

P.E.

CHAPTER 9

The Revere — Dawes Communication Systems in Action!

LEXINGTON AND CONCORD

Objectives

The students will:

Listen for the purpose of gaining information.

Retain information heard and recount that information accurately.

Analyze and practice good sportsmanship and honorable competition.

REVERE-DAWES RELAY

The REVERE-DAWES RELAY connects to the events of Lexington and Concord. It brings home the genius and jeopardy of the Patriot communication network.

Two Patriot networks

A verbal message to pass at speed, and ...

Opposing forces

All add up to urgency, great fun, competition, and the last part of the lesson plan applies and instills the eighteenth-century military CODE OF HONOR in victory as well as defeat.

SUPPLIES NEEDED

- A large field
- Two or more adults who know the rules of the game to serve as Loyalist listeners, monitors, and timers for arrival at destination
- (2 stopwatches if possible)
- Cookies decorated with a British flag or another treat, one per student
- Two equidistant locations that are outside the view of the playing field (example: classroom A and B)
- Distance markers, cones, or flags for the field

- Many stick-on big dots in red and blue
- Bright sashes for the British listeners
- 2 British flags (optional)
- A treat for the whole class
- Large version of the diagram

DO BEFORE CLASS BEGINS

- Determine 2 places out of sight of the playing field and the best route from the playing field to that location (example: the cafeteria, a certain classroom, a certain office). Have a second pair of different locations in reserve in case a second round is needed.
- Decide upon the messages for each team. Example:
 - Capture the British flag in classroom A (if you have 2 British flags or pictures of them), or
 - Meet inside Classroom A

SET THE STAGE FOR STUDENTS

Discuss with the students:

During the years before and during the Revolution, Paul Revere and Samuel Adams set up a system in Massachusetts and other colonies that allowed messages and alarms to be communicated rapidly over great distances. They used riders and runners who would each remember very accurately the message and pass it to several specific people. Each of those then would travel to other locations and pass the message to several specific people. Each of those then would travel to other locations and pass the message to several other designated people who would in turn send someone still further and tell several others. This process would be continued until the message had reached the furthest areas within the system. In such a way, one express rider or messenger could transmit a message that would in very short order reach not just those to whom he talked, but also to hundreds of others.

The system depended upon three things to work well:

1. The message had to be remembered and passed on accurately
2. The messengers had to be able to find the people to whom they would pass the message
3. The messengers had to move swiftly to their contacts without being captured

(This exercise will illustrate to the students how the system works — and very possibly how it sometimes went wrong.)

The night of April 18-19, 1775, Revere, Dawes, and the other express riders were not competing with one another, but rather working co-operatively toward the goal of spreading the alarm to as many as possible. The men had different routes and were attempting to contact different people for the most part, though overlapping would not have mattered. The riders' only opponents were the British

and Loyalists. In this game, however, we introduce the competition between the Revere and Dawes teams for the sheer fun of the speed competition and to set a better stage for the closing lesson on honorable behavior in winning and losing.

DIAGRAM for the students the communication system you and the students are about to create. (See diagram.)

EXPLAIN THE RULES

Tell the children that there will be 2 teams, and that a secret message will be given to Revere and Dawes. The idea of the game is to get the message as swiftly and accurately as possible to everyone in the alarm network **WITHOUT ALLOWING THE BRITISH LOYALISTS TO HEAR** the message. Once Dawes and Revere have heard their message and are told to start, they will each run as fast as possible and whisper that message to two 2nd-tier runners on his team, one after the other, having them whisper the message back to make sure the message was understood. Once the message is delivered and confirmed, the person who has delivered the message can accompany the runners but cannot pass the message to anyone else. Each player will tell two – and only two – others. The 2nd-tier runners each race to and pass the message to two 3rd-tier express runners, and so on to the 4th-tier. Speed is important, but stealth and accuracy are more important. The British Loyalists will be darting around trying to hear. If a Loyalist hears the message, that express runner and all who branch from him are out of the game. No runner can leave their position until they personally have been told the message.

