

Historical Timeline Figures

The Ultimate Hands-on History Activity for All Ages

By Liberty Wiggers



Acknowledgements

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Historical Timeline Figures CD ROM

The Ultimate Hands-On History Activity for All Ages

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Published by Geography Matters

Printed in the United States of America

ISBN: 1-931397-11-2

Past publication in book format, ISBN: 0-9702403-1-7

To order or distribute this book contact:

Geography Matters, Inc.

P.O. Box 92 • Nancy, KY 42544

(800) 426-4650

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THIS BOOK IS DEDICATED TO MY MOTHER
FOR NEVER LETTING ME QUIT.
THANKS!

Instructions

Remarkable Benefits of Timelines

There are many benefits to using timelines. When you establish a regular use of them as a priority, you'll experience these and more:

- Terrific fun, while educational.
- Increases understanding of history.
- Improves historical perspective like no other teaching tool.
- Increases excitement at seeing a wonderful visual representation of history.
- Helps students see the "big picture" of how one historical event leads to another.
- Improves critical thinking skills by drawing conclusions from connecting chronological events.
- Benefits a variety of learning styles when using timelines with timeline figures.
- Awakens the brain's memory capacity through visual reminders and hands-on action.

Student Generated Timelines

Using the Notebook Timeline template and these figures, your students will create their own timeline that can be used for as many years as they are in school. It begins essentially blank, and students add information to the timeline as they learn. Topics may include history, science, literature, fine arts, and more. As a subject is studied, add new information to the timeline by:

- Writing in words or short phrases.
- Drawing or pasting in pictures.
- Adding ready-made figures such as those included in this book.

The more frequently the timeline is used, the greater the learning value. It's gratifying to see the timeline develop throughout the year(s)!

Using the Timeline

There are at least four types of student-generated timelines. Each type has its benefits and its limitations. Select and adapt the style(s) that best suits your teaching needs. Regardless of which you choose, the method of placing information on the timeline is the same. Record information as it is learned and add other dates of interest or importance as reference points. Check the index for the time period you are studying and cut out the important figures/events for that era. Students then apply these to the timeline as appropriate. Artistic kids may also enjoy drawing and designing their own figures.

Four Types of Timelines

Take these ideas and see what works best for your students. You may do one style or a combination of two types. A poster timeline is good to use as a group project while each individual student keeps their own personal record organized with one of the other three types.

- **CARD FILE:** Record important events on file cards and file them in a file box in chronological order. (There is no need to "save" room for future studies since cards can be placed before or after any card in the box.) Color-code the cards. Although this method is more difficult for younger children or for those who need to "see" the chronology in a linear fashion, it works well for those who like strict organization and have space limitations.

- **LINEAR:** Another popular style makes use of a timeline in strips that stretch across the room (down the hall, up the stairs....). This is wonderful for those who need to see historical events in a linear fashion and can be a fun classroom or family project. Stretch timeline strips zig-zag down one wall to show the flow of history. If you have limited wall space, this is not the best method for you!

- **POSTER:** If "seeing" historic events depicted chronologically is important, but space is at a premium, there's a terrific poster style activity timeline available from Geography Matters, Inc. The figures in this book were designed to fit easily within the spaces of their Mark-It Timeline of History. The laminated version can also be cut into strips and stretched across the wall, if you choose. Write on the laminate with Vis-a-Vis overhead projector pens. Photograph it at the end of your study and then wipe it off to begin again, or leave the labeling on the timeline and add to it each year.

- **NOTEBOOK** Another popular style of student-generated timeline is the notebook format. Each page turned is another view into history. This type is easy to use, can be carried anywhere, and provides an opportunity for the student to record events in more detail. It's exciting to see a student drawing conclusions after seeing events depicted on his personal timeline. (See the cover for an example.) Copy the reproducible notebook timeline on page 10, make 30 or more double-sided copies, three hole punch and place in a three-ring binder. Each page can represent 10, 20, 25, 50 years or however many you'd like. Some pages may represent more and some less. It's easy to add pages in between as new information is learned throughout the year(s). The drawback: students can only "see" one section of history at a time.

Using These Fantastic Figures

These detailed figures add great variety to any timeline. Of course, no set of timeline figures includes pictures of EVERY historical event. That would be impossible! Check the alphabetical index or chronological listing to see if the subject you are studying is represented by a figure. If not, allow students the opportunity to create their own figures. They will probably remember the event even better, having designed the figure themselves.











