



DRIVING QUESTION

Why did the first American parties rise, and why did one of them fall?

Students buy and sell shares in fifteen founders and in an index for each party, a few minutes at a time, for the whole of Units 3 and 4.

Why it runs across the unit. Each session ends with prices, camps and portfolios unsettled, so students carry the question into the next class and into the reading. A market also remembers: a student who bought Madison in 1787 has to live with the Financial Plan in 1790. That is spaced retrieval with a score attached, and it keeps causation in view for weeks instead of one period.

COURSE	AP US History, Period 3 (1754–1800) from 1781 to 1800, then Period 4 (1800–1848) to 1815.
TIME	About 15 minutes a class , six sessions. One event takes about 4 minutes. Eighteen events in all.
TOPICS	3.7 Articles of Confederation · 3.8 Convention and ratification · 3.9 The Constitution · 3.10 Shaping a New Republic · 4.2 Parties and the Era of Jefferson · 4.3 Regional interests · 4.4 America on the World Stage.
MATERIALS	A projector for the deck. A phone, tablet or computer for each student (or one per pair). No printing, no sign-up.
LINKS	Students: witsooth.com/games/history-market.html . You: witsooth.com/games/history-market-slides.html .
SAVING	Each student's game saves on their own device. The deck remembers the slide where you stopped and picks up there next time.

ONE SESSION Fifteen minutes, three events

15 MIN

MINUTE	WHAT HAPPENS
0:00	Open. Open the deck (it resumes). Ask: where did we leave the parties? Take two answers. Name who sits in which camp.
1:00	Event 1, market open (1.5 min). Read the setup aloud. Start the 1:00 or 2:00 timer. Students trade and tap names for bios. Sound stays off on student devices.
2:30	Code and reveal (2.5 min). Press Next: the unlock code shows and students type it in. Press Next again: the drumroll, then the points. Ask the one question in the Notes drawer (press N).
5:00	Events 2 and 3. Same rhythm, 4 minutes each. The deck marks the third with Good place to stop for today.
13:00	Exit sentence (2 min). On a half sheet: "I expect ___ to rise or fall next because ___." Claim plus cause. Collect or photograph.

What students do

- Start with **\$1,000**. Buy and sell fifteen founders, or an index that holds a whole party.
- Trade before each event. Prices move only after the reveal.
- Each trade costs 1%, and a big buy pushes the price up, so they cannot pump a stock for free.

What the market teaches

- A crowd buys last round's winner. Students who read the history beat students who follow momentum.
- Camps are not fixed. Five founders change sides, and the indexes change what they hold.
- Power is a cause and a result. The "Who holds power" line follows every reveal.

Day one only: allow 5 extra minutes. Students open the link, type a name, tap **Play**, and skim the camps. **Absent students** need the codes they missed. Each event's unlock code is at the top of its Notes drawer (press N), so you can hand them a list. **Switching devices:** the backup save code restores a game.



SIX SESSIONS Events, focus question and CED topic

STOPS MATCH THE DECK

#	EVENTS	FOCUS QUESTION	CED TOPICS
1	Articles · Shays' Rebellion · Constitutional Convention	Why did the Articles fail, and who gained from fixing them?	3.7, 3.8, 3.9
2	Ratification · Bill of Rights · Hamilton's Financial Plan	Who won ratification, who won the amendments, and where do parties begin?	3.8, 3.10
3	Election of 1792 · Whiskey Rebellion · Jay's Treaty	What precedents did Washington set, and who objected?	3.10, 3.12
4	Election of 1796 · Quasi-War · Alien and Sedition Acts	How did war fever shift the balance between liberty and order?	3.10
5	Election of 1800 · Marbury v. Madison · Louisiana Purchase	How did power change hands, and what did each party do with it?	4.2, 4.4
6	The Duel · Embargo Act · War of 1812, then the party chart	Why did one party fall? Use the chart to prove it.	4.2, 4.3, 4.4

How the game carries the CED

- **Causation (Reasoning Process 2).** Every reveal is a cause and an effect. Push for **2.iii** (primary or secondary cause) and **2.v** (which mattered most), not a list.
- **Continuity and change (5.A).** The FED, ANTI and DEM indexes chart party power. Ask students to name when it moved and why.
- **Sourcing (2.A, 2.B).** Each slide has a period image: a painting, an engraving, a banner, a cartoon. Ask point of view and purpose.
- **Evidence (6.B).** "Defend one buy or sell" at the end of a session uses specific evidence to support a claim.

Notes drawer on every slide

Press **N** on the deck. It shows the unit, the topic, the reasoning process, the key concept codes and a short teacher note ending in a question. A yellow chip on each event, such as **APUSH 3.10**, names the topic on screen.

KC-3.2.II.B-E · KC-3.2.III.A-B · KC-3.3.I.B-C · KC-3.3.II.A-C · KC-4.1.I.A, B, D · KC-4.3.I

The CED does not name every event here. The financial plan, Shays' Rebellion, *Marbury* and the duel are tied to the nearest key concept, and the note says so.

Between sessions

- **Homework hook.** Students read the event's textbook pages and pick one person to buy or sell next time.
- **Crowd check.** The market tags a crowd that chases last round's winner. Ask who fell for it.
- **Camp check.** Madison, Monroe, Gallatin, Pinckney and Henry change camps. Have students track one.

Assessment

- **Each session:** the exit sentence (claim plus cause), scored 0 to 2.
- **Short answer after session 4:** explain one cause of the rise of political parties in the 1790s.
- **After session 6:** on the party chart, mark the event where the Federalists lost power and explain the cause in a paragraph.
- **Score is not the grade.** The market points are Witsooth's judgment of each person's fortunes in an event, not a CED statement.

Sound: student devices start muted so a room does not ring at once. The projector plays the bells, the drumroll and the stingers. **Keys on the deck:** Right arrow or Space for next, Left arrow for back, N notes, S slide list (jump to any slide), T timer, M sound, F full screen, Home to start over.