

Guiding Questions

In *Jo Wilder and the Capitol Case*, students unravel clues and think like a historian to find the real stories behind mysterious Wisconsin history artifacts.

Below are guiding questions you can ask your students. The *Before Playing* questions include responses students may give. Student responses were not provided for the *While Playing* and *After Playing* questions as some of the questions are open-ended while some are subjective to what the student is doing in the game.

Teaching tip: use the content-area vocabulary in **bold font** with your students.



Before Playing

1. What is history?
 - a. History is the study of events that happened and the people who lived in the past.
2. Who are historians?
 - a. **Historians** study and write stories about the past. They are a lot like detectives.
3. How does a detective or historian **investigate** a mystery?
 - a. They investigate a mystery by:
 - i. asking questions.
 - ii. searching for and collecting information or clues.
 - iii. examining and evaluating evidence (**artifacts**).
 - iv. completing interviews with experts, eyewitnesses and community members.
 - v. reading books, newspapers and online documents.
 - vi. learning about the time period (**contextualize**).
 - vii. **identifying** important information.
 - viii. proving (**corroborate**) that what they are saying is true.
 - ix. presenting what they learned.
4. What is the difference between primary sources and secondary sources?
 - a. **Primary sources** are artifacts created at the time of an event, like original documents, photographs and art. They can help us understand how or why an event occurred. **Secondary sources** are records about the past created after or since the time of the event. This can be books, maps and videos.



While Playing

1. Is that artifact a primary or secondary source? How do you know?
2. I see you found a piece of evidence. Tell me how you can use it.
3. Do you think the information that character is telling you is accurate? Why do you think so?
4. Explain how this new evidence fits with what you already know.
5. What new questions do you have after talking with that character?
6. What new questions do you have after collecting that artifact?
7. Do you think you can solve this mystery yet? Tell me why.
8. Summarize with supporting evidence how you solved the mystery.



After Playing

1. How was Jo Wilder like a historian?
2. In this game, some of the **historical interpretations** or stories were wrong. Why might Wells have gotten the stories wrong?
3. If you could do a historical investigation (**historical inquiry**), what would you like the investigation to be about?
4. What types of artifacts would you be looking for?
5. How would you begin your historical inquiry?