

# The Armada Portrait Game

Play, Research, Create and Innovate



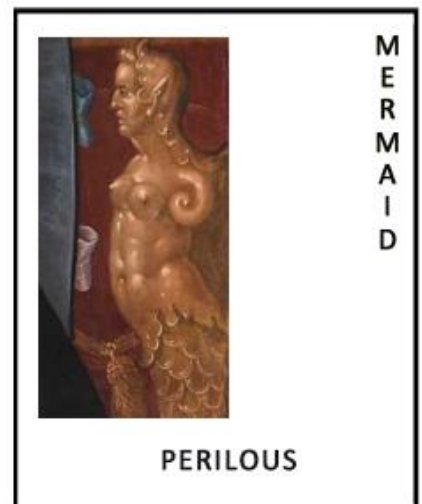
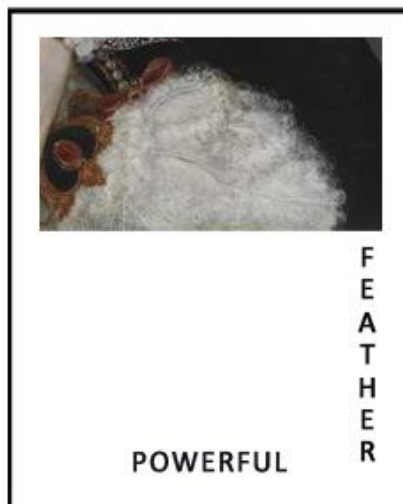
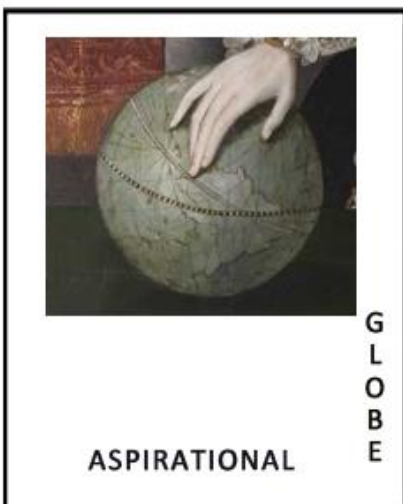
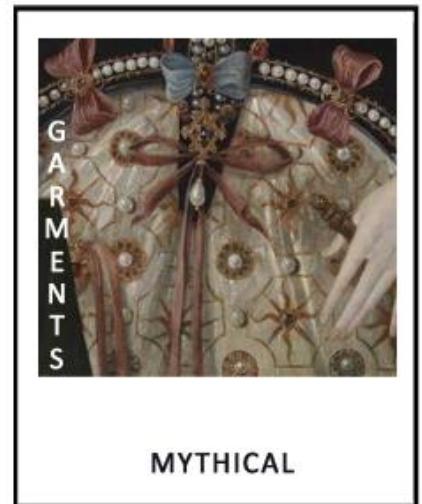
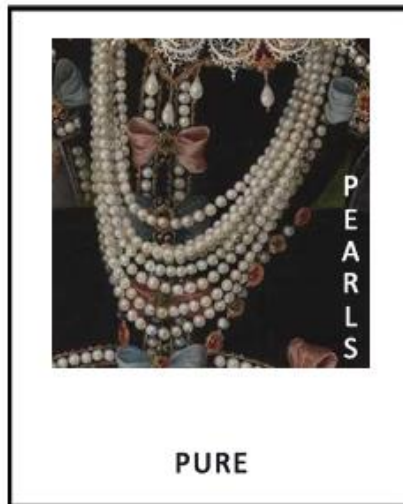
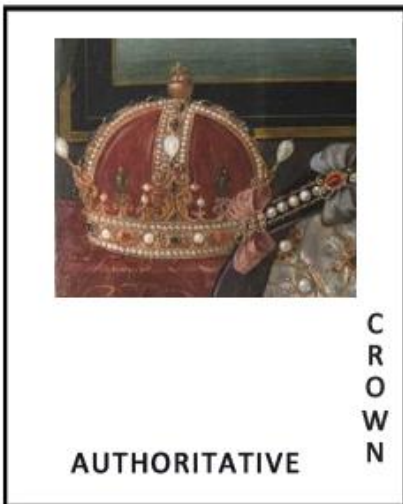
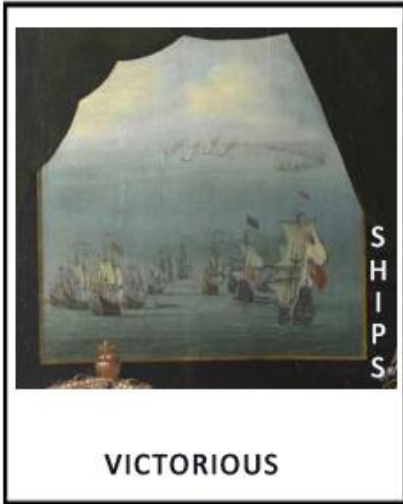
## What you will need:

A printer  
Paper  
Pens or pencils  
Pair of scissors.  
Playing cards and a timer are optional

## Let's get started!

- Look at the Armada Portrait. What do you see? Discuss the symbolic meaning of the objects
  - Optional: do some research about the events surrounding the portrait
- Print out and cut up the object and noun flashcards (supplied)

- As a group discuss what the adjectives mean and what the images might symbolise
- All pick a playing card to determine which player goes first. The Queen does of course!
- Shuffle the object flash cards. Player 1 picks an object x 1 and picks nouns x 2
- Player 1 must form one or two sentences about Queen Elizabeth I which involves the object and the adjective on their card along with the two nouns they have chosen. Players can add additional words to the sentences too.
  - Optional: use a timer and give Players a time limit. Who can complete the task in the fastest time?
- Now make a collaborative story by linking all of the players' sentences together
- Are you up for another challenge? Make your own version of the game by choosing another portrait from the extensive range found in the National Maritime Museum collection.



• Cut up object flashcards

Face	Proximity	Chasity	Moon	Sun
Identity	Government	Gender	Legend	Empire
Spain	Symbolism	England	Power	Armour
Pride	Representation	Armada	Nation	Profile
Throne	Colonialism	Authority	Status	Empire
Youth	Stereotype	Inequality	Voice	Body

- Cut up noun flashcards

### Examples:

The Queen wore her crown with pride much like the mythical and authoritative Griffin legend creature..

In the light of the silvery moon the Queen lightly touched her globe. She felt a sense of pride knowing her actions had to be aspirational.