

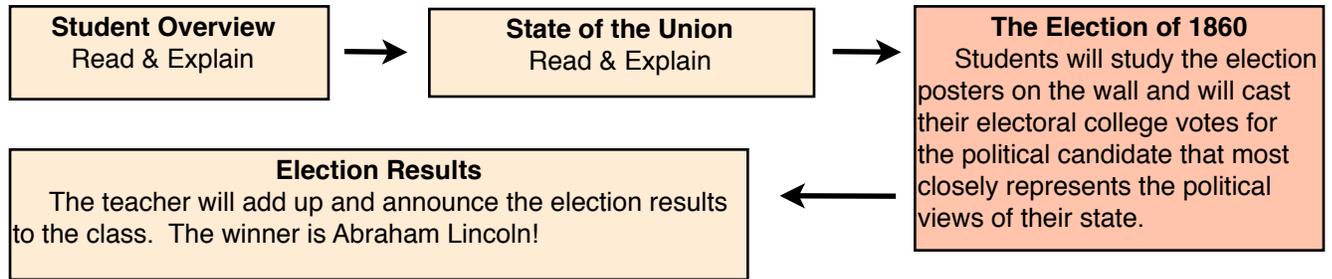
CIVIL WAR
SIMULATION
FLOW CHART

Day 1

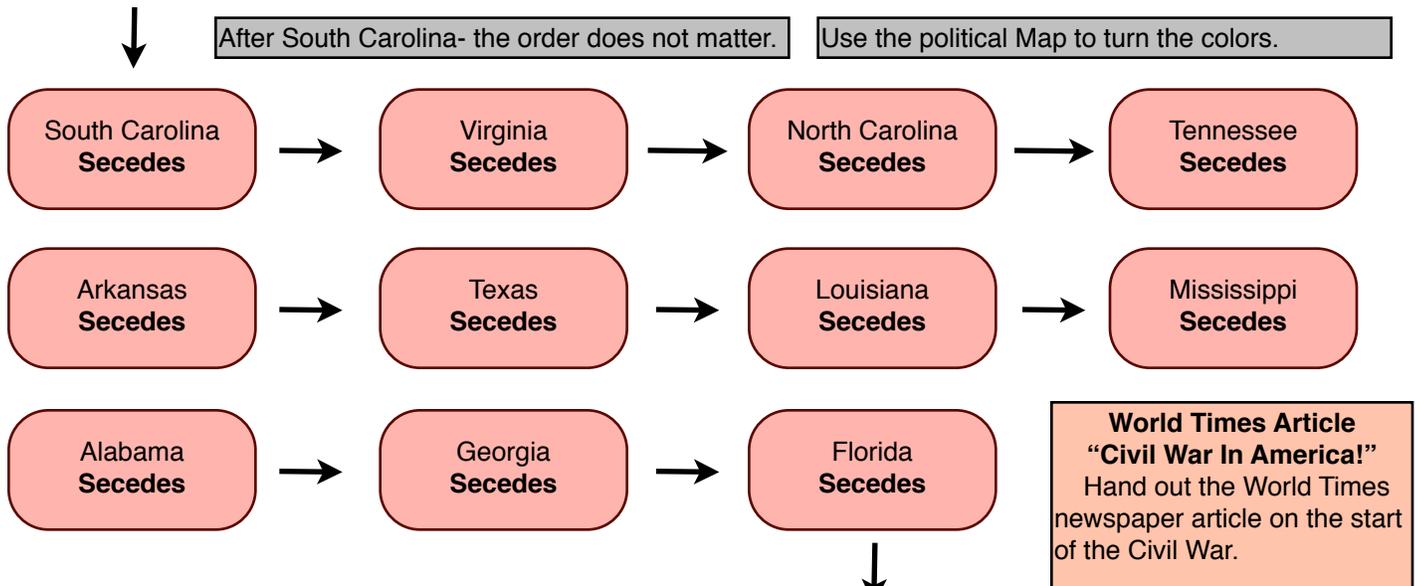
Students will be assigned to research the state(s) and the role they played in the American Civil War. Two students will also be assigned the roles of Abraham Lincoln (President of the United States) and Jefferson Davis (President of the Confederate States of America)

Day 2

The teacher can assign states to fit the number of students in their class- Some students may have more than one state of similar political views.



The state of **South Carolina** will call a meeting of all the **slave-holding states** in the Union to discuss their next move. The slave states must decide whether or not they want to stay in the Union or Secede from the United States.



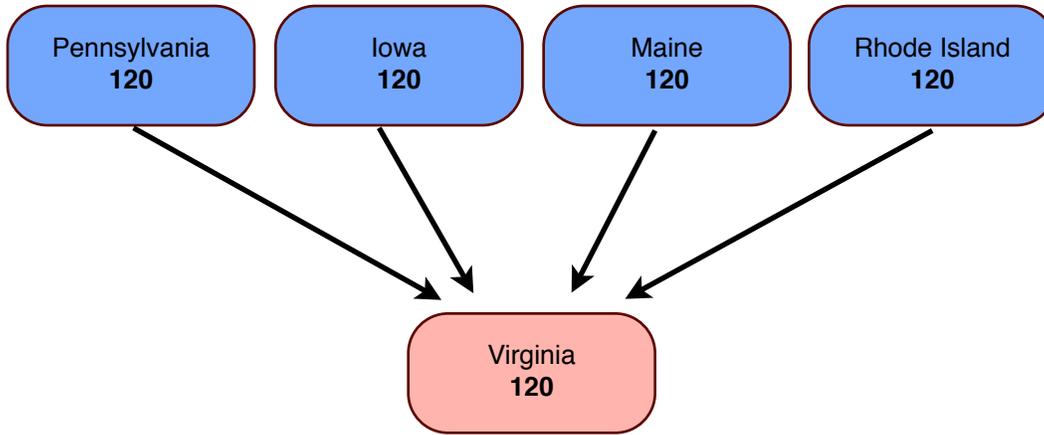
Explain Civil War Simulation Rules
Using the Civil War Map- Explain the rules of the simulation giving examples of how movement works and battles are fought. If you have the Keynote "Civil War Student Orientation" use that to explain to students.

The room now should be set up for two groups: Union and Confederate. Arrange your desks and tables so that discussion is easier.

1861

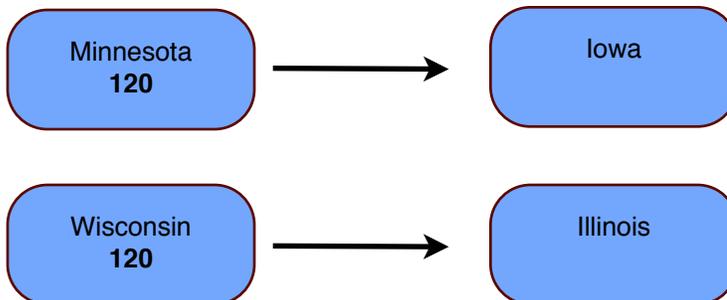
**Turn 1
The North
“War”**

The following is an example of how a turn may look. You need to remember that students will make up their own strategies and movements. Students must not go against their objectives. Students can attack in multiple directions, but they can only use each states forces once per turn in either war or movement- not both.



**Turn 1
The North
“Movement”**

In the movement phase, students can move any forces that were not used during the war phase. Multiple states can move in multiple directions.



**Turn 2
The South
“War”**

Use the same example for the South

**Turn 2
The South
“Movement”**

Use the same example for the South

This process is repeated until the simulation ends.
Tip: If you want the simulation to move faster remove the railroad movement restrictions.