

# APUSH CIVIL WAR

Over the course of five days the two sides will battle for Naples APUSH supremacy. Not only do the winners have eternal bragging rights but they will be able to take the next test with a partner, as the simulation teaches valuable lessons about the actuality of war. Players must rely on one another, determine safe paths of travel, understand their enemy acutely and develop plans of attack. Gathering, keeping, and winning rations is essential to survival. The rules are as follows:

Objective: The winning class will have to accumulate the highest point total.

How do you score? By taking provisions and lives from the opponents. (all times on normal schedule, it will be different for an early release day)

Battle Times: all times on normal schedule, it will be different for the early release day)

Before School (7:35-7:55)

During Nutrition Break (9:15-9:30)

Lunchtimes (12:15-13:00)

After School/Before Practice (14:25-15:00)

During all passing periods

- Each player is given **five index cards** representing provisions and a wristband which represents your life.
  - Food (Yellow) -5 pts
  - Shoes (Orange)-15pts
  - Medical (White)-25 Points
  - Laynard is worth 50 points with a kill**
  - Killing a General is Worth 100 points!
  - Clothing (Green)- 10 point
  - Rifle (Blue)-20 points
  - Sword (Generals only) -30 points
  - Killing a Colonel is worth 70 points!
- ATTACKING:** Each player will have an index card on which they have placed 5-10 questions related to the Civil War period...**questions must all come from the approved list!!!**. You say “challenge”, both sides show they have provisions, pull out their question card. When on home territory soldiers may “engage” an opponent (ask them a question) ...neutral territory allows both to ask questions. You cannot “engage” an enemy soldier when on their territory. Keep in mind that the territories switch every day!
- When players have “engaged” as mentioned in number 2 the exchange of points is simple. If you are asked a question and get it **wrong** you must give up a provision...**THE DEFEATED PLAYER CHOOSES WHAT PROVISION THEY GIVE UP**. If you have no provisions you must surrender your life and you are no longer in the game. If you are asked a question and get it **right**, you get the chance to ask your opponent a question. If they get it wrong, they give you a provision. **THE ONLY WAY YOU LOSE A PROVISION IS IF YOU GET A QUESTION WRONG**. If you do not have your cards, your opponent will document this and report it, then you automatically lose that battle and will have to forfeit the card the following day. After defeating a enemy soldier, you have to write down the time, the person and the question number you asked on a piece of paper. Then you scan the QR code and enter the points on the Google Sheet.
- You may engage a person only **ONCE** during time between classes or before school, etc....you may challenge/engage more than one person one question if you have time. **Students are not allowed to be late, tardy for class, run away, or any other sort of deception**. The classroom is the sanctuary and no questions may be asked inside the room. It is then important for all soldiers to document what has happened in this war by reporting to their generals and president. The war ends at Appomattox Courthouse and it is at this juncture that grievances are aired and settled.
- Cheating, as usual, can be very easy but it ruins the experience for everyone involved. If you study your material and communicate properly there is no reason to cheat; therefore, if you are unprepared please be responsible enough to take the consequences. If you blatantly cheat you will be imprisoned for dereliction of duty by the President, out of the game and hurting your team, as all of your points will be given to the opposing side.
- Mobilization Day:** The territories will be explained and provisions (**wristbands and index cards**) distributed in class the day before APUSH Civil War begins (the school is divided into home and foreign areas...on home territory you ask the questions!!!).

7. Generals have full command of their troops and are responsible for documenting grievances and communicating with other units.
8. Don't forget...there are spies among you.....Teachers!!! They can make their own rules... (ie: Tardies or unacceptable phone use lead to provisions being taken, running, anything) & there teachers out there who has extra provisions up for grabs... they may decide to give you an extra provision. Good Luck!
9. The Confederate Army will have red wristbands. The Union Army will have blue wristbands. These must be worn at school on your left wrist. The band must be visible. If you have a long sleeve shirt/hoodie, the wristband must be visible still, wearing it over the clothing. If you are caught hiding it, a provision will be demanded of you and must be handed over.
10. Classrooms that are having class are off limits. Classrooms that people hang out in at lunchtime are in play, unless a club meeting is going on. Bathrooms and gym locker rooms are off limits.
11. After school activities and waiting for, boarding buses on buses are off-limits.

## Generals

Generals will be chosen by the classes. As commanders, generals need to be able to plan the strategies, communicate with all of their troops effectively, and know everything, so they are not killed. Complaints, issues and questions need to be directed to the generals. If they cannot handle it, or it is a huge issue, it will be brought to President Sexton. The generals and colonels need to be able to work together for their side. This needs to be someone willing to put some time in! Classes will vote for the generals, and then President Sexton will choose all other positions for both Union and Confederacy.

## Territories:

January 7: Cafeteria: Neutral                      Upstairs: Union                      Downstairs/Gym: Confederate

January 8: Downstairs/Gym: Union              Cafeteria: Confederate              Upstairs: Neutral

January 9:              Upstairs: Confederate      Cafeteria: Neutral                      Downstairs/Gym: Union

January 10              Downstairs/Gym: Confederate      Cafeteria: Union                      Upstairs: Neutral

**TOTAL WAR!!**              **TOTAL WAR!!**              **TOTAL WAR!!**              **TOTAL WAR!!**              **TOTAL WAR!!**

January 11:              Whole School: Neutral

Adapted from Jeff Joyce and Matt Flynn respectively.

# Battle Logs

Union Battle Log:

Confederate Battle Log