Print each page and cover with contact paper, lamination or clear packing tape (the "poor man's lamination") to add durability. Place pages into a file in page number order along with the index to make finding the figures easier. File "Who Am I?" card sheets and score sheet in a separate file, or leave bound in the book until ready to use. Now, when the opportunity arises to use the figures select the ones that fit your study, cut them out and attach to your timeline.

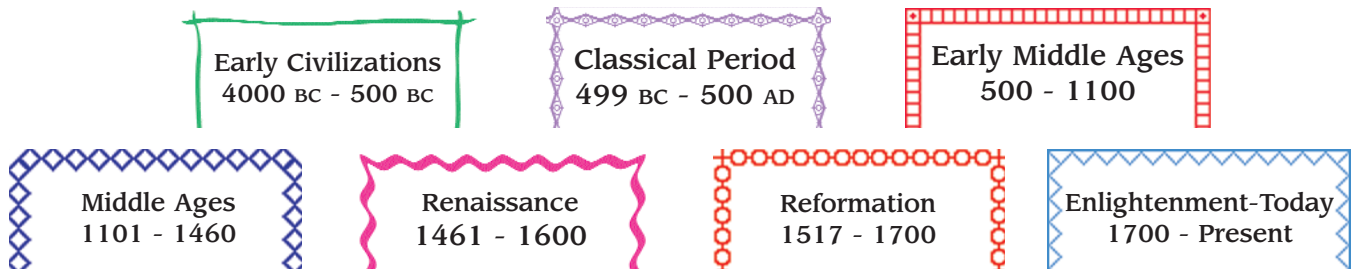
Attach the figures permanently or temporarily. Our favorite way is to use removable glue sticks. Place the glue on the back of the figure and press the figure onto the map or timeline where needed. This glue allows for moving and removing the figure as needed. (It works like the popular Post-It™ notes.) You can also use a one inch strip of tape rolled sticky side out.

Occasionally, break away from your general timeline and make a detailed timeline to examine events up close. For example, while involved in a study of the Civil War, make a timeline of the individual battles. Then have the student choose a figure or two to represent the Civil War when you go back to the general timeline.

Timeline figures really spice up a map! Stick Caesar Augustus in Rome or add the Magna Carta to England! Or place the figure along the border or in the ocean and attach a string or draw a line from it to the place of importance.

Terrific Features

| | | | | |
|------------------------|--|--|--|-------------------------|
| The Sciences |  | <ul style="list-style-type: none"> • This well-rounded choice of historical events has unique features to enhance memory retention. <ul style="list-style-type: none"> ✓ Border design depicts one of seven historical eras. ✓ Icon in the lower left corner indicates one of 10 topics. ✓ Icon color represents geographic area of the world. <p> Blue = Europe Green = Americas Yellow = Africa Pink = Asia Tan = Middle East </p> <ul style="list-style-type: none"> • At a glance students can note the where, what, and when of history! |  | Exploration & Discovery |
| Religion |  | |  | The Arts |
| Governments & Treaties |  | |  | Rulers & Leaders |
| Structures & Landmarks |  | |  | Wars & Battles |
| Inventions |  | |  | People |



These figures are also available without borders. If you would rather not have borders defining the shape of each figure select this style from the Table of Contents or Bookmark. You will lose the added feature of time period coding to lose the blocky look of the figures.

Make-Your-Own and Generic Figures

Encourage students to create their own unique figures. Student can draw pictures, use computer graphics, cut pictures from magazines, or copy pictures from books. Color code and duplicate the icons and border designs and voila - customized figures! There are a few generic figures in this set that students can use as a starting point.

Game Instructions

Who Am I?

For two or more players.

To Play:

1. Copy the "Who Am I?" answer sheets and cut them out. Give each player one sheet.
2. Cut out "Who Am I?" cards and shuffle them.
3. Designate one player as questioner. Questioner draws a card from the top of the pile and reads first clue. Players write their answers on the first line. The second clue is given, and players write their second guess on the next line. Continue until all clues are given. If a player is sure of the answer he may use the same answer on the next line.
4. When all clues are given the questioner gives the correct answer. The player to the left of the questioner is the new questioner on the next round and continues to rotate to the left.

To Score:

- Score 5 points for answering correctly on the first clue.
4 points for a correct answer on the second clue.
3 points for a correct answer on the third clue.
2 points for a correct answer on the fourth clue.
1 point for a correct answer on the fifth clue.

Note: Not all cards have 5 clues. If a player has answered right more than once for the same card the highest point is scored. He does not receive points for each time he is right.

To Win:

Keep score for each player until one of the players earns 50 points.

Optional Rules:

This game can be played by giving only one player all clues on the card and scoring when he gets the answer correct. A new card is drawn for the next player.

