**At A Glance**

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|  | **PROLOGUE and PART 1:**  **Behind the Big House**  **1848** | **PART 2:**  **Runaway!**  **1848** | **PART 3:**  **Free and Not Free**  **1849** | **PART 4:**  **Gathering Forces**  **1849** | **PART 5:**  **New Times,  New Troubles 1850** | **EPILOGUE**  **1850-1860** |
| **Playing Time** | 25-30 minutes | 10-20 minutes | 20-25 minutes | 10-15 minutes | 15-20 minutes | 5-15 minutes |
| **Story** | After a day full of exhausting work in “the Yard,” Lucy is accused of starting a fire on the King plantation in Kentucky, and decides to run away or risk being sold “down river” | Lucy, with or without Henry, makes her way north to the Ohio River and crosses into the free state of Ohio where she finds refuge | Lucy settles in Ripley, Ohio, pretending to be the Wright’s niece, and is alarmed at news that Master King plans to sell off enslaved African Americans to avoid bankruptcy | Lucy must find help for her brother Jonah among Ripley’s abolitionist community, while trying to stay clear of slave catchers and help Parker with a fugitive named Henry | After the passage of the Fugitive Slave Law, Morgan Wright is falsely arrested as a fugitive and Lucy faces constant danger and is captured after Bercham discovers her real identity | Lucy’s journey continues to 1860, the eve of the Civil War, along one of many paths covering a wide geography and different personal and professional outcomes |
| **Lucy’s Task(s)** | Complete plantation and community tasks | Escape to Ohio without getting caught by a patrol…it make take more than one try | Do laundry work for the Wrights and help with the anti-slavery fundraiser | Attend the abolitionist meeting, and decide on plan to help both Jonah and Henry | Help try to prove that Morgan Wright is a free man | Use badges to determine Lucy’s journey |
| **Badges** | Literacy, Family, Self Reliant, Resistance, Sabotage, Play It Safe, Persuasion | Escape Master | Literacy, Curious, Fighting Spirit, Persuasion | Parker’s Promise, Family, Self Reliant, Oh Henry!, Faith, Play It Safe | Parker’s Ally, Millie’s Ally, Literacy, Hard Bargain, Community, Leadership, Persuasion, Faith, Resistance, Family , Community | N/A |
| **Target Concepts** | Slavery as system of forced labor  Enslaved African Americans found everyday ways to resist their enslavement  Slavery broke up families, but community still existed | Escaping was difficult and dangerous. Slave owners had an elaborate system for surveillance and capture of runaways including professional slave catchers, night patrollers, trained dogs, and posted advertisements.  The Underground Railroad in the South consisted mainly of informal networks of people assisting fugitives, though there were some stations in cities. | Free black communities in the North could provide refuge for escaped African Americans, but legal and social discrimination limits opportunities for all African Americans. | African American and white abolitionists—including women reformers-- led the anti-slavery movement, which also included Free Soilers and Colonization groups. There were different strategies and debates within the movement.  The Underground Railroad was more organized in the North where stations and agents helped fugitives with money, supplies, and transportation to Canada. | Fugitive Slave Law affirmed that enslaved African Americans were property that had to be returned to masters-- escaped enslaved African Americans no longer had safety in the North and those who helped them evade slavery could be arrested. | The 1850s saw the sectional conflict over slavery intensify. As slave states sought to expand westward, abolitionists intensified their struggle, settling in Kansas to make it a free state, and assisting freedom seekers despite the Fugitive Slave Law. Meanwhile, enslaved African Americans continued to find ways to survive and resist their condition, not content to “wait for” emancipation. |
| **Classroom**  **Activities** | Pre-Game Activity: Cause and Effect  Pre-Game Activity: Resistance  Pre-Game Activity: Slavery By the Numbers  Part 1 Document-Based Activity: Slave Quarters Photographs  Part 1 Vocabulary Activity  Part 1 Writing Prompts  Part 1 Review Questions | Part 2 Document-Based Activity #1: Narrative of Henry Bibb  Part 2 Document-Based Activity: Runaway Posters and Advertisements  Part 2 Vocabulary Activity  Part 2 Writing Prompts  Part 2 Review Questions | Part 3 Vocabulary Activity  Part 3 Writing Prompts    Part 3 Review Questions | Part 4 Document-Based Activity: Power of Rhetoric  Part 4 Vocabulary Activity  Part 4 Writing Prompts  Part 4 Review Questions | Part 5 Document-Based Activity: Caution! Poster  Part 5 Vocabulary Activity  Part 5 Writing Prompts  Part 5 Review Questions | Epilogue Document-Based Activity: John Brown’s Raid |
| **Key Vocabulary** | ***Smartwords:***  auction block  hemp  master  overseer  patrollers  plantation  Yankee  ***Related vocab:***  chattel slavery  chicken coop  comfrey root  “down River”  Godey’s Lady’s Book  harvest  hemp-break  hiring-out  literacy  Negro  resistance  sabotage  slave codes  slave pass  slave quarters  slave state  smokehouse  yard | ***Smartwords:***  bounty  fugitive  slave catchers  ***Related vocab:***  free black  free state  reverend  runaway  steward | ***Smartwords:***  abolitionists  affidavit  bankruptcy  foolhardy  foundry  free papers  Free Soil  ruthless  stalwart  ***Related vocab:***  coincidence  convention  diligence  embroidered  endured  freeholder  slave power  vital | ***Smartwords:***  cargo  Colonization  conductor  defer  prudence  Underground Railroad  ***Related vocab:***  affection  precaution  steward  station | ***Smartwords:***  cholera  commissioner  Fugitive Slave Act  opportunists  quandary  vigilant  ***Related vocab:***  civil disobedience  Compromise of 1850 | ***Smartwords:***  armory  calling (vocation)  cotton gins  foremen  gavel  missionary  namesake  radical  spirituals  theology  ***Related vocab:***  Bleeding Kansas |
| **Documents**  \* Some documents found in the game have been closely based on primary documents that can be found in the Teacher’s Guide: Resources | ***In the game:***  School Primer  Godey’s Lady’s Book  Slave Pass\*  $1200 for Negroes Poster  ***Related Primary Docs:***  Kentucky Slave Codes  "Sale of Slaves and Stock" Poster  Brer Rabbit's "The Tar Baby" | ***In the game:***  Runaway Advertisements\*  ***Related Primary Docs:***  Excerpt from Slave Narrative by Henry Bibb  Interview with a Former Kentucky Slave About Escape and Capture  "Plantation Police" in Mississippi Print | ***In the game:***  Affidavit  Anti-slavery Fundraiser  ***Related Primary Docs:***  Excerpt from John Parker on the Challenges of Running Away  Excerpt from Frederick Douglas Autobiography  Proslavery Letter From Anti-Abolitionist Newspaper in Ohio  William Lloyd Garrison, The Liberator: "I WILL BE HEARD" | ***Related Primary Docs:***  "The Transportation of Free Blacks to Africa"  Free Soil Party Platform | ***In the game:***  Free papers\*  ***Related Primary Docs:***  Summary of the Fugitive Slave Law  Harriet Jacobs on Impact of Fugitive Slave Law  "A Bold Stroke For Freedom" Print  "Great Sale of Slaves" Auction Poster  "Caution!! Colored People of Boston" Anti-Slavery Poster | ***Related Primary Docs:***  Sojourner Truth, "Ain't I A Woman?" Speech  "Political Chart of the United States"  Letter From Participant in John Brown's Raid on Harper's Ferry  Map of the Slave Population of the Southern States |