American History Apples-to-Apples

- Integrity
- Compassion
- Innovation
- Perseverance
- Leadership
Each person should have a turn as judge.
The first judge deals all the cards out evenly to all participants and spins the spinner.
Everyone except the judge chooses a historical figure from his or her hand that best fits the characteristic on the spinner.
Each person makes a case for his or her character to the judge.
The judge chooses a winner, and the winner collects the set of character cards played in that round.
The round is over and judgeship moves clockwise to the next person in the group.