

## Lesson 2: Prepping, Packing & Panhandling

### *I Helped Philippine Pack Her Suitcase Memory Game*

Complete before playing the game:

- **View and discuss** the Philippine Packing List power point. Based on her writing and the pictures shown, can students infer what Philippine thought was important for her survival as well as the success of her mission in the New World?
- **Discuss:** What do you think is missing from Philippine's list that she didn't write in her letters? **Brainstorm** and write on a white board or large tablet other items that students think Philippine might have packed.
- **Discuss:** Have students think about what they would pack if they were leaving home forever. What items are important for their physical and emotional/spiritual survival? (Use **Student Document YOU Are Packing** in the Student Documents and Activities column.)

Have students sit in a circle. Explain the alphabet memory game, *I Helped Philippine Pack Her Suitcase*. Remind students they can use creative packing ideas such as the items the class brainstormed together. They may also suggest items that were in the power point presentation.

#### **Game Instructions:**

The first player thinks of an item to pack beginning with the letter "A" and then says, for example:

I helped Philippine pack her suitcase with an *apple*.

Moving clockwise, the next player repeats the sentence and adds something beginning with "B", for example:

I helped Philippine pack her suitcase with an *apple* and a *bar* of soap.

Continuing clockwise, the next player adds an item to pack beginning with "C":

I helped Philippine pack her suitcase with an *apple*, a *bar* of soap and a *cross*.

Play continues until someone can't remember the list or makes a mistake. Depending on their age, you can either prompt them or disqualify them. Keep going until all players but one are disqualified, or until you reach the end of the alphabet. Options for future game rounds:

- Start from the last player of the original game and continue counter clockwise.
- Have students mix up their place in the circle (line up by birthdays, alphabetical by first name, etc.) and then play the game again.
- If students are timid, partner students with another student. Each partner team works together to remember all the items already listed and then generate the next packing item in alphabetical order.