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Peloponnesian War

Greek Review



About the author

James Francis received his Masters in History from Southeast Missouri University. Subsequently he has taught in Thailand, Slovakia and, since 2004, at Cleveland NJROTC in St Louis, Missouri. In 2010 he was selected as Saint Louis Public Schools' Social Studies Teacher of the Year. He currently teaches World History and AP European History, as well as being an ACP Adjunct Faculty Teacher at the University of Missouri - Saint Louis.

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Welcome to *Peloponnesian War!*

Covers the origins of the ancient Greek culture, its struggles, Alexander's conquests, and the spread of Hellenism. Students are divided into five city-states and compete to eliminate the others in order to become the dominant *polis* in Greece.

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Preface

A couple of years ago, I found myself frustrated as a teacher. I wanted to push my students into deeper levels of thinking; however, they were not acquiring the basic knowledge they needed to get there. Most of my students know little of the world outside of inner-city St Louis, and little motivation to learn about people such as Julius Caesar, Simon Bolivar, or Saladin. So my task was to find a way to motivate them to learn while directing them towards a deeper way of thinking.

To solve this, I began to rely on my Peace Corps experience. Three years prior, I spent two years in Thailand teaching English. As in St. Louis, the students of Rong Rien Plu ta Luang were less than enthusiastic about learning English—especially the boys. To engage them, I began to use different “learning games.” These were simple, but pulled the students into the lesson and energized the material for them. The students became motivated to know the material so they could “win” the games. By playing the games regularly, the students began to learn the material in spite of themselves.

Using these experiences I was convinced that introducing review games into my classes would help increase the energy, motivation, and retention of my students. I began (as most teachers do) with the typical Jeopardy! and other such games available on the Internet. While these were effective at first, the novelty wore off quickly and I found myself back at square one.

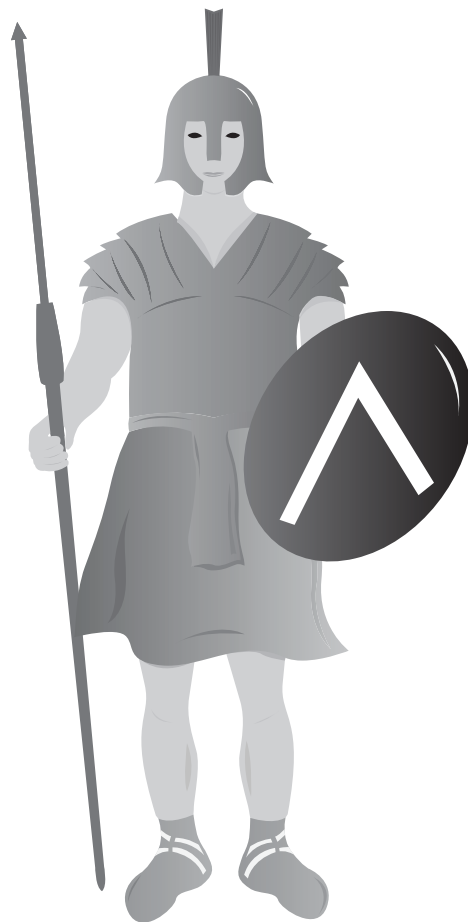
I then decided to try and develop games of my own. Having a background in computers as well as history, I started simply, using PowerPoint as my means of delivery. Simple hyperlink games such as basketball and volleyball seemed to hold my students’ interest longer, especially when used in a “tournament” style game, but students’ enthusiasm for these games also waned after a while.

Realizing the problem was that the students wanted something unique, I began developing games for each period of time we covered. My idea was to maintain the enthusiasm and anticipation the students had for each new game. I also began to reapply my programming experience from college, opening up a new world of possibilities through PowerPoint. Now, while we studied the Romans, the review game put the students in the roles of generals vying for the throne of Emperor. When we studied the Middle Ages, students jousting against each other as knights. In addition, I began shuffling the slides so the questions would repeat throughout the game. This change allowed repetitive learning of basic facts without the struggle of rote memorization.

