Diplomacy Alliances game:

70min lesson, reflection often set as homework as students become too involved.

Australian Curriculum links (V9):

-Causes of the First World War; long and short-term causes specifically Alliances/Imperialism (AC9HH9K08).

General Learning: Alliances of WW1, Map of Europe (really helps), negotiation skills, strategic thinking, reflect on learning.

**Explanation**: The Diplomacy Alliances game splits students into 7 countries with established alliances, reflective of pre-war Europe. Countries are given a pre-determined ‘moves’ on the map to replicate elements of early war movements in 1914 (This isn’t exact). For the students, the game’s goal is to achieve a set number of objects according to each individual ‘country card’. However, the overarching objective, is to have students engage with the map of Europe, engage in negotiation with each other as well as understand the complexity of the alliances prior to World War 1.

This game was such a hit with my students, I was asked to create a ‘Diplomacy Club’ where students could play the game in its original format without the imposed restrictions that tie the activity to World War 1.

Reflection Questions:

1. What difficulties did you face in trying to achieve your objectives in the game?
2. What strategies did your country use in achieving your objectives?
3. How did your alliances help or hinder your ability to achieve your objectives?
4. Describe the major alliances and how they interacted during World War 1.
5. How do you think the Triple Alliance would have reacted to Italy’s betrayal?