

Han Dynasty: Liubo Board

Overview: The routine "What makes you say that?" asks students to describe something and then support their interpretation with evidence. In most cases, the routine takes the shape of a whole class or group conversation and helps ground students in the lesson or topic.

Student Activity: Display the image to the class or print a hard copy for students. Ask them to examine the image and then reply to the prompts below:

1. What is this?
2. What is it used for?
3. What do you see that makes you think that?

After students record their answers, facilitate an exchange so that ideas are shared. You might share more information with the class about the object to encourage more discussion:



Photo Credit: Metropolitan Museum of Art/
Purchase, Eileen W. Bamberger Bequest, 1994

*Liubo was a popular game in Han China.
Two players gamble with dice, counters, gaming pieces, and a detailed board.
Share where the Han dynasty was located on a map.*

Suggested Scaffolds:

- Ask students to perform this in pairs or triads
- Annotate some aspects of the image
- Provide options for students to select from

Connecting History to the Present: Once students come to consensus, ask them to analyze their thinking. What can we learn about a society based on the objects we look at? What would be an equivalent to this object in our society? What information does that contemporary object provide about the present?