

# Cranberry Connections

A card game focusing on the connections among cranberry culture, the people, and the land.

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*What are some connections among cranberry culture, people, and the land?*

## Lesson Overview

In this lesson, students become familiar with important events and people in the history of the cranberry bog and examine relationships within and among the people, the historical events, and the bog itself. After reading and discussing the selection, **The Cranberry through Time**, student teams play a matching card game. During this game, students apply what they learned from the story to express connections, or relationships, between key ideas in the reading selection. The lesson concludes with “Cranberry Court” where disputes about the veracity of the relationships are discussed and resolved. As a result of this lesson, students not only begin to gain a historical perspective of the cranberry bog, but they also have the opportunity to strengthen their language arts competency.

## Background

The story of the cranberry bog is really one of the cranberry itself and the land, people, and changes, that take place over time. Rather than thinking about this history existing as a chronological list of events, it can be viewed as a dynamic set of relationships that began long ago – even before the cranberry arrived on the scene in Southeastern Massachusetts. The interactions continue to this day.

As you read and work with your students around the reading, **The Cranberry through Time**, it may help to focus on the theme of relationships. The Cranberry Connections Match game prompts students to explore and articulate some of these connections. The story of the cranberry bog may parallel many local and world history stories that you are studying in your classroom. You may wish to pull out these parallels as you discuss the cranberry bog in particular.

## Materials

Lined writing paper (one sheet per student team).

## Exploring Cranberries Web Resources:

The Cranberry through Time; one copy per student

Connections Playing Board; one per student team

Connections Playing Cards; one deck (pages 1-5) per playing group (2 teams)

## Preparation

1. Determine what format (whole class, peer reading, small groups) you will use to read, **The Cranberry through Time**.
1. Print all materials from the Exploring Cranberries Web Resources list. Note: for durability, print the playing cards on cardstock.
2. Introduce the lesson by telling students they are going to learn about the history of the cranberry by reading **The Cranberry through Time**.
3. Either in pairs, small groups, or whole class, read **The Cranberry through Time**. Discuss key associations highlighted by the reading selection. For example, the Native American used the cranberry to make a food called pemmican. (15 minutes)
4. Tell the students that they are going to play a type of matching game with cards. Two students comprise a team. Opposing teams will share one deck of playing cards. Explain that each team will have its own playing board, and a sheet of writing paper. Show the materials.
5. Explain the directions of the game:
  - Place the Connections Playing Board in front of you. Shuffle cards and place the deck between both playing boards.
  - Each team draws three cards and places them face up in a horizontal position across the board.
  - Decide which team begins.
  - The beginning team (A) determines if it can create a valid connection between any two of the three cards on its board. If so, that is a **match**. Team A must clearly articulate that connection to Team B. If no match is found among the three cards, Team A is allowed one draw from the deck

to attempt to make a match. If still no match can be found, the card drawn is placed in a discard pile and Team A's turn ends.

- **Match example:** Three cards are face up on the board: ***Native American, cannonball, pemmican.*** Because Native Americans used the cranberry in a food called pemmican, there is a match between 2 of the cards.
  - **No Match:** three cards are face up on the board: ***Pilgrims, Henry Hall, glacier.*** Based on the reading selection, there is no connection between these 3 cards.
  - Team B begins its turn. Allowed play: (1) a match found on the board between 2 of the 3 cards facing up; (2) a match using the discard, or (3) a match with a card drawn from the deck.
  - If (when a team begins its turn) there are only 2 cards face up on the board, that team first draws one card from the deck to add to the board. The team's turn then begins.
  - If the opposing team agrees with the match, the playing team puts the matched cards aside. If the opposing team disagrees with the connection sentence, the playing team must identify where that connection can be found in the reading selection.
  - If there are unresolved disputes, they will be settled in "Cranberry Court". (Don't assign or deduct any points yet. Valid disputes will earn points for the opposing team. Invalid one will earn point for the playing team). The playing team writes the disputed sentence on paper.
  - The game is played until all cards are used or the teacher calls time. (20 minutes)
  - Teams count their matches (one point per match).
  - "Cranberry Court" is then in session to deal with all disputes that arose during the game. (See Lesson step #6 for description of Cranberry Court).
6. Distribute one Connection Playing Board for each team, paper, and one deck of cards.
7. Have students begin their game. Plan to allow 10 minutes at the end of the class for "Cranberry Court".

- Discuss each dispute. As a whole class, decide on the validity of the disputed connection. For those matches deemed valid, the playing team is allowed two points. If the opposing team was correct in their dispute, they are awarded two points. The team that created the incorrect sentence is penalized one point.
6. Wrap up the lesson with a short discussion. Ask students how playing this game added to their understanding of the reading selection.

### Student Bog Blog

You have just opened a magical can of cranberry sauce. Out pop 3 cranberries. Each transforms into a person, place, or thing. All are connected to each other through the cranberry. What do you see, and how are they connected?