

## Playing History



Since the early 19th-century, Americans have played games about American settings, governed by American rules. Space by space, children and adults have learned, consciously and unconsciously, about mathematics, economics, ethics, history, politics, and other subjects through these settings and their rules. Answer these questions about board games.

1. The first board game printed and invented in the U.S. was designed to teach:

- U.S. geography
- European history
- Proper moral behavior
- Multiplication tables

2. Board games in the late 19<sup>th</sup> century promoted the “rags to riches” myth of American success. Titles included which of the following:

- Paul Pennywise's Game of Common-sense*
- Game of the District Messenger Boy, or Merit Rewarded*
- Rags to Riches*
- Golden Shores, The Immigrant's Story*

3. *The Game of Life* (or *LIFE*, published in its modern form in 1960), in which players progress through the stages of a stereotypical successful American life to reach retirement, developed from an earlier game, published in:

- 1823
- 1860
- 1920
- 1945

4. The inventor of *The Landlord's Game*, a 1904 precursor to *Monopoly*, intended the game to highlight:

- The virtues of capitalism
- The importance of planning ahead



- The dangers of capitalism
- The spread of railroads and new utilities

Sources:

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<http://teachinghistory.org/history-content/quiz>