**WWII Lesson Plan Template**

**Grade level:** 10th

**Subject:** Global History 2

**Lesson time length:** 4 class days, 160 minutes

**Characteristics of the class: (multi-age or grade level, developmental level, etc- )** My classes are made up of about 30 students, 6 classes.

**Purpose/Rationale:** To learn about the different battles during World War Two. Students will be creating their own games focusing on one of the battles, and then they will play each other’s games and learn about the different battles by playing these games.

**Materials and Technology Tools:** Students will need a computer to use in order to create their own game and access the website. This may require the class to use a computer lab within the school or bring in their own computers if the teachers chooses.

**Objectives:** Students will be able to analyze the battles from World War Two by playing each other’s simulation games.

Students will be able to create a game simulating one of the battles from World War Two.

**Instructional Procedures: (please remember to integrate technology tools)**

**Introductory Activity:** Students will complete a do now to the question “Write down everything you already know about the battles in World War Two, and what you want to know about the battles in World War Two.” Have students discuss with a partner what they came up with. Then, lead a class discussion. (Time: 10-15 minutes)

Then introduce the class to your game and use it as a demonstration to the simulation project they will be working on the next few class days.

**Developing Activity:** Students will be working in groups of no more than 4, and researching one battle from World War Two. They will then create their own game and must include text boxes for context. Students will spend 3 class days researching and creating their games and on the last class day, they will be playing all of the other groups simulation game.

**Concluding Activity:** Students will complete an exit ticket describing each of the battles. They will hand it in at the end of the class period. This will measure how well the students grasped the project.

**Assessments:**

**Exit Ticket**

**Simulation Game**