

Pank-a-Squith board game – The Suffragettes

We have created a digitised version of our MoAD collection item the *Pank-a-Squith board game*, to help students learn more about the issues affecting the Suffragettes in the early 1900s. Print out the board game in A3 (page 3) and the markers (page 4) and play the game in your classrooms.

Questions for consideration:

- a. What rights the suffragette cause wanted to address
- b. The methods used by suffragettes to achieve their goal
- c. How suffragettes were treated by society
- d. The effect the suffragette movement had on advancing women's rights
- e. Why a board game was created to advance the cause
- f. Using primary objects to learn about the past

Background to the collection item:

The Womens Press was founded as the WSPU's publishing arm, producing the weekly newspaper *Votes for Women* from 1907. From 1908 The Women s Press stocked various purple, white and green products and novelties such as brooches and badges, scarves, ties, hatpins, flags and so on. The colour scheme had been devised by the co-editor of *Votes for Women*, Emmeline Pethick-Lawrence, who wanted suffragists to cover themselves in the colours which, she said, represented purple...for the royal blood that flows in the veins of every suffragette...white stands for purity in private and public life...green is the colour of hope and the emblem of spring. (D. Atkinson, *The Purple, White & Green*, p.15). The WSPU shops also stocked various games, created by several London manufacturers. Amongst these was Pank-a-Squith which was first advertised in *Votes for Women* in October 1909 for one shilling and sixpence. The pictures on the 50 squares of the Pank-a-Squith game depict the events and issues that concerned the WSPU at the time. The 10 Downing Street stone throwing incident is shown, as are the arrests of Emmeline Pankhurst and the hunger strikes and force feeding of jailed suffragettes. Although there is no solid evidence that games such as Pank-a-Squith raised much money for the suffrage cause, there is no doubt that it is an example of some of the earliest political merchandise relating to suffrage. It is also a highly significant reminder of the radicalism espoused by suffragettes in this era, and relates directly to the suffrage movement in Australia.



This is a very well-preserved example of a political board game produced in limited numbers in England in the early 1900s. The game, Pank-a-Squith, was named after Emmeline Pankhurst (1858- 1928), the suffragette leader, and Herbert Asquith (1852-1928), British Prime Minister from 1908 to 1916 and a strong opponent of women's suffrage. The colours of the militant suffragette movement, green, white and purple, are prominent on the 50 squares of the game which are arranged in a spiral. The aim of the game is to reach the central square which represents universal suffrage. A number of political events are represented, including suffragettes throwing stones through a window of the Home Office, as occurred in 1908, and Emmeline Pankhurst slapping a policeman on the face in 1909 to ensure that she was arrested. On square 16 a notice says that any player landing on this space must send a penny to Suffragette Funds.

The game was produced in 1909 in Germany for the Women's Social and Political Union (WSPU) in Britain as a fund-raising item. The WSPU, formed by Pankhurst and others in 1903 to use direct action to obtain the vote, sold this game and other items in a number of shops that they ran. The number of games produced is unknown, however auction company Bonhams, which has sold the game before, estimates that it was only produced in the hundreds, rather than thousands. Certainly only a very limited number of sets of the game exist now, and they come up for sale very rarely.

There appear to be no other examples of this game held in Australia. There are some sets held in Museum collections in the United Kingdom and the US, but they are limited in number. The production and use of the game, and the stories it conveys, are highly significant in the story of women's suffrage in the UK. Particularly significant is its relevance for the story of the WSPU, a group which influenced generations of Australian suffragettes.

To learn more:

<https://www.moadoph.gov.au/blog/the-pank-a-squith-board-game/>

<https://www.moadoph.gov.au/learning/classroom-resources/stories-from-the-bunker/> - A 5 minute clip of local secondary students examining MoAD Suffrage objects (including the board game). This link also contains a PDF with additional activities and resources.

<https://www.moadoph.gov.au/learning/classroom-resources/breaking-through-75-years-of-women-in-parliament/> - Various activities to support a microsite titled *Breaking Through – 75 Years of Women in Parliament*. These include a recorded 30 minute digital excursion program on the subject, worksheets a Kahoot Quiz on Suffrage and creative classroom activities such as making a Zine and responding to Hansard excerpts with HansART.

