

World War I

Online Simulation

Instructions

Step 1:

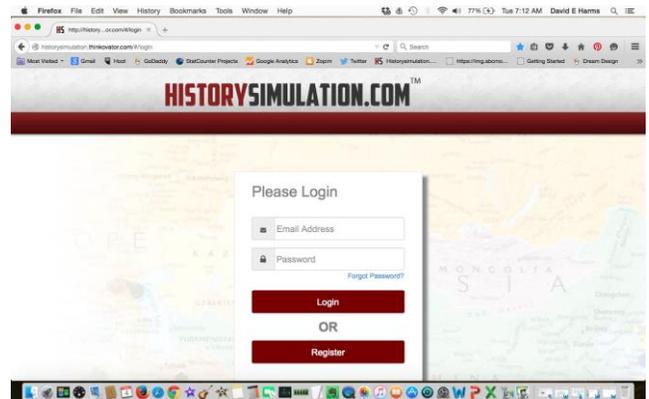
You will need to already have or purchase the **World War One Simulation Lesson Plan**. You will not be able to run the WW1 Online Simulation in your classroom without those materials.

Step 2:

You will need to purchase a one-year subscription to the WWI Online Simulation. You will be allowed unlimited simulations for one calendar year:

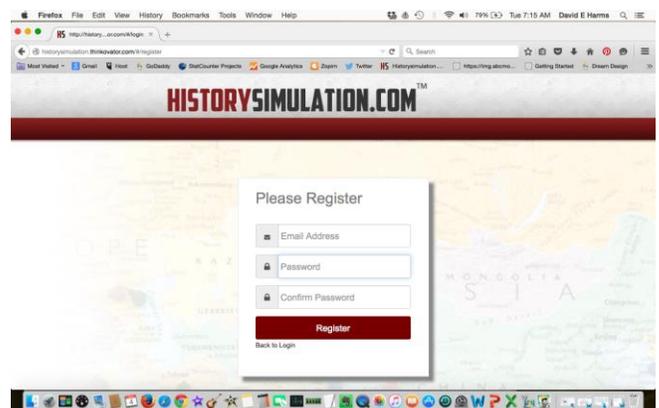
Step 3:

After you have purchased your subscription, you will need to email Mr. Harms at mrharmssimulation@gmail.com with your email address and within 24 hours you will be able to register and begin using the WW1 Online Simulation. Then click on the link below and bookmark it:
<http://www.historysimulationonline.com/>



Step 4:

You will register at the URL above. You can then login and set up your first simulation. You can create as many simulations as class periods you have. Each teacher needs one license, no matter how many classes/simulations they are doing.



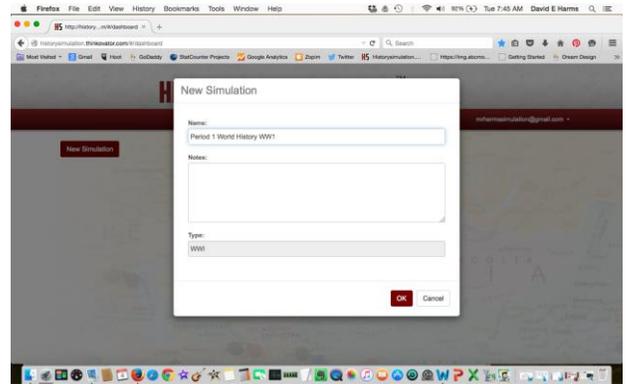
Step 5:

To set up a new simulation, click on “New Simulation”



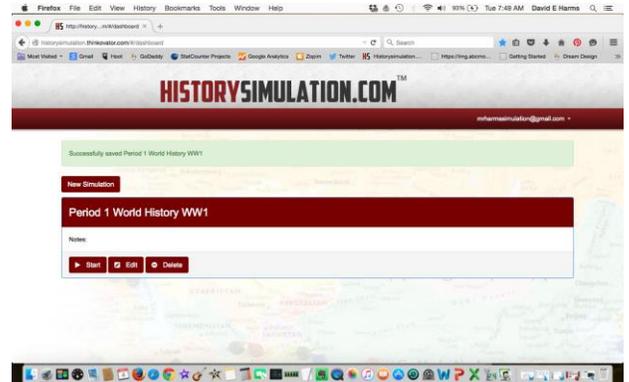
Step 6:

You will need to name each simulation so you know what class and periods that simulation is aligned with. There is also a place to keep your notes after each period so you know where you left off and anything else you want to be reminded about the next day.



Step 7:

Your simulation has been created and you are ready to start. Just click “Play” and the simulation map will appear ready to start.



Years:

In the left hand menu, you will see years for the WWI Simulation. Click on the year you are on and a drop down menu will appear with all the countries to mobilize troops in that year.

