

Museums & Schools Lesson Plan

Workshop Title: War and Peace Island Digital Explorer Game	Venue: In school.	Key Stage: KS3 Class Size: N/a
Length of Session: 60 mins	Support Staff Required: N/a	Arrival Details / Risk Assessment: N/a

Curriculum Links and Skills

Geography	<ul style="list-style-type: none"> Develop contextual knowledge of the location of globally significant places Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs and Geographical Information Systems (GIS)
History	<ul style="list-style-type: none"> Challenges for Britain, Europe and the wider world 1901 to the present day – the First World War and the Peace Settlement; the inter-war years; the Second World War; Britain’s place in the world since 1945 A depth local history study linked to the above British area of study Know and understand the history of these islands as a coherent, chronological narrative; how people’s lives have shaped this nation and how Britain has influenced and been influenced by the wider world Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically-valid questions and create their own structured accounts Understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed
Citizenship	<ul style="list-style-type: none"> Are equipped with the skills to think critically and debate political questions Develop skills to research and interrogate evidence, debate and evaluate viewpoints, present reasoned arguments and take informed action

Pre-Session

Prior Learning Required	No prior learning is necessary. This session would work well as a follow up focus on the local context of C20th conflict on the Island once the general histories of WW1 and WW2 have been taught
Resources Required	<ul style="list-style-type: none"> C20th global wars of empire chronology War and Peace Island Explorer Map (online) <i>or non-digital card version</i> War and Peace Island Explorer Game Dice and counters Notebook and pencil (recyclable) <p>Access to up-to-date computer hardware, with up-to-date browser, and good broadband/ WiFi connection. (This exercise can be undertaken individually or in groups)</p>

Vocabulary to be Introduced	Conflict, war, peace, empires, grief, displaced, civilians, soldiers, sailors, airmen, labourers, battlefield, trauma, war effort, innovation, medical care, military personnel, physical and mental conditions, volunteer, commandeered, manufacture, peace settlement, World War 1, World War 2, Cold War, global north, global south, diplomacy, defence, aggression, submarine warfare, naval ships, merchant ships
Learning Objectives / Outcomes	
ALL students	<ul style="list-style-type: none"> Understand the Isle of Wight's connection with World War 1 and global wars of empire during the C20th Experience working with digital maps and GIS software
MOST students	<ul style="list-style-type: none"> Understand that artefacts in museum and archive collections are a valuable resource in the study of scientists of the past Be able to search for locations and places using GIS software
SOME students	<ul style="list-style-type: none"> Relate the places they have discovered on the map with real places in the landscape Be able to recognise and debate the impact of war and conflict in history on our own global lives today
Differentiation / Extension Activities	<p>Have a go at developing their own short game using the map for other students to use</p> <p>Research and propose other items to add to the map, and prepare content for 'pop-up windows'</p>
Provision for Students with Additional Needs:	This lesson plan has been designed to provide active learning that combines both individual and collaborative engagement. Students can work at individual pace and take an active role in small group/ class-based work. Use of technology supports adjustments for visual and hearing impaired. Duration of digital engagement time is focused.
Assessment Strategies	Successful completion of the game as a collaborative venture, individual creative response session, engagement in plenary discussion
Learner Activities / Questions & Class Organisation	
Starter 10 mins	Using the C20th global wars of empire chronology as a reference, talk about the chronology of WW1, WW2 and the Cold War. You may also wish to reference the 2022 conflict in Ukraine in this context.
Activities 40 mins	<p>Play the War and Peace Island Explorer Game:</p> <ul style="list-style-type: none"> Play in groups of 3-4 Each player takes turns to roll the dice and land on a square Squares have different colours representing the 10 different themes of object stories to be found on the Explorer Map A player landing on a square follows the instructions on that square, finding an object for the relevant theme – e.g. Impact at Home; Women at War – on either the digital version of the map online or using the non-digital cards; and recording the information requested in their notebook

	<ul style="list-style-type: none"> • The group that has the most themes represented in the objects they have researched at the end of 20 minutes is the winner! • Has any group found one of the three objects modelled in 3D? (<i>hint: look for them in Global War of Empires; Loss and Grief; Submarine Warfare; Manufacturing for the War Effort</i>) <p>Students select one of the 10 themes represented on the Explorer Map and look at 4-6 object pins. Produce a creative response such as:</p> <ul style="list-style-type: none"> • Imagine you are living on the Island at the end of World War 2 and are writing a note to a friend about something inspired by one of the objects you have looked at • As you are living now, write a note to a young person who is your age currently living in Ukraine or Syria inspired by one of the objects you have looked at
<p>Plenary 10 mins</p>	<ul style="list-style-type: none"> • Invite students to talk about: <ul style="list-style-type: none"> ○ How people living on the Isle of Wight were affected by war in the C20th ○ How C20th history of conflict continues to shape the world we live in today