Remove these cards for the Grade 5 version of the game:

- » Chinese Consolidated Benevolent Association Founded, 1884
- » Chinese Empire Reform Association Established in Canada, 1889
- » Sun Yat-sen Visits BC, 1910
- » Chinese Canadians Form Labour Unions, 1916–1920
- » Charter of the United Nations Signed, 1945
- » *Fair Employment Practices Act* Passed, 1956
- » Federal Citizenship and Immigration Minister Announces the Chinese Adjustment Statement Program, 1960
- » Immigrants from Hong Kong Arrive in Canada, 1989

## Background Information for Events

For more information on the events covered in this game, see the Historical Backgrounders.

Event	Date	Backgrounders Connected to this Event
Hui Shen Sails from China to Fu Sang	200-300	Chinese Immigration to Canada
Chinese Craftsmen Arrive in Nuu-chah-nulth Territory	1786 and 1788–1789	Chinese Immigration to Canada
Colony of British Columbia is Established	1858	
Fraser River Gold Rush	1858	BC Gold Rushes – 1858 to 1870s
Kwong Lee Company Establishes a Merchant Store in Victoria	1858	Victoria – An Early History
Cariboo Gold Rush	1862	BC Gold Rushes – 1858 to 1870s
Cariboo Wagon Road Completed	1865	BC Gold Rushes – 1858 to 1870s
The Dominion of Canada is Established	1867	

Event	Date	Backgrounders Connected to this Event
BC Joins Canada	1871	
BC Law Removes Chinese and First Nations' Right to Vote	1872	Chinese Disenfranchisement – 1872
Canadian Pacific Railway Construction	1881	Building of the Canadian Pacific Railway – 1880 to 1885
<i>Chinese Immigration Act (Head Tax)</i>	1885	<i>Chinese Immigration Act (Head Tax) – 1885</i>
Chinese Consolidated Benevolent Association Founded	1884	Chinese Canadian Community Associations and Organizations
Chinese Empire Reform Association Established in Canada	1889	Chinese Canadian Community Associations and Organizations
Head Tax Increased	1900 and 1903	<i>Chinese Immigration Act (Head Tax) – 1885</i>
Anti-Asian Riot in Vancouver	1907	Anti-Asian Riots in Vancouver – 1907
Laws Limit South Asian and Japanese Immigration	1908	
Sun Yat-sen visits BC	1910	
World War I Begins	1914	

Event	Date	Backgrounders Connected to this Event
Chinese Canadians Form Labour Unions	1916-1920	
Victoria Chinese Students' Strike	1922	
Law Limits Chinese Immigration (Exclusion Act)	1923	<i>Chinese Immigration Act (Chinese Exclusion Act) – 1923</i>
Soccer Team Wins Vancouver City Championship	1926	
World War II Begins	1939	Chinese Participation in World War II – 1939 to 1945
Charter of the United Nations Signed	1945	<i>Chinese Immigration Act (Chinese Exclusion Act) Repealed – 1947</i> <i>Canadian Citizenship Act – 1947</i>
Chinese Canadians Regain Right to Vote	1947 and 1949	<i>Canadian Citizenship Act – 1947</i>
<i>Fair Employment Practices Act Passed</i>	1956	<i>Fair Employment Practices Act – 1956</i>
Douglas Jung Elected to Parliament	1957	Douglas Jung
Federal Citizenship and Immigration Minister Announces the Chinese Adjustment Statement Program	1960	Chinese Adjustment Statement Program – 1960

<b>Event</b>	<b>Date</b>	<b>Backgrounders Connected to this Event</b>
Universal Immigration Policy Introduced	1967	Universal Immigration Policy – 1967
Lam Appointed BC Lieutenant Governor	1988	
Immigrants from Hong Kong Arrive in Canada	1989	Chinese Immigration to Canada
Clarkson Appointed Governor General	1999	
Prime Minister Apologizes for Anti-Chinese Legislation	2006	Federal Government Apology for the Chinese Head Tax – 2006
Premier Apologizes for BC's Anti-Chinese Legislation	2014	BC Apology to Chinese Canadians for Historical Wrongs – 2014

## Game Instructions

### Time Shuffle: Full Time

A timeline building game for two to six players

#### Time

30-40 minutes

#### To Win

Be the player with the most points at the end of the game!

#### Game Cards

Each card has a headline and image on the front, and a date and description on the back. Keep the date-side hidden until after the card has been played.

