# Evidence worksheet: December 23, 1940

**Household & community information**

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Household: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Role: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

| **Round** | **Primary source(s)****(name & type)** | **Fact(s)** | **Rumour(s)** | **Takeaways** | **Trust the source?****Why or why not does the source have authority?** | **Is the information relevant to our safety?** | **ID cards****Y or N** | **Safety points5 +/-** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **1** |  |  |  |  |  |  |  |  |
| **2** |  |  |  |  |  |  |  |  |
| **3** |  |  |  |  |  |  |  |  |
| **4** |  |  |  |  |  |  |  |  |

**TYPES OF FACTS**

* Dates (e.g., Britain declares war)
* Events (e.g., air raids (when, where, how)
* Safety measures (e.g., air raid shelters)

**EVALUATE: REAL OR FAKE (FALSE) INFORMATION?**

* Is the information available from other credible sources?
* Is the information fact or opinion?
* Who gains if the information is believed?
* How do you feel? What are your biases?

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**Count your Safety Points**

|  |  |  |
| --- | --- | --- |
| Starting points | 53 | **Households*** Blackout curtains
* One official and completed Identity Card for each household member
* One home wireless (radio)
* Two ounces of tea per household member (weekly ration)
* An air raid warden in the household

**Community members*** Two ounces of tea (weekly ration)
* Access to a wireless (radio)
* An official and completed Identity Card
 |
| Round 1 | 1 point per person | * Note card with information from assigned readings for each household or community member
 |
| Round 2 | 1 point per person; +/- 1 point per group | * Produce identity card when requested
* Roll the dice: everyone present for the eyewitness report
	+ Roll 1, 3, 5: Lose a point because a household of community member does not hear an eyewitness account.
	+ Roll 2, 4, 6: Gain a point because everyone is present for the eyewitness account.
 |
| Round 3 | +/- 1 point per group | * Roll the dice: wireless reception
	+ Roll 1, 3, 5: Gain a point because no static interferes with the wireless reception.
	+ Roll 2, 4, 6: Lose a point because static interferes with wireless reception.
 |
| Round 4 |  | Evidence reportRoll the dice: Ready for blackout |