

Levée en Masse

The Wars of the French Revolution: 1789 to 1802
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Plan 2: Understanding the Events of the Wars of the French Revolution

Introduction:

Levée en Masse is a game that simulates the struggles that gripped France beginning with the Storming of the Bastille in 1789 to Napoleon's seizure of power in 1802. The game was designed to be played solo but can easily be adapted for use in a single classroom or with smaller groups of students using multiple copies of the game. In this lesson, students will focus on the events of the French Revolution.

Subject Areas:

World Studies, Military History, and Government classes

Grade Level: 9 – 12

Lesson Objectives:

Students will:

1. Use academically appropriate resources to define and provide context to event(s) of the French Revolution.
2. Work to synthesize the research on the historical event into a few sentences that can be shared with classmates.
3. Present their research to the class.
4. Collect information on all 60 historical events of the French Revolution through 1802.

National Standards:

World History Standard 32: Understand the causes and consequences of the political revolutions in the late 18th and early 19th centuries.

Working with Others Standard 1: Contributes to the overall effort of a group; Standard 4: Displays effective interpersonal communication skills.

California State Standards: 10.2.4 Explain how the ideology of the French Revolution led France to develop from constitutional monarchy to democratic despotism to the Napoleonic Empire.

Materials Needed:

- Levee en Masse Game

- Levee en Masse Event Cards
- Event Card Index

Procedures:

1. Divide the historical event cards amongst your students – this should work out to two events per pupil. Have students use resources; including the textbook, to research the event and write a summary of the event along with its significance. (Be sure to review what constitutes solid academic resources for this assignment).
2. Once students have completed their research, have them create a critical summary that's short enough for the rest of the class to take down as the information is presented. This can be before playing the game or during play at your discretion.
3. You can prompt students to express their command decision for the particular event from the Military, Political, Naval, Social, or Liberation actions or have the class reach a consensus. Using multiple copies of the game would allow smaller groups of students to make command decisions which might prove easier and get more students involved in the process.

Assessment:

1. Collect each student's work at the end of the period to check for completeness and accuracy. You can also check to see if students adjusted their work to reflect the results of how the class played their action points. You could even ask students to highlight or underline the new material they gathered from playing the simulation.