

KeTT Bingo

Spatial relationships between people, buildings, and the environment change over time. So does the way we navigate through these spaces. This game provides an opportunity to investigate these relationships and explore places that are no longer present in the landscape today. Students will explore these changing relationships between people and place by exploring the stories and historic maps in the Keweenaw Time Traveler.

Audience

Grades Middle & High School 6-12

Subjects

Social Science

Concepts

- Social Science Standards: U6.1, U6.3, P1.1, P2.3,

Skills

- Able to investigate relationship between space and place
- Identify connections between society and environment
- Experience how spatial dynamics and connections change over time

Materials

- [The Keweenaw Time Traveler Digital Atlas](#)
- Keweenaw Time Traveler Bingo Card
- Keweenaw Time Traveler Bingo Rules

OBJECTIVES

- ◆ Participants will be able to observe how the landscape of major population centers in Michigan's Copper Country have changed over time.
- ◆ Participants will develop digital spatial and temporal navigation tools using the Keweenaw Time Traveler Interface.

ASSESSMENT OPPORTUNITIES

- ◆ Participants can fill out a 3-2-1 sheet. 3 things they learned about the past. 2 things they found challenging using KeTT. 1 way in which the past shapes the way the landscape looks today.
- ◆ Engage in the wrap-up discussion.

BACKGROUND

The relationships people have with the natural environment and the built landscape change over time as the values and needs of communities change. This is especially true of the post-industrial landscapes like Michigan's Copper Country.

Industrialization during the period of 1850-1910 altered the natural landscape of the Keweenaw. As mining boomed, so did the expansion of the built environment.

With changing technology copper mining in the area waned. From 1910-1940 the population of the Keweenaw dropped by over 50%. After mining ceased in the region in the 1960s the population continued to decline.

Both industrialization and deindustrialization impacted the environment, the built landscape the people who inhabit the area in unique ways. The Keweenaw Time Traveler (KeTT) as a digital atlas of the region offers unique insight into these complicated relationships through its public interface: keweenawhistory.com.

This game helps participants become familiar with using KeTT to explore the changing landscape of the Copper Country.

GETTING READY

- Download the KeTT Bingo Activity Packet
- Pick your Bingo Card area: Calumet, Laurium, Lake Linden, Houghton, Hancock, or the Michigan Tech Campus
- Print one bingo card and one 'How to Play Bingo' sheet for each team
- Be sure the 'How to Play Bingo' sheet is applicable for your mode of play: out-and-about or stay-in-place

⇒ *The Out-and-About version involves exploring the place in person. To cover a square teams will roam the area searching for the exact location on the bingo card and then take a picture at that location.*

⇒ *The At-Home version involves searching for these locations from the comfort of your own indoor space. To cover a square teams will take screenshots of the location when they have found it.*

- Refine the rules of the game so as to fit best with your program goals and time available - rules sheet is editable using

Microsoft Word.

- Find the card locations yourself - this step allows you to become familiar with the KeTT interface and the landscape so you can offer support as needed.

⇒ *This game is meant to be challenging and locations can be difficult to find*

⇒ *Load the KeTT Mobile App: keweenawhistory.com on your phone or kett.geospatialresearch.mtu.edu/mobile on your computer*

⇒ *On your own card mark down the modern day locations on each card*

⇒ *If a location is too difficult to find, substitute your own location - cards can be edited using Microsoft Publisher*

- Confirm that KeTT Mobile will work on the devices your teams will be playing with.

DOING THE ACTIVITY

- Ask students if they have heard of 'heritage' before. Divide class into pairs/groups ask them to write down words
- Organize participants into groups, ideally of 2-5.
- Pass out 'How to Play Bingo' sheet to each team.

- Explain the rules for your game:

⇒ Time limit :

1) *Out-and-about: 1-2 hours recommended*

2) *At-Home: 1 hour recommended*

⇒ How to win:

1) *Team with most bingos at the end of the allotted time*

2) *Ties broken by the most squares covered by a team*

3) *Optional: team with the best group photo as voted on by all the teams in an out-and-about game wins as well.*

⇒ How to cover a Square:

1) *Out-and-about: A picture containing all of a team's members at a location marked on a square*

2) *At-Home: A screenshot zoomed in on the location marked in a square*

⇒ To cover the middle square:

1) *Out-and-about: A team must take a picture at a unique or interesting site, a site that holds some meaning for their team.*

2) *At-Home: A team must create a story point at a unique or interesting site, a site that holds some meaning for their team.*

- When time expires:

⇒ *Out-and-about: all teams must be back at the starting location before time expires.*

⇒ *Have each team share their card & photos of where they have been.*

⇒ *Have players vote on their favorite photo!*

- Check to make sure each team can operate KeTT Mobile before starting

⇒ *Open up historic maps*

1) *Briefly cover the unique maps found in KeTT*

2) *Each map holds unique information*

⇒ *Open up a story point*

1) *Discuss what a story point is & how they are shared*

2) *Note that they hold different information than maps*

⇒ *Note that teams will need to use both story points and maps to cover all squares*

- Hand out Bingo cards to each team

- Start Play!

- When time expires, end play.

⇒ *Make sure all teams are back safely.*

⇒ *Have each team share their card & photos with other teams*

⇒ *Have players in an out-and-about game vote for their favorite photos*

WRAP UP DISCUSSION

- Ask players what they found challenging about play.

⇒ *Was it hard searching maps and stories?*

⇒ *Was it difficult to know where you were in the atlas?*

⇒ *Was it tough to read the maps?*

- Ask players if these challenges became easier the longer they played.

- Ask the players if they were surprised by anything they found while playing the game.

⇒ *Were there any interesting building uses?*

⇒ *Were there any places they wished were around today?*

⇒ *Were they surprised any of the places they explored were still around today?*