Before or After?

For two players. Use the timeline figures as cards in this game.

To Play:

1. Deal 5 cards to each player. Place the rest of the cards face down as the draw pile. Select a player to go first.
2. The first player selects one card from her hand and says to the other player, "Tell me an event that happened before..." and reads the event, NOT the date, on the chosen card. (She may choose to ask for an event that happened either BEFORE or AFTER the event on her chosen card.)
3. The second player chooses a card from his own hand that names an event that he believes happened before and reads it aloud.
4. If the second player was right he keeps both his card and his opponent's card for scoring later. The first player must take a new card from the draw pile and add it to her hand.

5. If the second player is wrong he must take a card from the draw pile and add it to his hand. The first player keeps both cards for scoring later. Cards kept for scoring are placed aside to count at the end of the game.

6. Now it is the second player's turn to ask his opponent. Play continues as in rules 2-5 until one player is out of cards.

To Win:

Score points by counting cards kept. Each card counts as one point. Each card left in the hand at the end of the game counts as one point against the total score. The player with the most points is the winner.

Optional Rules:

This game can be played with more than 2 players if each person asks the "before" or "after" question to the person to his left. That person becomes the questioner on the next turn.

WHO AM I ?

5 _____
4 _____
3 _____
2 _____
1 _____

WHO AM I ?

5 _____
4 _____
3 _____
2 _____
1 _____

WHO AM I ?

5 _____
4 _____
3 _____
2 _____
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WHO AM I ?

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WHO AM I ?

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WHO AM I ?

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WHO AM I ?

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WHO AM I ?

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WHO AM I ?

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WHO AM I ?

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4 _____
3 _____
2 _____
1 _____

NOTEBOOK TIMELINE

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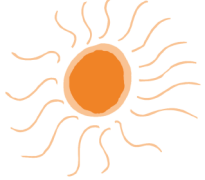








ASIA




Solar Eclipse

First Date in Chinese History 755 BC



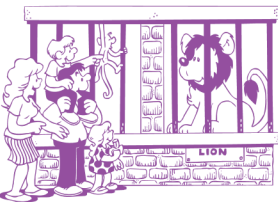
Chinese Start Weaving Silk c 2690 BC



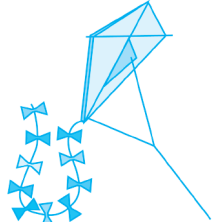
First Chinese Language Dictionary 1100 - 900 BC



Chou (Zhou) Dynasty 1122 - 256 BC



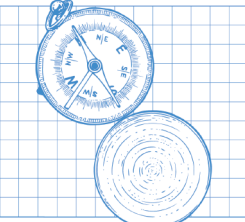
China's First Zoo 2000 BC



First Kite 390 BC



Shang Dynasty 1500 - 1122 BC



Magnetic Compass c 270



Great Gupta Empire 320 - 535



Silk Paintings & Pottery Figures c 150 BC



Great Wall of China 218 - 204 BC




Buddhism Introduced in China 50 BC - AD 50




Han Dynasty c 206 BC - AD c 221



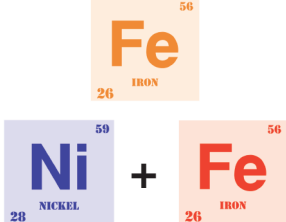
Chin (Qin) Dynasty 221 - 207 BC




Buddha 563 - 483 BC




Imperial Canal Built 605 - 610



Age of Iron & Steel 900



First Mass Production of Books 932



Samurai c 1000 - c 1877

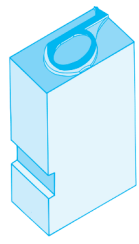


T'ang Dynasty 618 - 907

ASIA



Song Dynasty
960 - 1279



Wooden Blocks for Printing
(China) 593



Genghis Khan
1167 - 1227



Mongol Empire
1279 - 1368




Rockets Used in Battle
1232




Ming Dynasty
1368 - 1644



Peter the Great
1689 - 1725



Mongol Empire
1527 - 1803




Taj Mahal Built
1629 - 1650

JAPAN




Russia
Russo-Japanese War
1904 - 1905



Vladimir Lenin
1870 - 1924



Bolshevik Revolution
1917




People's Republic of China
1946



Opium War
1839 - 1860



Empress Tzu Hui
1862 - 1908



Mahatma Gandhi
1869 - 1948



Manchu Dynasty
1644 - 1912

BRITAIN, FRANCE, & TURKEY



Russia
Crimean War
1854 - 1856

Communist Party



Karl Marx
1818 - 1883



Confucius
551 - 479 BC