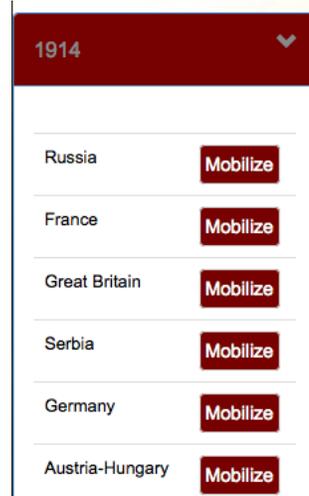
Notes:

Use this to keep track of where you left off each day or anything else you want to remember for this simulation



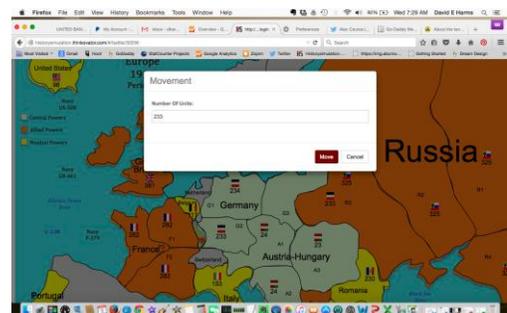
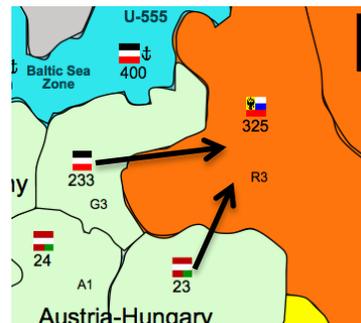
Mobilizing:

When you click the “Mobilize” button to the right of the country, the simulation will automatically mobilize the troops each country gets in the correct zone on the map. As students see the numbers of their neighbor’s armies expanding in size, it will cause that chain reaction and escalate the simulation! **Take your time mobilizing. Let the numbers change before you push the next button. If you push them too fast it could over-mobilize and get the wrong numbers.**



Moving Troops and Navies:

To move an army or a navy you drag the flag of the troops or navy you want to move to the location you want them in and a menu will appear. The prompt will ask you how many of those troops you want to move. If you want them all to move click on the “March” button. If you want to move a certain amount, type in the number and it will split the forces. **If the armies don’t stack into one unit, move them back to where they came from and move them again.**



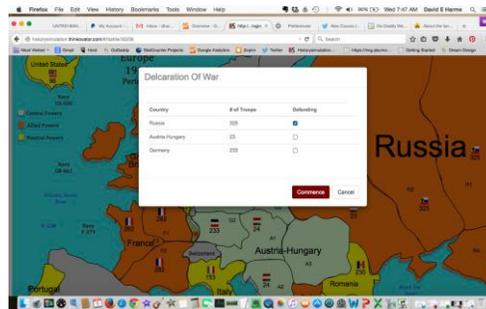
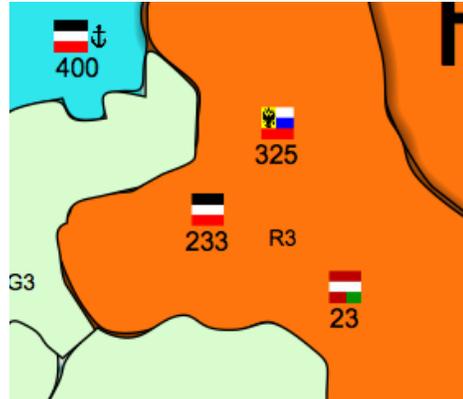
Conducting Battles: Land and Sea (Same)

Step 1: Drag the attacking forces (Germany & AH) to the region (R3) the students have declared war on.

Step 2: The defending country is allowed to move in any adjacent forces to defend (they don't get the defense bonus unless they are in the region when war is declared).

Step 3: Double Click on the region the battle is in and a declaration of war menu will pop up. There will be a box under "Defending", click on the box of the troops that were in that region when war was declared. In later years you will also be prompted for using poison gas.

Step 4: Click the "Commence" button and the battle will begin! After a few brief explosions, the defeated forces will disappear from the map and the remainder of the victorious forces will appear. The color of the region will automatically change to the victor's alliance colors (Central Powers). Now your ready for the next battle!



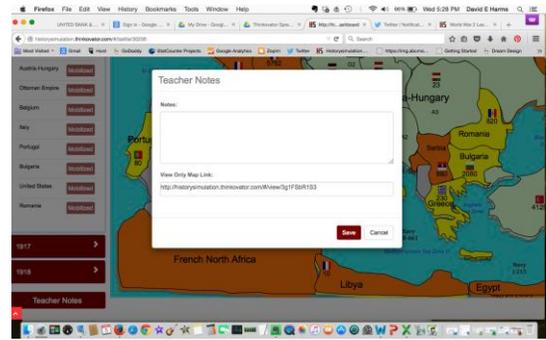
Submarine Losses:

When the year is over, in this case 1915, and you're ready to start the next year, click the "Start Year" button. The submarines will automatically take out the % of navy for that year. If there is more than one group in that sea/ocean it will take out that many more percentages. For example, if the North Sea has 3 German Submarine groups and the % for that year is 5%, then a total of 15% of the navies in that sea will be subtracted.



Teacher Notes/Student Link:

If you click on **“Teacher Notes”** you will be able to add notes and there will also be a link students can use to see a **read only map** of the simulation. Each time they refresh that page it should have the latest map up.



Changing Alliance Colors:

To change the alliance color of a neutral country, double click on the country's name and a menu will pop up. Check the box for the Alliance and color you want the country to join. Then click "Save"

