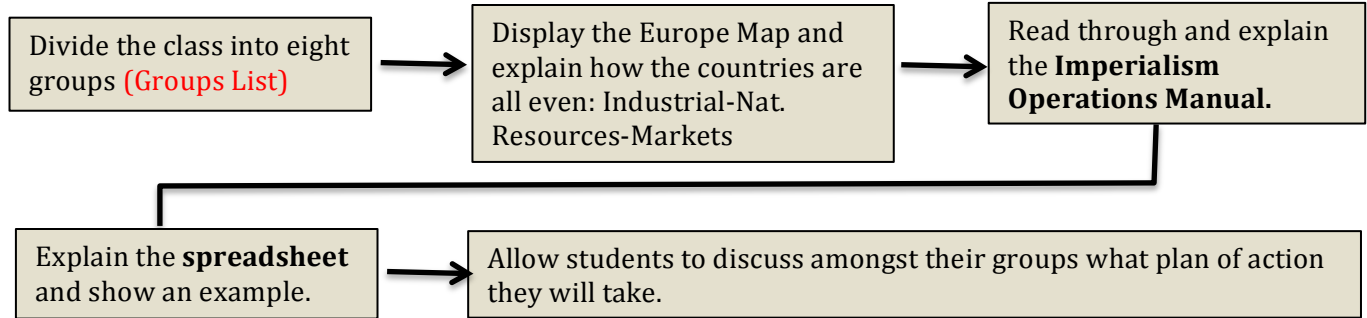


Imperialism Lesson

Flow Chart

Introduction



Lesson Example: Great Britain

1. Technology Round

-In the opening round, each group will spend all their national income on Research & Development. (Groups will decide what kind of simulated rolls they will choose to buy).

(Spend National Income)

GB has (3) choices to put all their national income into:

1. Savings
 2. Military Credits
 3. Research & Development
- (After the simulated rolls-add to Technology Box)

Sequence of Events

1. Technology Round
 2. Spend National Income
 3. Military Action
 4. Spend National Income
 5. Military Action
 6. Spend National Income
 7. Military Action
- Simulation Ends

Military Action

GB has to decide if they want to take military action to conquer a region in Africa. They can only take one region per turn and they can only take one that they have enough military credits as the national defense number of that region. Once they have decided:

1. Subtract the amount of national defense of the conquered territory from GB's Military 18
2. Add the Natural Resources number to the Foreign Natural Resources box in the SS. 25
3. Add the Population/Market size to the Foreign Markets box in the SS. (36)

Great Britain's turn is complete. Now France goes through the same procedure and so on.

The class will complete 4 rounds (including the Technology Round).

Closing The Simulation

- The group with the highest % increase per capita is declared the winner!
- Discuss the results and how they came to be.
- Students will then answer questions from the simulation report.