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Part 1: Introduction to the Cold War (6 sessions)

Students are introduced to their unit project: a set of recommendations for a game based on Cold War events in one of three countries: Chile, Republic of the Congo, and Afghanistan. Students place these interventions in their global context and discuss the origins of the Cold War.

Activity 1A: Proxy War

1A.1: <i>Unit Overview</i>	Students learn about the unit, and discuss short summaries of interventions that took place in Republic of the Congo, Chile, and Afghanistan.
1A.2: <i>Cold War Conflicts Around the Globe</i>	Students place the Cold War in its global context by analyzing a timeline of Cold War interventions and maps of decolonization in Asia and Africa.

Activity 1B: Origins of the Cold War

1B.1: <i>A Comparative Look</i>	Students distinguish between primary and secondary sources and compile a list of sources for their podcasts.
1B.2: <i>The Arms Race</i>	Students write and compare brief histories of the class to experience first-hand how viewpoints and perspectives influence how history is told. They identify people with different perspectives to interview for their podcasts.
1B.3: <i>The Iron Curtain and the Soviet Response</i>	Students compare and contrast speeches given by Winston Churchill and Joseph Stalin, and discuss how an alliance between the two countries turned into a global competition.
1B.4: <i>Cold War Games</i>	Students learn the requirements of their unit projects, and use what they have learned to come up with an idea for a historically accurate video game.

Part 2: Two Opposing Views (4 sessions)

Students consider the impact of U.S. and U.S.S.R. foreign policy on a country's political development. The class then re-enacts the 1955 Bandung Conference, and delivers presentations on their country's position on alignment. Students research the historical background for their game, write a paper, and use their research to come up with a video game concept they present to the class.

Activity 2A: Interventionism in the Cold War

2A.1: <i>Cold War Foreign Policy</i>	Students read primary documents from the Cold War and identify the motivations for U.S. and U.S.S.R. interventionism during this period.
2A.2: <i>Election Strategies</i>	Students brainstorm strategies to rig an election and make connections to the activity and the history of the Cold War, considering the implications of foreign intervention on a country's development.

Activity 2B: Creating the Third World

As representatives of Chile, Afghanistan, or Republic of the Congo, students prepare and deliver presentations on their country's stance on alignment in the Cold War.

Activity 2C: Developing a Cold War Game

Teams use primary and secondary sources to write a paper, which contains recommendations of a video game based on Cold War interventions in Afghanistan, Republic of the Congo, and Chile.