

# WARGAMING

SOME OF THE MOST PIVOTAL POINTS IN HISTORY REVOLVE AROUND THE OUTCOME OF PHYSICAL CONFRONTATIONS BETWEEN WARRING COMBATANTS: STORMING OF NORMANDY, WATERLOO, GETTYSBURG, AND THE RUSSIAN INVASION. THERE HAVE BEEN NUMEROUS HISTORIANS WONDERING HOW A BATTLE *REALLY* OCCURRED IN THE FIELD OF BATTLE. THERE IS ALSO A MORE RECENT TREND TO SPECULATING WHAT HISTORY WOULD BE LIKE TODAY IF AN OUTCOME OR SITUATION WAS DIFFERENT THAN WHAT WE KNOW. RECREATING THESE BATTLES ON A TABLETOP ALLOWS FOR THESE SPECULATIONS AND TO LEARN MORE ABOUT THE CIRCUMSTANCES LEADING UP TO A PARTICULAR BATTLE.

IN THIS INTENSIVE WE WILL BE STUDYING THE HISTORIES OF SPECIFIC BATTLES, DESCRIBING WHAT IMPORTANT FACTORS LEAD TO THE HISTORICAL OUTCOMES OF THE BATTLES, LEARNING NEW GAME SYSTEMS THAT WILL ALLOW US TO RECREATE THE BATTLES FOR A CLOSER UNDERSTANDING OF THE BATTLES, AND REVIEWING THE GAMES FOR HISTORICAL ACCURACY AND GAMEPLAY.

**TEACHER:** BOB

**GRADE LEVEL:** 7-12

**COST/FEE:** FREE

**CREDIT:** ELECTIVE CREDIT

(MAY PETITION FOR SOCIAL SCIENCES ELECTIVE CREDIT)

