

## HISTORY OF MEDICINE - ALTERNATE RULES

### VARIANT 1 – “*Know your Medicine*”

RULES (for 3 or 4 players)

AIM: To collect as many *Medicine* cards as possible.

PREPARATION: Remove the blue *History of Medicine* card; shuffle all the other cards and place the deck on the table, face down.

GAME: The youngest player picks up the top card (without revealing it to the other players) from the deck and reads out the FACT and the SUBTITLE (if any); e.g. "God of healing" is the subtitle of "Cult of Asclepius"). The player next to him/her, in turn clockwise, has to guess what is the TITLE (Name of the medicine, scientist, event, etc.) of the card. If the player guesses correctly he/she wins the card; otherwise the next player will have the chance to guess and so on until the end of the turn. If, at the end of the round, nobody guesses correctly the cards is discarded. The player on the left of the first "reader" picks up the second card and so on.

When all cards have been revealed the game ends. The player who has collected the most cards is the winner.

*[as a further variation the reader could add more information based on his/her knowledge]*

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### VARIANT 2 – “*The poster*”

RULES (for 3 or 4 players)

AIM: To draw a poster using the data and the pictures in the History of Medicine cards.

PREPARATION: paper, colour pencils, pictures (if available).

ACTIVITY: Choose some 5-6 cards related to the same period and make a theme poster.

Typical themes might be: Early Medicine, Great Scientists, Great Discoveries, etc.

Teacher should help pupils to get the appropriate period/cards if they are in trouble.

If time allows, pupils should be encouraged to check out each other's posters.

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### VARIANT 4 – “*Make your own rules*”

RULES (for 3 or 4 players)

AIM: To device the rules of the game using the cards provided in 25 minutes (suitable for school children).

The game must be entertaining, challenging and educational. Discuss rules in a group and write rules on lined paper. When rules are ready, pupils have to play-test the game and see if it is playable. Rules are then swapped between different groups who will try to play the game. In planning the game the following sections should be considered.

1- AIM

2- PREPARATION

3- GAME

4- EXAMPLES