***Instructions:*** *Use this chart to record when you receive a star toward each badge and how you earned the point. At the end of this chart, you can list “community connections” made throughout the game.*

**GRANDFATHER’S LEGACY** Which item did you select, the Book of Poetry, School Bus Photograph, or UNIA Pin? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Why did you select that item? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **BADGE** | **PROLOGUE** | **PART 1** | **PART 2** | **PART 3** |
| TAKING A STAND  *Logo, company name  Description automatically generated*  *(You get this badge by refusing to do business in places where you receive second-class treatment.* |  |  |  |  |
| BOLD MOVES  *A picture containing text, sign, outdoor, pole  Description automatically generated*  *(You get this badge by making bold (but extremely risky) choices that challenge Jim Crow customs.)* |  |  |  |  |

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| **BADGE** | **PROLOGUE** | **PART 1** | **PART 2** | **PART 3** |
| COOL CUSTOMER  Icon  Description automatically generated  *(You exercise icy patience and composure when confronted with second-class treatment.* |  |  |  |  |
| RESOURCEFUL READER  Logo  Description automatically generated  *(You take advantage of reading opportunities and sharing your knowledge.)* |  |  |  |  |
| FAVORITE NIECE  A picture containing text, sign, outdoor, pole  Description automatically generated  *(You do things that your uncle and aunt appreciate, and don’t cause trouble.)* |  |  |  |  |

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| **BADGE** | **PROLOGUE** | **PART 1** | **PART 2** | **PART 3** |
| PEOPLE POWER  A picture containing text, sign, outdoor, close  Description automatically generated  *(You bring new people to the Movement.)* |  |  |  |  |

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| **COMMUNITY CONNECTIONS**  *List the people in Verna’s community with whom you meet and form a connection. They will appear in the “community connections” part of the game dashboard.* | **PROLOGUE** | **PART 1** | **PART 2** | **PART 3** |
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