

The Game of Kansas Symbols

Play a board game as a class or in small groups.

OBJECTIVES

Students will:

- ↑ recognize the term symbol
- ↑ become familiar with the state symbols of Kansas

MATERIALS FROM TRUNK

Objects

- Game board, game cards, and game pieces
- Audio tape - *Kids Sing America* (optional)

Graphics

- #1 - American Buffalo
- #3 - Ornate Box Turtle
- #4 - Western Meadowlark
- #8 - Honeybee
- #10 - Barred Tiger Salamander
- #11 - Wild Native Sunflower
- #13 - Cottonwood Tree

Worksheet (Optional, see Teacher Preparation)

- #1 - Game Board

OTHER MATERIALS

- ' Cassette tape recorder if the audio tape is used.

TEACHER PREPARATION

- ' Review the lesson to decide if this lesson is to be used as a center activity with one small group or with the entire class. To use it with the entire class change the game by doing the following:
 - ± photocopy worksheet #1, Game Board, so that there is enough for the class (one copy for every four students)
 - ± locate game pieces for each student such as chalk of different colors, circles of colored paper, etc.

- ± place small groups with game boards around the room, determine who goes first at each board
- ± an adult controls one set of game cards for the entire group and gives instructions for each turn

HISTORICAL BACKGROUND

Symbols are part of communication just like words and sounds. A symbol stands for something, like a thought, command, place, object or feeling. They are part of everyday life; like a smiley face means you did a good job or a wave means hello.

Kansas, like most states, has chosen a number of items to symbolize the state. These either are important to Kansas or represent the entire state. The list of official state symbols is: the state seal and flag, wild native sunflower, western meadowlark, cottonwood tree, American buffalo, honeybee, ornate box turtle, harney silt loam soil, barred tiger salamander, "Home on the Range," "The Kansas March," and "Here's Kansas." For more information on these state symbols, see the historical background information for the symbol lessons in this manual.

ACTIVITY

- 1) Talk to the class about what a symbol is.
 - ® *Symbols communicate information by using a picture, word, song, etc. to make us think of something else. For example, a no smoking sign is not someone standing in a hallway telling people not to smoke, but when we see the picture of a cigarette with a red circle around it and a red line through it we know we are not supposed to smoke. Other examples are the Wildcat for K-State and the Jayhawk for KU.*

Use graphics #1, 2, 4, 8, 10, 11, and 13 to quickly review the state symbols of Kansas. Sing part of "Home on the Range," or play this song on the audio tape *Kids Sing America*, so that the class is familiar with it as the state song.

- 2) Play the game.
 - ± Lay the game board out and place the playing cards face down in a stack where all players can reach them.
 - ± Each player must choose a game piece and place it on the appropriate location: the buffalo goes in the prairie grass, the meadowlark in the nest, the honeybee in the bee hive, and the salamander in the pond.



- ± Decide who goes first (may want to let the youngest begin). The play moves to the left.
- ± On his/her turn the player takes the top card off the stack of game cards, does what it says to do, and then places it face up on a stack next to the original stack. Once the task on the card is completed the player moves his/her piece forward one space. If the card says go to the field of sunflowers, flag, turtle, or cottonwood tree the player should place the game piece on top of the image and wait until his/her next turn to draw another card.
- ± The first player to reach the state of Kansas wins.

EXTENDED ACTIVITIES

- 1) Have the class list categories that they think Kansas needs an official symbol for. Consider an official sport, fish, cow, grass, etc. What sport, cow, fish, etc. would they choose as the symbol for Kansas and why?

