

Quaker Happy Families Game

Purpose:

To teach the group about the lives of some famous Quakers in an entertaining manner.

Preparation:

Cards can be cut ahead of time: an 8 1/2" x 11" sheet of card makes nine playing cards sized 2 1/2" x 3".

Various books with historical information about Quakers need to be gathered together. These can be adult books as they will be used only for checking dates, etc.

Instructions:

1. Ask the group if they know how to play Happy Family and show them the cards. A quick round may be played if wished.
2. Tell the group that they are going to make their own Happy Family game using the lives of famous Quakers as information sources for each "happy family" set.
3. Ask the group to list as many well-known Friends as they are able. At least fifteen names should be looked for. Some examples:
Robert Barclay, Elise Boulding, John Bright, Henry Cadbury, Levi Coffin, Prudence Crandall, Mary Dyer, Margaret Fell, George Fox, Elizabeth Fry, Stephen Grellet, Joseph John Gurney, Edward Hicks, Elias Hicks, Rufus Jones, Thomas Kelly, Maria Mitchell, Lucretia Mott, Inazo Nitobe, Alice Paul, William Penn, William Rotch, Hannah Whitall Smith, Dorothy Steere, Douglas Steere, the Valiant Sixty (approx. dates for birth and death), Marjorie Sykes, Daniel Wheeler, John Greenleaf Whittier, John Wilbur, John Woolman, and some local Friends.
4. For each person the following information is needed:
year of birth
year of death (if deceased)
country where most of the person's life was led
ministry for which the Friend is remembered
5. Work with the class is collecting this information from the books.

If the class is not aware of many Friends, time may be needed to introduce these Friends' stories, with the card game becoming a small part of the learning process.

Age: Middler, Junior High

Number: up to 8

Materials needed:

- a pack of commercial Happy Family cards (optional)
- several sheets of card
- felt pens, scissors
- Quaker resource books with dates of famous Quakers
- zip-top plastic bag for storing the cards

Time: 45 minutes to make the cards

10-15 minutes to play the game

6. Give each person a set of four cards and have them fill in clearly the following information:

| | | | |
|-------------------|-------------------|------------------------|--|
| NAME Born ---- | NAME Died ---- | NAME Lived in _____ | NAME Ministry: _____ _____ _____ |
|-------------------|-------------------|------------------------|--|

If you are able to print these up on a computer, there is room on the cards for a brief quotation by the person who is named.

Playing the game:

- ⊗ The goal of the game is for each player to collect complete sets of "happy families".
- ⊗ Shuffle the cards and deal 7 cards to each player, leaving the remaining cards face down on the table with one card on a second pile face up.
- ⊗ Each player can pick up one card from the pile or the face up card and discount one card.
- ⊗ Alternatively, each player may challenge another player for a particular card, for example "Please may I have a George Fox country" card. If the player has the card they must hand it over, but can remove any other card from the other player's hand.
- ⊗ When a player has a full set of four cards these are placed on the table and four new cards are picked up from either pile.
- ⊗ The game ends when all the families are made or when just a few cards remain in people's hands which cannot be matched up.
- ⊗ Each person reads out the information on the sets of cards laid out in front of them..