



# Comparing History Lessons

## Sugoroku & the Atomic Bomb

Lesson Deliverables / *Atomic Sugoroku* Game



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01.

# Standards & Overview

Lesson focus, objectives, standards

# 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.

02.

# Activities & Assessments

PowerPoint, Virtual Museum Tour,  
Game Board Links, Make Your Own Game

# 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

- Virtual Tour of Hiroshima Peace Memorial and Garden
- Survivor's stories (graphic warning)
- Sugoroku 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

03.

# Resources

Research Links, Online Resource Links,  
Game Board Template





# Resources



## **PowerPoint**

Made by Kayla Kolean



## **WWI 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 this lesson and this template to create your own *sugoroku* Game

04.

## Extensions

Ideas to expand into other courses  
and span more lessons

# Extensions



## Explore the Art of the *Sugoroku* Game

Spend time exploring the game's art



## Explore this modern Japanese lesson 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 Nintendo Game (in Japanese), Mario Party Game, Tour Japan Game



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

Check out this lesson on how Japan used these games to teach its citizens



## Explore other *Sugoroku*

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

# Questions?

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**Thank You for Viewing**