

## Middle Ages

### Simulation 4

The competition between the queendoms concludes with this final student created simulation.

#### Your Task:

Do you enjoy playing computer, board or role playing games? We know you love the study of history so let's combine the two. Your team's task is to first design a multi-role player simulation game and we will then play the best one as a whole class.

Each team will work together to design a multiplayer team game that the 6th graders will act as judges to decide which one is best for the entire class to play. The **purpose** of this simulation is to gain understanding why opposing parties go to war as well as see how aspects of **ESPRAT+G** can lead to war, affect the process of the war and lead to influencing which side wins. A real focus will be on the technology used in Medieval warfare as well as tactics and strategies.

Here are some items that need to be included in your game:

- Players use analysis and problem solving skills.
- Individuals continue their role playing in the game and afterwards using their blogs to reflect about their experiences.
- Tactics and strategies must be drawn from your study of Medieval warfare. Remember that some battles took place out in open fields while others were sieges of castles.
- Teams earn points (or whatever system you create) to award each team for winning battles, etc. so that we can add the points up to see who wins the overall war.
- The game will take place over a few days so it must included several stages.
- An activity must be included where individuals and teams process how each component of **ESPRAT+G** lead to, affected and concluded which side won the war.

Each team will create a Google Document for brainstorming and sharing of ideas as they develop their simulation game.

#### Assessment:

Once the 6th graders decide which game we should play, we will work together to create the rubric to measure how each team does in playing the game and in reaching the learning outcomes for this simulation. The team who wins the design process of this simulation will received extra point in the overall competition. Each team will use the rubric to assess their individual and team efforts to determine their grade for this project.