

LEARNING OBJECTIVE

REMEMBER and a second game called *SYMBOL QUEST* are both designed to make students aware of visual symbols used across different cultures and strategies of persuasion used in propaganda. These small group card games provoke students to use their visual literacy skills and carefully observe and analyze the graphic design strategies employed in print propaganda. The posters included in the card deck are examples of historical propaganda employed by different countries during the early twentieth century.

BASIC STRATEGY

The card deck may be used to play two different games. *REMEMBER* is a game of “concentration” requiring players to match pairs of identical images. *SYMBOL QUEST* is a game where players create sets of cards containing like or similar images or symbols, e.g. cards containing flags or depicting women and children. Sets can also be created by matching types of propaganda strategies, such as direct address, fear mongering, or stereotyping.

IMPLEMENTATION NOTE

Since only 5-7 students take part in each game, you will need to divide the class into multiple groups. Each group will require a set of their own game components as listed below. You may choose to divide the 165 image cards between two game tables and print additional word cards for the *REMEMBER* game. Maximum benefit is gained by playing the game two or more times. A list of image captions by category is included for the *REMEMBER* and *SYMBOL QUEST* games. Some images may fit in more than one category of symbols or propaganda strategies.

GAME COMPONENTS

Print, cut, and assemble as many sets as needed.

1 Common Propaganda Strategies Worksheet per player

REMEMBER:

165 Image cards (Print two sets per deck to create matching pairs.)

11 Word cards per deck

SYMBOL QUEST:

77 Image cards (Print one set per deck)

GAME SET UP (Student acts as Game Master.)

- Assemble the players around a medium-sized table so they can see each other and reach the center of the table.
- Select Game Master for each game table to help run the game.
- Direct Game Master to read instructions and distribute game cards.

GAME TIME

approximately 20 minutes

PLAYERS

5-7 students

Teacher acts as Moderator

1 student per game acts as
Game Master

