





010

**Standards & Overview** 

Lesson focus, objectives, standards

02

**Activities & Assessments** 

PowerPoint Virtual Museum Tour Game Board Links Make Your Own Game



Resources

Research Links Online Resource Links Game Board Template



**Extensions** 

Ideas to expand into other courses and span more lessons







## ACTFL World Readiness Standards

#### **Used by Common Core**

#### **Standard 1: Acquiring Information and Diverse Perspectives**

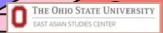
Learners access and evaluate information and diverse perspectives that are available through the language and its cultures.

#### **Standard 2: Relating Cultural Practices to Perspectives**

Learners use the language to investigate, explain, and reflect on the relationship between the practices and perspectives of the cultures studied.

#### **Standard 3: Lifelong Learning**

Learners set goals and reflect on their progress in using languages for enjoyment, enrichment, and advancement



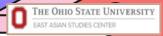


# Overview

WWII and *Sugoroku* In this lesson, students will learn about the different perspectives around the world on how the Atomic Bombings of Hiroshima and Nagasaki are taught in America, Japan, and other countries. They will then explore the teaching style of the Japanese board game called *sugoroku*.

GRADES 7-12 The content of this module can be adapted and used by middle school and high school students. The teaching of the Atomic Bomb aftermath should be tailored to the student maturity level as these can be quite graphic. The game itself (*sugoroku*) is fine for all ages and can be used by Japanese learners who know some Katakana characters.







## Activities & Assessments



#### Lesson

This PowerPoint can be used to walk students through WWII Perspectives and an exploration of the sugoroku board game teaching style



### **Activities**

- <u>Virtual Tour</u> of Hiroshima Peace Memorial and Garden
- Survivor's stories
   (graphic warning)
- Sugaroku Board Game exploration



#### **Assessments**

- Reflect on the differences in perspective with exit ticket/journal
- Create their own sugoroku game teaching a key concept or vocabulary











## **PowerPoint**

Made by Kayla Kolean



### **WWII Perspectives**

Washington Post Article by Herman Won, 2015



## Sugoroku Website

Available with English Translations by Jordan Embree and Ann Marie Davis of The Ohio State University



### **Game Board Template**

Use <u>this lesson</u> and <u>this</u> <u>template</u> to create your own *sugoroku* Game





# Extensions





## Explore the Art of the *Sugoroku* Game

Spend time exploring the game's art



# Explore this <u>modern</u> <u>Japanese lesson</u> on the Atomic Bomb

Compare this new teaching method Japan is using with their own ideas



# View different perspectives of Nuclear Power/ Weapons

Show other countries' views based on their use of nuclear power/weapons



#### Explore modern Sugoroku Games

See how these games are still used today <u>Nintendo Game</u> (in Japanese), <u>Mario Party Game</u>, <u>Tour Japan Game</u>



# Look at Sugoroku's use as a teaching tool + Government's PSA

Check out <u>this lesson</u> on how Japan used these games to teach its citizens



Looks at <u>other topics</u> that were taught via *sugoroku*; Explore and translate Japanese to English