#### To Begin

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal four cards, date-side down, in front of each player.
- **DO NOT LOOK AT THE DATED SIDE OF THE CARDS UNTIL THEY ARE IN PLAY!**
- Put the rest of the cards to one side as your draw deck.
- Turn over the first card of the draw deck to reveal the date and description. Read the date and description out loud, then place the card in the middle of the table. This is the first card of the timeline.

#### Playing the Game

Beginning with the person to the left of the dealer and going clockwise, players take turns playing a card of their choice from the set in front of them.

- If you're the first player, choose your card and read the headline. Then place your card (date-side down) next to the starting card in the middle of the table.
  - » Place the card to the *left* if you think it occurred before the date on the middle card.

- » Place the card to the *right* if you think it occurred after the date on the middle card.
- After the card is played, turn it over to reveal the date. Read the date and description aloud to the other players.
  - » If the card is placed in the correct chronological order in the timeline, leave it where it is, with the date-side facing up. (If the card has the same date as the card next to it on either side, it is placed correctly.) Add one point to your score and draw another card. Play passes to the next person.
  - » If the card is out of place, move it to the correct position, and draw another card. Play passes to the next person.
- Play progresses with each player adding a card to the beginning or end of the timeline, or inserting it between timeline cards. (Players can slide the cards over to make room.)
  - » Cards in the timeline may be flipped so their image can be examined before the player places a card.
  - » Once a player places a card in the timeline, they turn it over to reveal the date.
- The timeline grows as play progresses, so players will need to break the timeline into two or more lines to manage the full set of cards.

### **Winning the Game**

When the last card has been added to the timeline, the player with the most points wins the game. Ties share victory.

## Time Shuffle: Quick Time

A timeline building game for two to six players (only a partial timeline is created in this quick version).

### Time

10–15 minutes

### To Win

Be the first player to empty your hand.

### Game Cards

Each card has a headline and image on the front, and a date and description on the back. Keep the date-side hidden until after the card has been played.

### To Begin

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal four cards, date-side down in front of each player.
- **DO NOT LOOK AT THE DATED SIDE OF THE CARDS UNTIL THEY ARE IN PLAY!**
- Put the rest of the cards to one side as your draw deck.
- Turn over the first card of the draw deck to reveal the date and description. Read the date and description out loud, then place the card in the middle of the table. This is the first card of the timeline.

### Playing the Game

Beginning with the person to the left of the dealer and going clockwise, players take turns playing a card of their choice from the set in front of them.

- If you're the first player, choose your card and read the headline. Then place your card (date-side down) next to the starting card in the middle of the table.
  - » Place the card to the *left* if you think it occurred before the date on the middle card.

- » Place the card to the *right* if you think it occurred after the date on the middle card.
- After the card is played, turn it over to reveal the date. Read the date and description aloud to the other players.
- If the card is placed in the correct chronological order timeline, leave it where it is, date-side up. (If the card has the same date as the card next to it on either side, it is placed correctly.) Do not draw another card. Play passes to the next person.
- If the card is out of place, move it to the correct position, and draw another card. Play passes to the next person.
- Play progresses with each player adding a card to the beginning or end of the timeline, or inserting it between timeline cards. (Players can slide the cards over to make room.)
  - » Cards in the timeline may be flipped so their image can be examined before the player places a card.
  - » Once a player places a card in the timeline, it is turned over to reveal the date.

### **Winning the Game**

When you have successfully added your last card to the timeline and have no remaining cards in your hand, you win the game!

If the draw deck is exhausted, the player with the fewest cards left wins the game. Ties share victory.

## Other Ways to Use Time Shuffle

- Have students organize the timeline into time period categories, explaining why they chose those categories.
- Have students select the ten most significant events from the timeline and use them to construct a narrative of Chinese Canadian history.
- Have students identify the events that featured progress and decline for the theme of the unit (movement towards equality).
- Get students up and moving with the Play Time version, below.

## Time Shuffle: Play Time

A physical timeline building game for the entire class. (A noisy way to introduce the events, before playing the game other ways.)

### **Time**

5–15 minutes

### **To Win**

Everyone wins by participating!

### **To Begin**

- One player shuffles the cards making sure all the dated sides are facing down.
- Deal one card to each student in the classroom.
- Put the rest of the cards to one side as your draw deck.

## Playing the Game

Students look at both sides of their cards and physically line up in chronological order.

Encourage discussion between the students standing next to each other about the information on the cards:

- » “Is my event related to yours?”
- » “How far apart are our dates?”
- » “Are you surprised by the event described on your card?”

Once all students are in place, one at a time, each student reads their card out loud to the class.

If there are cards left in the draw deck, the teacher reads each leftover card's event title out loud. Then students guess where the card should go before the date is revealed, and the teacher reads the description out loud.

