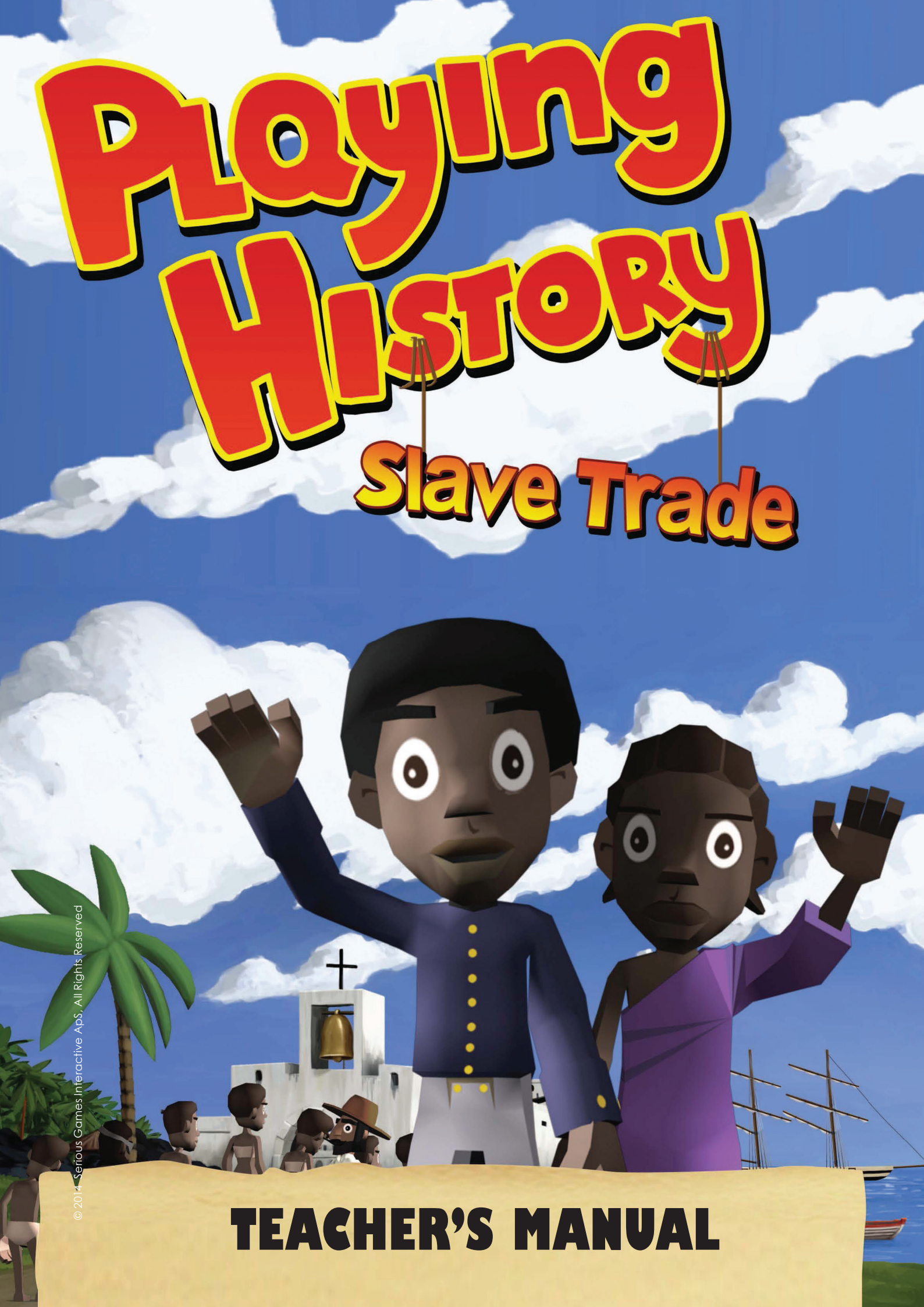
Playing History

Slave Trade



TEACHER'S MANUAL

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INTRODUCTION

In ''Playing History: the Slave Trade'', the main character, Tim, is a slave owned by an 18th-century Englishman. Tim is going on a voyage to Africa to buy more slaves and then sail on to America to sell them. On this voyage, Tim must stay on good terms with his superiors and simultaneously help his fellow slaves keep up their spirits. Perhaps he will succeed in escaping from his bondage…

The game contains various intentional anachronisms placed there to highlight the difference between different historical periods. The use of anachronisms aims to sharpen students' awareness of the course of history and of the opportunities, level of knowledge and conditions of people in different historical periods.

