



SLAVE ROLE INSTRUCTIONS

Name _____

You are a Slave trying to escape. **You are totally dependent upon your guide, the Conductor.** Only the Conductor knows where to go. You must trust that person.

Directions

Stay quiet! You will surely “die” if you make any noises at all as you move around the school grounds. If you are caught talking or making any noise by a teacher, your group will all “die” and be out of the simulation. Only the Conductor is allowed to whisper.

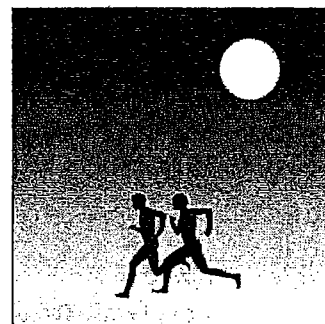
Stay with your group! If you do not stay with your Conductor, you will not be able to get food and shelter and you will “die.”

As you go from station to station, try to imagine what the experience was like for the real slaves years ago, as they moved through dark forests and unfamiliar territory to strange homes and hideouts. The entire time they were traveling, they worried about Bounty Hunters and other officers catching them. If caught, they could be severely punished or killed as an example to others.

If you are tagged by a Bounty Hunter, you have been caught. Stay wherever you are and wait for your teacher.

If you need help from an adult, go to the library.

_____ is your Conductor.





BOUNTY HUNTER ROLE INSTRUCTIONS

Name _____

Your job is to **catch escaped slaves before they reach Canada**. Canada is the side or back fence. If your school does not have a fence, your teacher will describe the location of Canada. You are working alone and must not join with another person or group.

Directions

You must stay on the back playground or field. Walk around and wait for a slave group to appear. The slave groups will try to run to Canada. You will not know where they are going until they begin to run. Each slave group may run for a different part of Canada. If they make it to Canada they are free.

When you see a slave group making a run for it, you may chase them. Not all the slave groups you see outside will be running for the fence. Wait until you are sure they are making a break for it. Anyone that you tag before they reach the fence is caught. If you catch any Slaves or Conductors, they must stay wherever you tag them.

If you tag a Slave, you only capture that Slave, not the entire slave group. If you tag a Conductor, you capture the Conductor, and his/her Slaves might still go free (unless you can catch some of them too).

If you need help from an adult, go to the library.





PATROL ROLE INSTRUCTIONS

Name _____

Your job is to **shut down stations** in the Underground Railroad. When you receive the signal to leave the classroom, walk around the school (inside and outside) looking for slave groups. When you see a slave group, see if you can find a station nearby. Do not talk to anyone; if you move quietly, you may be able to sneak up and see where slaves are going.

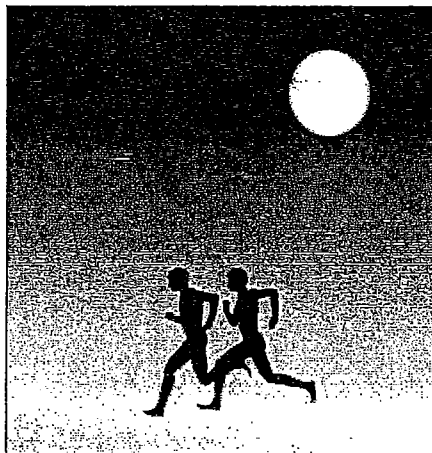
Directions

In our school, Underground Railroad stations are colored pockets containing colored cards. The rooms and areas colored yellow on your school map are places where you can look for three stations. Do **not** go in any classrooms except those colored yellow on the map.

If you find a set of cards, take all of the cards out of the pocket and replace them with a STATION SHUT DOWN CARD. Take the colored cards to the library. **You can not collect any other cards until after you deliver these to the library.**

You may **not** chase groups of Slaves, or even talk to them. You are an independent worker and you must not join with any other person or group.

If you need help from an adult, go to the library.





C O N D U C T O R R O L E I N S T R U C T I O N S

Name _____

Your job is to **lead your fugitive slaves safely to Canada**, which is the side and back fence of the back field or playground (see map). If your school does not have a fence, your teacher will describe the location of Canada. You may choose to have your slave group run to any part of the fence.

Your map shows the locations of nine Underground Railroad stations. Each station has a large brightly colored pocket containing colored cards. You must visit one green, one red and one blue station. **You need three different colored cards** before you can get to Canada. You may visit the stations in any order, but take only one card from each. Be sure you do not have two cards which are the same color.

The following Slaves are traveling with you:

_____	_____
_____	_____
_____	_____

Directions

- Plan a strategy, deciding which stations you will try to visit and in what order.
- Be on the look-out for Patrols. **You may not run!!** Move as quietly as possible!
- Be sure not to disturb students in other classrooms! **You** are allowed to whisper or use hand gestures, but your slaves must not make any noise.
- You may hide from the Patrols and look for stations anywhere that is highlighted on your map.

When you have one of each color card from three stations, take your group to Canada. There are Bounty Hunters stationed on the fields. They know there is a border but they don't know which part your group will choose for freedom. When it seems safe, make a run for it. If you reach Canada you are safe. Be seated at the fence and talk with each other about what it must have really been like to risk one's life trying to escape. If you or any of your Slaves are caught (tagged by a Bounty Hunter), the person tagged should freeze wherever he/she is tagged. The rest of the group should continue to freedom.

If you need help from an adult, go to the library.