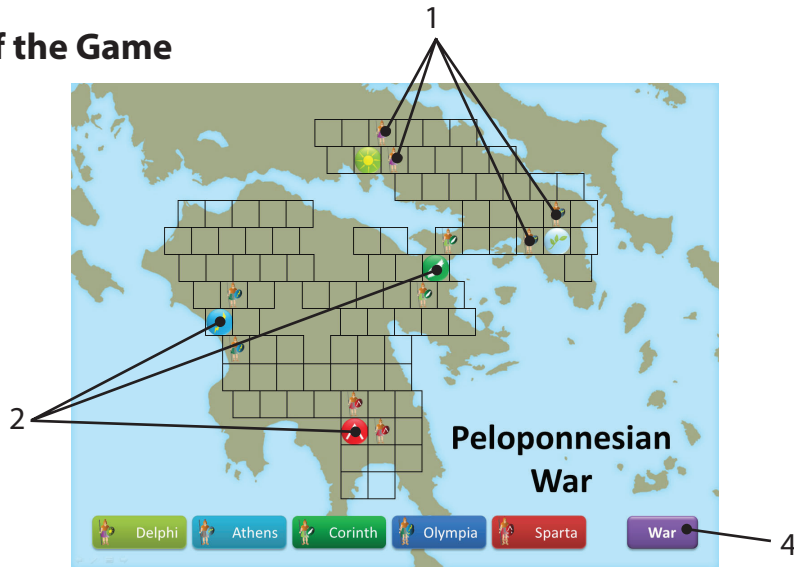
Introduction

Following the Persian War, Greece began to develop into two competing poleis with two diametrically opposed lifestyles and philosophies: Athens and Sparta. Each polis would battle for primacy in the Greek world.

This review game covers the origins of ancient Greek culture, its struggles, Alexander's conquests, and the spread of Hellenistic culture. Students will compete against each other in order to eliminate opposing poleis and become the dominant city-state in Greece.

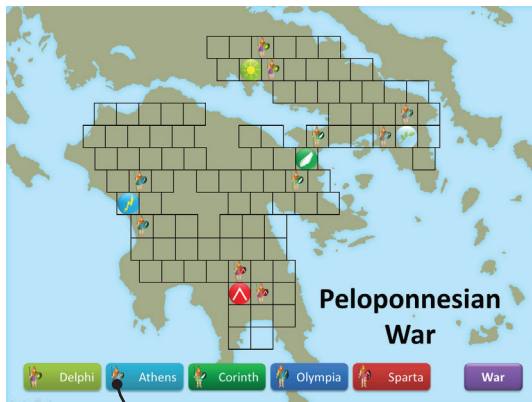


Parts of the Game



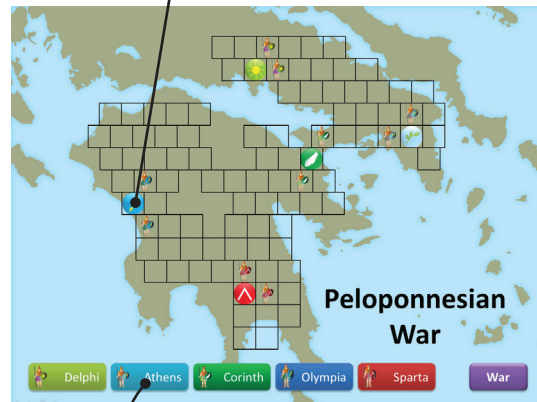
1. **Phalanxes:** Each polis has two phalanxes that can be used to attack other poleis, and one within the city walls that acts as the last line of defense against opposing forces. To move a phalanx, click on it and then on the space you wish to move it to.
2. **Poleis:** Five poleis are shown throughout the map. If a team loses its polis, it becomes subject to the victor. A polis may not move.

To **add** a phalanx for Athens...



Click here, then click one of the squares on board.

To **remove** a phalanx for Athens...



Then click the button for Athens at the bottom of the board.

3. **Gaining or Losing Phalanxes:** At certain times, a polis may gain or lose phalanxes. To add a phalanx, click on the phalanx in the button for that polis at the bottom of the board, then on the space you wish to place the phalanx. To remove a phalanx, click on the phalanx on the board, then click on the button for that polis at the bottom of the board.
4. **War button.** The "War" button will choose a random question from ancient Greek history.