Students' assignments

There are 3 parts to the student assignment, to be solved:

1. **From Africa to England**
2. **On the ship across the Atlantic**
3. **Slave trade**

After each part of the game, pupils work with a worksheet which corresponds to that segment of the game. The assignmentsfolder is printed out and solved alone or in groups.

The students' assignments can be completed while the pupils are playing the game or subsequently as a means to make sure students learned what they were intended to. These assignments aim to maintain the learning content of the game for the students.

Part I

Assignment 1
Debriefing: Its aim is to draw out the immediate experiences and impressions of the pupils and is consequently best carried out individually.

Assignment 2
Multiple choice: It aims to emphasize some of the factual information that the pupils have hopefully acquired during the game. It too is better suited for individual work.

Assignment 3
Plot and characters: this assignment concerns the plot and characters and is better suited for pair work.

Part 2

Assignment 4
Debriefing: Its aim is to draw out the immediate experiences and impressions of the pupils and is consequently best carried out individually.

Assignment 5
Multiple choice: It too is better suited for individual work. It aims to emphasize some of the factual information that the pupils have hopefully acquired during the game.

Assignment 6
Plot and characters: this assignment concerns the plot and characters and is better suited for pair work.

Part 3

Assignment 7
Message in a Bottle: this assignment allows the students the chance to let their imaginations and empathic abilities write a message in a bottle from a slave. The students are completely free to decide how to work through this assignment. They can use the information acquired playing the game and their impressions of the slaves' feelings and living conditions. They are also free to have their own creative interpretations inform the assignment and write about a slave from another time period.

Assignment 8
Think, and then discuss: the assignment is ideal for reflection and subsequent discussion. The idea of "think, then discuss" is for the students to consider each question carefully on their own (or in pairs) and jot down their thoughts before entering into a classroom discussion of their questions and observations.

Assignment 9
Acquiring information: this assignment is meant as a kind of "additional assignment" for student who finish the game and the rest of the assignments ahead of time. It may be a good idea to let the pupils know early on that there are plenty of ''extra'' assignments for those who finish too quickly.

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GAME MANUAL

Below is a systematic description of how ''Playing History'' works and how to complete the game. This guide can also be found in student assignments.

Movement

You control the game character with the mouse. By clicking on objects in the game, you can pick them up or examine them. In some mini-games, you need to use the keyboard too.

Jump and Run

Click on the place you want to move to. If you double-click, you will start running.

Menus

You access the game menu by pressing the ''escape'' button or clicking the scoreboard. Here you can check
out your game achievements. You can also adjust the sound and graphic settings.

Save game

You can save your game from the game menu.

Using the collected objects

If you click the bag in the top right corner you'll see your available items. To use an object, click it and you will now hold the object in your hand for use in the game. If you would like a short description of the object, hover the mouse pointer over the object. You can also combine individual objects such as a pitchfork and a pile of hay. When you wish to assemble a haystack, select the pitchfork from the bag and click on the hay to gather hay for a haystack.

Chrono Goggles

Your Chrono Goggles are in the bag once you've received them. Select them and use them on your eyes. For a brief roment, your surroundings take on a greenish glow. In this mode, you can use things from other time periods in the game.