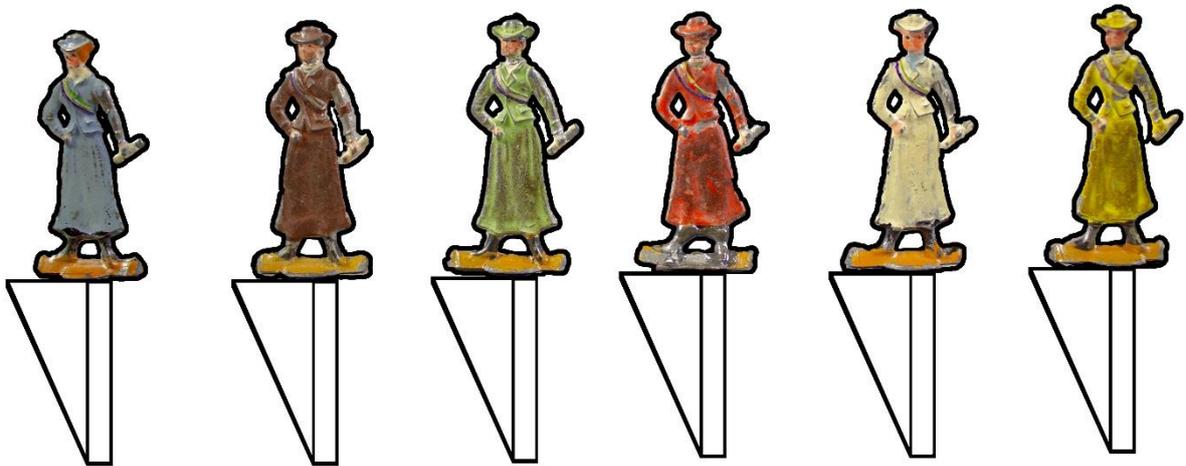


Pank-a-Squith Board Game

“Pank-a-Squith”

The game may be played by 2 to 6 players. Each player chooses a “suffragette” and places same outside square 1. The game proceeds by dicing with one die and moving the “suffragette” as many squares forward as dots are cast. A “suffragette” “reaching”:

- Square No. 6** dodges the police and must go back to her home on square number 1.
- Square No. 7** the leader takes her “friends” to Clements Inn on square 17.
- Square No. 11** this means delay. “Suffragette” arriving here miss two turns.
- Square No. 13** if two “suffragettes” occupy this square together the inspector feels obstructed and sends them both back to square No. 10.
- Square No. 14** the “suffragette” here is forced back two squares.
- Square No. 18** A Bow Street magistrate reserves his decision. The “suffragette” alighting here misses 1 turn.
- Square No. 20** the police arrest her. She must go to Bow Street where she misses a turn.
- Square No. 25** meeting the brave deputation means: take your “luck” in your own hands and cast again.
- Square No. 30** having the misfortune to reach this square means back to square 22.
- Square No. 32** worse still! start all over again.
- Square No. 33** miss a turn.
- Square No. 36** miss a turn.
- Square No. 37** chucked out! back to 35.
- Square No. 41** multiteers are sent to 42.
- Square No. 42** here you miss 2 turns.
- Square No. 50** to reach the House the exact number must be cast. If over count back.





Australian Curriculum 8.3 - Links:

Year 5 HASS: *Civics and Citizenship*

The key values that underpin Australia's democracy (ACHASSK115)

How people with shared beliefs and values work together to achieve a civic goal (ACHASSK118)

Year 6 HASS: *Civics and Citizenship*

The contribution of individuals and groups to the development of Australian society since Federation (ACHASSK137)

The responsibilities of electors and representatives in Australia's democracy (ACHASSK145)

The shared values of Australian citizenship and the formal rights and responsibilities of Australian citizens (ACHASSK147)

Year 7: *Civics and Citizenship*

The key features of government under the Australian Constitution with a focus on: the separation of powers, the roles of the Executive, the Houses of Parliament, and the division of powers (ACHCKo48)

Year 8: *Civics and Citizenship*

The freedoms that enable active participation in Australia's democracy within the bounds of law, including freedom of speech, association, assembly, religion and movement (ACHCKo61)

How citizens can participate in Australia's democracy, including use of the electoral system, contact with their elected representatives, use of lobby groups, and direct action (ACHCKo62)



Year 9: History

Key people, events and ideas in the development of Australian self-government and democracy, including, the role of founders, key features of constitutional development, the importance of British and Western influences in the formation of Australia's system of government and women's voting rights (ACDSEH091)

Laws made by federal Parliament between 1901-1914 including the Harvester Judgement, pensions, and the Immigration Restriction Act (ACDSEH092)

The impact of World War I, with a particular emphasis on Australia including the changing role of women (ACDSEH096)

Year 10: History

The impact of World War II, with a particular emphasis on the Australian home front, including the changing roles of women and use of wartime government controls (conscription, manpower controls, rationing and censorship) (ACDSEH109)

Year 11 and 12: Legal Studies (note – as applied to individual States and Territories curriculums)

Human rights in Australian contexts