

New Monarchies	Patronage	Petrarch	Renaissance	Caravel
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Humanism	Vernacular	Ferdinand and Isabella	Civic Humanism	Printing Press

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY — *two games, one board*

Unit 1 · Renaissance & Exploration · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

Shuffle the 24 definition cards into one deck, face down. On your turn, draw three and read them.

Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

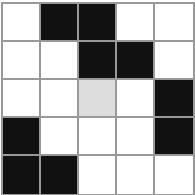
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

Caravel

Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

Treaty of Tordesillas

1494 line dividing new lands between Spain and Portugal.

Vernacular

The everyday spoken language, used in place of Latin.

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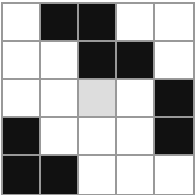
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Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

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Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

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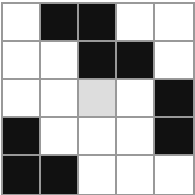
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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The term you matched is your guess. Your opponent says **hit** or **miss**. Mark it on your standing grid.

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Say **"Found!"** when you have found a whole shape.

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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

Caravel

Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

Treaty of Tordesillas

1494 line dividing new lands between Spain and Portugal.

Vernacular

The everyday spoken language, used in place of Latin.

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Unit 1 · Renaissance & Exploration · Two players · Four games of Four in a Row, or two games of Fox

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FOUR IN A ROW

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Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

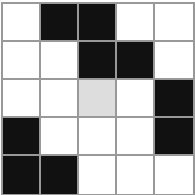
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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

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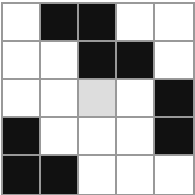
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Humanism	Vernacular	Ferdinand and Isabella	Civic Humanism	Printing Press

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY — *two games, one board*

Unit 1 · Renaissance & Exploration · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

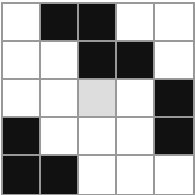
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FOX

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SETUP

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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

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Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

Treaty of Tordesillas

1494 line dividing new lands between Spain and Portugal.

Vernacular

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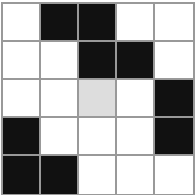
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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

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Growth of banking, joint-stock companies, and long-distance trade.

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Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

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Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

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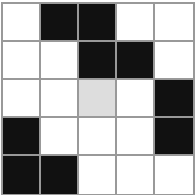
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
Any shape works as long as the squares connect edge to edge.

YOUR TURN

The term you matched is your guess. Your opponent says **hit** or **miss**. Mark it on your standing grid.

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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

Caravel

Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

Treaty of Tordesillas

1494 line dividing new lands between Spain and Portugal.

Vernacular

The everyday spoken language, used in place of Latin.

WITTY · RENAISSANCE & EXPLORATION

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WITTY — *two games, one board*

Unit 1 · Renaissance & Exploration · Two players · Four games of Four in a Row, or two games of Fox

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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FOUR IN A ROW

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Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

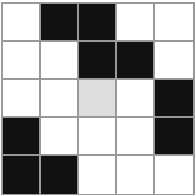
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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

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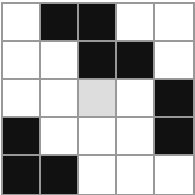
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Humanism	Vernacular	Ferdinand and Isabella	Civic Humanism	Printing Press

Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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WITTY — *two games, one board*

Unit 1 · Renaissance & Exploration · Two players · Four games of Four in a Row, or two games of Fox

THE DRAW — BOTH GAMES

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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FOUR IN A ROW

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YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

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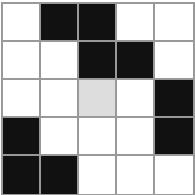
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

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Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

Treaty of Tordesillas

1494 line dividing new lands between Spain and Portugal.

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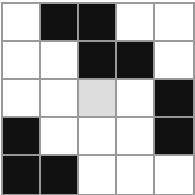
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Unit 1 · 24 terms · Alphabetical

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Johannes Gutenberg

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Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

New Monarchies

Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

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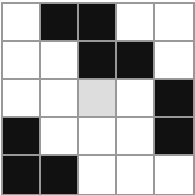
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ANSWER KEY — *Renaissance & Exploration*

Unit 1 · 24 terms · Alphabetical

Caravel

Small maneuverable ship that made Atlantic voyages possible.

Christian Humanism

Northern scholarship applying classical method to scripture.

Civic Humanism

Belief that the educated owe their learning to public service.

Columbian Exchange

Two-way transfer of crops, animals, and disease across the Atlantic.

Commercial Revolution

Growth of banking, joint-stock companies, and long-distance trade.

Desiderius Erasmus

Humanist whose Greek New Testament exposed errors in the Latin Bible.

Ferdinand and Isabella

Monarchs who unified Spain and funded Columbus.

Humanism

Study of classical texts to understand human potential and civic life.

Johannes Gutenberg

Printer whose press began mass European book production.

Leonardo da Vinci

Painter and engineer whose notebooks crossed art and science.

Medici

Florentine banking family who funded the Renaissance.

Michelangelo

Sculptor and painter of the Sistine Chapel ceiling.

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Fifteenth-century rulers who centralized taxes, courts, and armies.

Niccolò Machiavelli

Writer who judged rulers by results rather than virtue.

Northern Renaissance

Art and learning north of the Alps, more religious in focus.

Patronage

Wealthy sponsorship that paid for art and scholarship.

Perspective

Technique that gave painted space measurable depth.

Petrarch

Poet who began the recovery of classical Latin literature.

Printing Press

Movable-type machine that made books cheap and identical.

Reconquista

Christian reconquest of Iberia, completed in 1492.

Renaissance

Revival of classical learning and art beginning in the Italian city-states.

The Prince

Handbook arguing a ruler must sometimes act immorally.

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1494 line dividing new lands between Spain and Portugal.

Vernacular

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Board full with no line: draw.

Call it out: **"Witty!"**

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Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

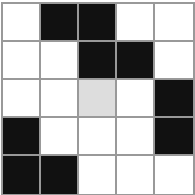
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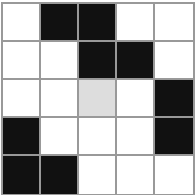
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