London's burning

Assemble a timeline by collecting cards, to tell the story of the Great Fire of London



Objective

Create a timeline showing the key events of the Great Fire of London.

You will need

An enlarged set of **Timeline cards** (see photocopiable 3); two 1–6 dice; two players.

Introducing the game

Retell the story of the Great Fire of London, which started on 2 September 1666 in a bakery on Pudding Lane. Strong winds and a hot, dry summer ensured that the fire spread quckly. Over the following days, people fled the city in boats on

the Thames or stayed to battle the fire by forming bucket chains. King Charles II ordered for buildings to be exploded using gunpowder, to try and stop the spread of the fire. Thanks to the efforts of the firefighters, by 6 September the fire was under control. Over 13,000 houses and 80 churches had been destroyed in the blaze. Miraculously, only nine people died in the fire.

Look together at the cards and talk about the events that they are depicting. Notice the day and date on each card.

How to play

- Players should shuffle the cards and place them in a pile face down on the table.
- Each player throws both dice in turn and uses the digits to make the highest number they can. For example if a child throws a 6 and a 2, they can make 62.
- The player who made the higher number takes two cards from the pack.
- Continue until all the cards have been picked up.
- Players then look at their cards and try to make a complete timeline with one card for each date from 1 to 6 September. Any spare cards are placed to one side.
- Players then take it in turns to throw the two dice again. This time, the player who can make the lower number can ask for any card from their opponent.
- The first player to complete the timeline with one card for each date wins.

Extension

Ask the children to use the cards to tell the story of the fire. They could go on to draw their own pictures and add captions to make a flip-book or display.

Activities devised by Thelma Page