A NOTE TO THE EDUCATOR: Students will create a memory box of cultural artifacts from the mission by completing a chart, which will be used toward a final project after students complete the game. Throughout the mission, students will document important cultural artifacts they discover to create a storyboard for an exhibit at the Bainbridge Island Japanese American Exclusion Memorial. It is recommended to have students list artifacts mainly from Part 1, since there are more objects there to choose from.

DIRECTIONS: As you play each part of the mission, look for artifacts that represent what happened to Henry during and after World War II. Artifacts can be a photo, document, or object that he used or saw when he was imprisoned and after the war was over. You can either sketch the image or take a screenshot while playing the game. You will use some of these artifacts to design an exhibit for your final project.

Consider the following when choosing artifacts:

* can be something one carries, uses, sees, or wears
* works well being displayed at an exhibit
* captures Henry’s story
* something that is unique to the time period (For example, a hammer and nails would not be the most descriptive way to illustrate this particular time period).
* will keep intact and not die or spoil, such as food or plants

**MY MEMORY BOX**

Select at least one artifact from each part of the mission and fill your memory box.

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| **Part** | **Image of Artifact** | **Describe the artifact and why it was important** |
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| **Part** | **Image of Artifact** | **Describe the artifact and why it was important** |
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| **Part** | **Image of Artifact** | **Describe the artifact and why it was important** |
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