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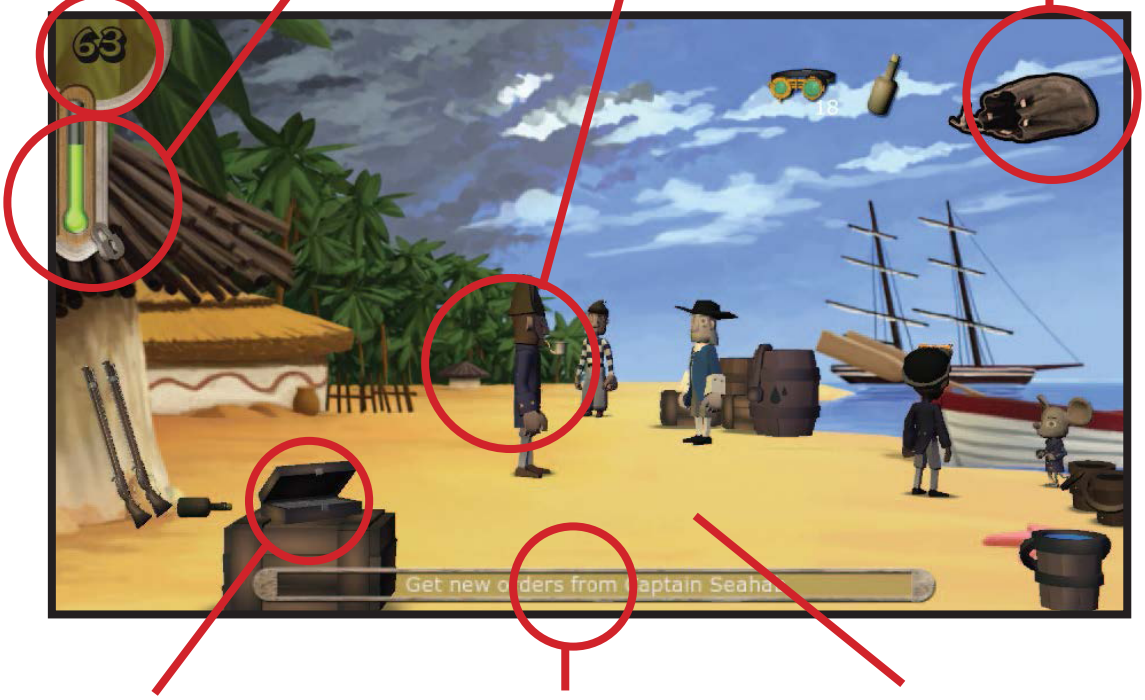
This is your score.

Trust indicator. Here you can see how much confidence the captain has in you.

To pick up items or to talk, click on an item or a person.

To open your inventory, click on your bag.



To use an item, click on it. The object is now in your hands, and you can use it in the game.

The quest bar displays what your next objective is.

To move around, click on the ground where you'd like to go. Double-click to run.

The slave trade

This game is about the slave trade in the 18th century. You are playing Tim, a slave boy who belongs to Captain Seahab. You are going on a voyage to Africa to buy slaves, who will then be resold in America. You are the captain's servant and interpreter. The voyage is full of dangers for you as well as for the slaves, who are to be transported.

Your task is not an easy one: you must stay on good terms with the slave owner and the other powerful people on the ship, but at the same time you have to make sure that the slaves are treated in a way you consider fair.

On your journey, you will meet someone you know well, and you will start wondering whether it might just be possible for you both to escape… Good luck on your journey!

WALKTHROUGH AND SOLUTIONS

England

4. *Talk to the captain*
5. *Click the brandy bottle (by the door)*
6. *Click the door*
7. *Talk to the cook (the bald man). Answer Africa*
8. *Return to the captain and talk to him again*
9. *Talk to Blotherbloom the merchant*
10. *Talk to the captain*
11. *Talk to the doctor*
12. *Click the barrel in the background next to the mouse*
13. *Talk to the doctor, then the captain*