When the furthest people in the network have each been told, they raise their hands, and when all 4th-tier have been told the message, the whole team forms a single line behind the 4th-tier express runners. Any who have not been told or any who have been disqualified by the Loyalist Listeners line up at the back of the line. The adult will oversee this. Without speaking even one word about where they are going, they double-time march silently to the place the 4th-tier express runners take them. An adult will accompany them. If the message is transmitted accurately, they will be led to the right place, and will find a reward. The adult will note the exact time the team arrives at the door of their destination (or if you use British flags, the moment the flag is seized). The first team to successfully complete the exercise will get a special honor.

DESIGNATE AND POSITION THE PLAYERS

- DIVIDE the group in half, forming 2 teams, one led by Revere, the other by Dawes.
- ASSIGN ROLES AND DOTS.
- For the REVERE team, do this:
 - Designate at least 1 fast British Loyalist Listener (preferable an adult with a stopwatch). Have them wear a bright sash or other designation.

- Designate one 1st-tier express runner to be Revere and have that person wear 1 big red stick-on dot. Tell them they will stand next to the teacher and will run to two people, the 2nd-tier express runners, at 20-yard mark.
 - Designate 2nd-tier express runners. Each wears 2 big red dots. Tell them they will stand away from one another at the 20-yard mark and when they are told the message and confirm it, they will each run as fast as they can to 2 players at the 40-yard mark and pass on the message.
 - Designate four 3rd-tier express runners. Each wears 3 big red dots. Tell they will stand at the 40-yard mark and when they are told the message and confirm it, they will each run to two 4th-tier players at the 60-yard mark and pass on the message.
 - Designate up to eight 4th-tier express runners. Each wears 4 big red dots.
- For the DAWE’S team, do the same thing, except Dawes express runners use blue dots.
- POSITION THE PLAYERS
 - Revere Team: Position the 1st-tier player (Revere) on the right side of the teacher. Position 2nd-tier express runners in a fan 20 yards out from Revere toward the right half of the field; position the 3rd-tier express runners in a fan 40 yards from Revere.
 - Dawes team does the same on the left half of the field.

PLAY!

- When all are in position, the teacher whispers to Dawes and Revere the message each is to pass on and each confirms by whispering it back to her.
- Signal Revere and Dawes to begin.
- Reward all Patriots who get to the right place with a treat (cookies decorated with British flags?)
- If no Patriots make it to the correct place because they have all been disqualified by Loyalist listeners, the treats are saved for another round of the game.

HONORABLE BEHAVIOR IN WINNING AND IN LOSING

Though American Revolution express riders were not competing with one another, this game includes a competition between the Revere and Dawes teams both because it adds to the fun, and because it creates the opportunity to teach the concept of honorable behavior in both losing and winning.

When students from both teams reassemble, explain briefly to them that what we think of today as good sportsmanship was a code of behavior expected of honorable people in the 18th Century America. If you win, you do not brag, and you treat your opponent with respect for their effort. If you lose, you handle it with self-control, treat the victor with respect, and acknowledge graciously your opponent’s win.

If no Patriot team reached the designated place, lead all the Patriots to acknowledge the loss by a short bow of respect of the Loyalists, and lead the Loyalists to a bow in return.

If one patriot team successfully reached the designated place, lead the Loyalists to acknowledge them by a respectful bow, and then lead those team members to return the bow.

If both teams complete the race and one Patriot team finishes first, lead the losing team to raise a toast of 3 Huzzahs to the faster team, and the faster team should respond with respect by a single Huzzah to their brothers-in-arms, the slower Patriot team.

The Revere and Dawes Communication System in Action!

DIAGRAM

D represents Dawe's relay team, 2 people at each station after the first "D"

R represents Revere's relay team, 2 people at each station after the first "R"

