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Who Wins?: 100 Historical Figures Go Head-to-Head And You Decide The Winner!



Synopsis

Letâ€™s say Charles Dickens challenges Mother Teresa to a lightsaber duelâ€”theyâ€™re both equally fit, so will his superior artistry overcome her advantage in bravery and leadership? Or who wins karaokeâ€”Nelson Mandela or Jane Austen? They certainly both have a way with words, but Mandelaâ€™s over-the-top courage might take the day. Mixing and matching 100 historical figures in 50 competitive categories, from Ping-Pong to climbing Mount Everest, *Who Wins?* turns history into a compelling game, which means kids learn while having fun in the process. Each of the famous people is given a short bio and ranked in six categoriesâ€”bravery, leadership, artistry, wealth, wisdom, and fitness. And because there are no right answers, the reader decides, and in the very act of deciding and justifying the answer, real learning has taken place.

Book Information

Series: *Who Wins?*

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Average Customer Review: 5.0 out of 5 stars See all reviews (11 customer reviews)

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Age Range: 8 - 12 years

Grade Level: 3 - 6

Customer Reviews

Have you ever wondered if Queen Elizabeth could best Gandhi at Ping Pong? What about who if Charles Dickens could beat Marie Curie at Karaoke? *Who Wins?* (2016) by Clay Swartz, illustrated by Tom Booth has answers to these and other important questions. Swartz has put together 100 historical figures from a variety of time periods and regions (and a decent balance of men and women) to pit in head-to-head competition in a variety of categories. Each figure has an illustration, a fighting nickname (Cleopatra "Queen of the Nile" Pharoah, Feminist, Diva), a brief biography, and

rankings on a scale of ten in wealth, fitness, wisdom, bravery, artistry, leadership, and intelligence. Readers can use the rankings and their own opinions to choose winners in each battle. The book is designed to be flipped back and forth between competitors and the 50 competitions. Random flipping can lead to some unlikely matchups as well as landslide winners (I feel pretty strongly that Shackleton could beat just about anyone when it comes to escaping from Alcatraz). Meanwhile other competitions are too close to call. Because of the rankings, readers can put as much or as little thought into the winner of each match as they like. (I opened up a lot of the discussions by asking probing questions. "Sure, Leonardo da Vinci has a 10 for leadership. But what about his 6 for intelligence? Couldn't that be a problem if he was trying to catch Jack the Ripper?") The variety of matches and competitors, as well as the multiple ways Who Wins? can be read make this a great book for reluctant readers and biography buffs alike. I have coupled this book with a teen video gaming program with great success.

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