

## American Humanities Game

**Directions:** Create the written rules for a game based on some of the texts and ideas covered in Humanities. You must:

1. Write the rules down.
2. Have a game that makes sense and is playable according to the rules (test it).
3. Tie in some of the texts (and if possible ideas or skills learned in class).
4. Be fun.

**Some of the texts and ideas covered in Humanities this year (not exhaustive).**

1. The American Dream
2. Pop Culture Quiz/Presentation
3. Dominant American Values :Achievement and Success, Activity and Work, Moral Orientation, Humanitarianism, Efficiency and Practicality, Progress, Material Comfort, Equality, Freedom, Science, Nationalism, Democracy, Individual Personality, Racism and Group Superiority.
4. Active Viewing: Narrative, Mise-en-Scene, Cinematography, Editing
5. Situation Comedy Essay
6. *I Love Lucy* &/or *Father Knows Best* ( TV's Golden Age)
7. Your "Atomic" Book (*Fahrenheit 451*, *Alas Babylon*, etc)
8. Abstract Expressionism (your artist)
9. *Fail-Safe*
10. "Duck & Cover" and "The Red Nightmare"
11. *The Day the Earth Stood Still*
12. "A Perfect Day for Bananafish"
13. *The Zoo Story* &/or "The Wayfarer"
14. *Death of a Salesman*
15. *Peyton Place*
16. *The Feminine Mystique*
17. *The Man in the Gray Flannel Suit*
18. "The Last Night of the World"
19. "A Dream Deferred"
20. *The Invisible Man*
21. Sex & Women in Popular Culture & "Celluloid Closet"
22. "The Fifties: Selling the American Way"
23. "Empire of Signs"
24. "The Fifties: Let's Play House"
25. External Conformity & Material Comfort
26. Recognizing Themes (reading strategies)
27. The Golden Age of Film
28. Propaganda: 13 Evil Techniques, Logos/Pathos/Ethos, The Pathos of Advertising
29. 20<sup>th</sup> Century Video
30. Cold War Video
31. Invisible Man
32. Blues



33. Flamingo Rising
34. Rebel Teens: The Cyclists, Rebel without a Cause, The Wild One, Sinister Adolescents
35. The Beats: America, Howl, On the Road
36. The Graduate
37. Vietnam: Chronicles of War, Full Metal Jacket, The Things they Carried, Rainy River, Platoon, Vet Interview & Research, M.A.S.H.
38. Satire: **Dr.** Strangelove, Catch 22, Slaughterhouse Five
39. Pop Art & Andy Warhol
40. Soul Music Research
41. Folk Music and Bob Dylan, Plugging In, British Invades and America Fights Back
42. Making Sense of the 60's
43. Electric Kool Aid Acid Test
44. Black Shiny FBI Shoes (and Gonzo Journalism)
45. Hair
46. Hell's Angels
47. Being There
48. Network
49. A Punk Primer, Punk Video
50. Hip Hop & Rap, Bamboozled

### **Potential Games to Alter:**

1. Camp Games
  - a. Tank
  - b. Mafia
  - c. Giants, Elves, and Wizards
2. TV Show Games
  - a. A Minute to Win It
  - b. Double Dare
  - c. Who Wants to be A Millionaire
3. Improvisation Games
  - a. Zip Zap Zoop
  - b. Freeze and Replace
  - c. 3 of a Kind
4. Board Games
  - a. Monopoly
  - b. Boggle
  - c. Life
5. Card Games
6. Video Games
7. Other?! Be Creative!