Mini game: The Voyage to Africa

1. *Talk to the mouse*
2. *Talk to the captain*
3. *Pick up the wooden box of knives in the foreground*
4. *Click the path behind the house in the foreground, then click the entrance to the large hut in the background*
5. *Talk to Chief Janto (the man on the chair)*
6. *Exit the hut and watch the cut scene*
7. *After your conversation with your sister*
8. *Return to the beach. The tar is by the mouse in the foreground to the right*
9. *Pick up the tar and return to your caged sister. From now on, you play the sister*
10. *Click the stick in the foreground*
11. *Open your bag. Click the stick (it will now move as you move the mouse pointer), then click the blob of tar*
12. *Click your newly assembled "flower picker ", then click the flower at the top left of the screen*

Mini game: A Tricky Flower

1. *After the mini game, click the leaves in the cage to make Piri go to sleep*
2. *You now return to playing Tim/Putij*
3. *Talk to the captain*
4. *Click the muskets and bottles in the foreground*
5. *Talk to the captain*
6. *Follow the captain to Janto's hut and enter the hut*
7. *Negotiate with Janto on behalf of the captain. Take care not to lie to the captain*
8. *Talk to your sister*
9. *Talk to the doctor*
10. *Answer your sister's question*
11. *Return to the captain and tell him you are ready to set sail*

Extra mini game: Slave Stowing
Extra mini game: The Middle Passage

The Middle Passage

1. You start out playing the sister. Talk to the slave at the bottom left corner of the screen

2. Talk to the slave at the top left corner

   Talk to the slave standing in the middle of the screen
3. You now return to playing Tim/Putij

4. Talk to the captain

5. Ascend the stairs and walk to the bow (front end) of the ship by clicking the lower part of the screen

6. Talk to the doctor »Pay attention to what he says about scurvy

7. Return to the back of the ship and talk to the female slave
   » Ask her questions and assess her situation

8. Return to the doctor and tell him your diagnosis

9. Descend the stairs and talk to Wallace
   » If you bribe him with the promise of brandy, you have to steal for him later »If he lets you take some water, remember to click the barrel in the back to the left to pick it up

10. Talk to the doctor again and tell him Wallace's answer

11. Talk to your sister

12. Walk to the captain's cabin

13. Click the book shelf over the table in the foreground
» When you talk to the captain he gives clear hints that this is where you should look

14. Go on deck and talk to your sister

15. Return to the cabin and talk to the captain
» Try to hide the fact that you took the key, otherwise you will get in trouble
» End the conversation. You now go back to playing the sister

16. First, talk to the slave at the bottom left corner of the screen
» Try to convince her not to jump overboard

17. Talk to the rebellious slave in the middle
» Give him the key. You now go back to playing Tim

18. Talk to the captain and then the doctor (he is at the bow of the ship)

19. Go back and talk to the Wallace the cook. If you promised him brandy earlier on in the game, he will demand it now

20. Go to the captain's cabin and click the small chest in the foreground on the left

21. Talk to the doctor after the cook has given you the list

22. Talk to the captain. You can now choose whether to proceed quickly or save some slaves
- To proceed quickly, give the list to the captain
- To save slaves, ask to "double check" the list

23. To save all slaves, do the following:
- Talk to the first mate
- Use the quill from the captain's cabin with the doctor's list of 25 slaves to make a forged list
- Go to the provisions room (go down the stairs at the bow of the ship and talk to the slave there)
- Then talk to the captain and give him three reasons not to throw slaves overboard

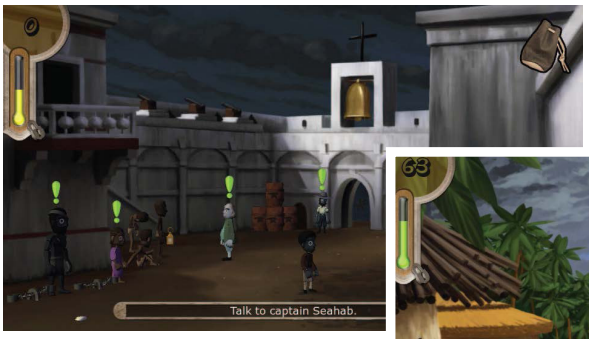
24. The false letter first

25. Then tell him how long it will take

26. Finally report the slave in the provisions room. This will have consequences later on
» Sail on

Mini game: Course Set for Barbados

1. *Run through the gates to the fort*
2. *Talk to your sister*
3. *Talk to the merchant*
   » Persuade him to go to bed
4. *Talk to your sister*
5. *Talk to the guard at the gate in the background »Persuade him to leave*
6. *Follow the guard out through the gate*
7. *Talk to the guard in the red coat.*
   » To get the keys from him, persuade him to have a drink of rum, then make him turn around. Quickly pick up the keys lying on the table
8. *If you do not succeed, you can try again.*
9. *To get him sober again, make him drink water*
   (if he complains about being too drunk)
10. *Depending on the state of your trust indicator and on what you did about the slave in the provisions room, you now have various options:*
    » High trust: Talk to the captain
    » Low trust, not reported slave: Find the escaped slave hiding out in the background outside the fort
    » Low trust, reported slave: Talk to the slave in the courtyard
11. *Then talk to your sister*
12. *Run out the gate and talk to the red-coated guard*
    » You now change to playing the sister
13. *Click the following: the two coils of rope, the small white rock in the foreground next to your journal, the lamp in the background by the wall and one of the barrels of gunpowder*
14. *Combine rope and rock twice to get two fuses*
15. *Combine the two fuses to get one long fuse*
16. *Combine this with the barrel of gunpowder*
17. *Click your fused barrel of gunpowder and place it next to the other barrels*
18. *Click the lantern in your bag, then click the barrel of gunpowder with it*
    » Now Piri will escape along with the other slaves
19. *The game ends*



SLAVERY AS A THEME IN THE SUBJECT OF HISTORY

This game can of course be used to teach students about the 18th century slave trade, and it can also be used to illustrate more thematically oriented history which focuses on a number of different topics:

- Contemporary slave trade - trafficking
- Present-day slavery. Slavery takes a number of different forms today, and trafficking is a very common kind of slavery all over the world. The game can be used to discuss the topic of slavery in a broader sense in a way students understand.

It is also possible to look at the students' own country and its role in the history of slavery.

Human rights

The slave trade cam be looked at in relation to human rights, and students can work with the legal rights or lack thereof of slaves in 18th and 19th century America.

The game can also be used to work with understanding connections between the slave trade and present-day racism, black identity and the relationship between black and white people.

Furthermore, the game may be used generally to illustrate development and connectivity in a number of different contexts including:

- The influence of slavery on present-day development in Europe, the Americas and Africa
- Cross-cultural influences such as the influence of African cultures on America
- Power and power relations in different time periods

Slavery may also be regarded as a way to organize a society, therefore the organization of slave societies can be examined. Students can also work with the balance between labor, production and resource distribution in Europe, America and Africa historically and now.

Chronological overview

In the subject of history, the game will also work well with a chronological approach:

- Students cam compare life conditions in various societies and time periods which has various kinds of slavery.
- They can also study the influence of the different historical mind-set on people's attitudes to slavery and other historical events.
- Students can work with time periods relevant to the topic of slavery and organize them chronologically.
- They may also examine attitudes to human rights in various time periods.

Acquisition and presentation of information

In working with the history of slavery, emphasis may also be placed on knowledge acquisition and presentation.

Relevant historical benchmarks

Finally, students may work with the relationship between slavery and other historical topics or lessons such as absolutism, the American civil war, slavery in other historical periods, the history and development of Africa, explorers, colonialism, imperialism and mercantilism, the Enlightenment, sugar, gold, sea voyages etc.

MORE ACTIVITIES

The students' assignments include a number of activities and assignments for the students, but below are some suggestions.

Pupils can:

> **Create short role-playing games on the every-day problems of a slave or a slave owner.**
>
> **Draw a map illustrating where the slaves came from along with sailing and transportation routes, as well as the location of colonies in America.**
>
> **Write a story of what happened later to some of the characters in the game.**
>
> **Describe a day in the life of a slave owner along with a description of the same day seen from the perspective of the slave.**
>
> **Interview descendants of slaves about their thoughts on slavery.**
>
> **Discuss how contemporary slavery could be prevented.**

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