

WORLD WAR II: EUROPE

Grade Levels: 7-12 25 minutes AIMS MULTIMEDIA 1996 1 Instructional Graphic Enclosed

DESCRIPTION

This four-part interactive program discusses Allied military leaders in Europe during World War II. Highlights General George Patton as a superb field commander, British General

Bernard Montgomery's leadership and acceptance of Germany's surrender, and General George Marshall as Army Chief of Staff and his Marshall Plan. Archival footage adds authenticity. Includes pretest and posttest activities for each part.

ACADEMIC STANDARDS

Subject Area: Historical Understanding

- Standard: Understands the historical perspective
 - Benchmark: Analyzes the values held by specific people who influenced history and the role their values played in influencing history
 - Benchmark: Analyzes the influence specific ideas and beliefs had on a period of history

Subject Area: World History

- Standard: Understands the causes and global consequences of World War II
 - Benchmark: Understands the rise of Nazism and how it was received by society (e.g., the essence and elements of Nazi ideology as represented in Mein Kampf and the Nazi party platform, and their use of terror against "enemies of the state"; the propaganda techniques employed by the Nazis to promote their ideas; political debate and opposition to the Nazi and Fascist movements in Germany and Italy in the 1920s and 1930s)
 - Benchmark: Understands the positions of the major powers Britain, France, the U.S., and the Soviet Union on fascist aggression, and the consequences of their failure to take forceful measures to stop this aggression

INSTRUCTIONAL GOALS

- 1. To explore the roles of General George Patton, General Bernard Montgomery and George C. Marshall in World War II.
- 2. To examine the Allies strategies in Europe during World War II.
- 3. To provide factual information regarding World War II.

VOCABULARY

- 1. Allies
- 2. armistice
- 3. cavalry
- 4. D-day
- 5. diplomat

- 6. NATO
- 7. Nobel peace prize
- 8. strategy
- 9. surrender



BEFORE SHOWING

- 1. Prepare students for their role in playing a history game.
 - a. Determine if students will play on an individual or team basis.
 - b. Provide each student/team with a "History Game Worksheet." (See INSTRUCTIONAL GRAPHICS.)
 - c. Begin the video and allow the program to play until the narrator completes question #3. Stop the tape each time the star symbol (accompanied by an audible beep) appears on the screen. This will occur after every third question. Allow the student/team time to answer the three questions before continuing. In the segment following the three questions, the video presents historical footage to provide the answers for each question.
 - d. After each set there will be a bonus question. The answers will appear at the end of the video.
- 2. Discuss vocabulary words used in the video.
- 3. Locate Britain, Italy, France, Normandy and Germany on a map or globe.

AFTER SHOWING

Discussion Items and Questions

- 1. Discuss the leadership roles of General George Patton, General Bernard Montgomery and George Marshall.
 - a. What did each man do prior to World War II?
 - b. What were their contributions to the war?
 - c. What contributions did the men make after the war?
 - d. What role did General Dwight D. Eisenhower play in the lives of these men?
- 2. Discuss the specifics of D-day.
 - a. When and where did D-day occur?
 - b. Why did the troops storm the beaches of Normandy?
 - c. Who was involved?
 - d. What was the outcome and how many lives were lost?
 - e. How did this day affect the remainder of World War II?

Applications and Activities

- 1. Identify various factors that led to World War II.
- 2. Create a time line highlighting the major events in Europe during World War II.





- 3. Lead a class discussion on the following topics:
 - a. What makes a leader?
 - b. Why war?
 - c. How does war affect individuals? Society?
 - d. Is there a right and wrong of war?
- 4. Outline the details and discuss the importance of the Marshall Plan.
- 5. Research endings of wars throughout history. Compare and contrast how the leaders went about establishing a peaceful resolution.
- 6. Visit the Patton Museum via the Internet at www.generalpatton.org. This Web site was designed to preserve historical material relating to cavalry and armor and to make this information available for public research and exhibit. Take the virtual tour of the museum. The Patton Gallery contains a number of personal items used by the general throughout his life.

RELATED RESOURCES



Captioned Media Program

• D-Day #7919

World War II: The Allies #8961
World War II: The Axis #8962
World War II: The Pacific #8963

World Wide Web



The following Web sites complement the contents of this guide; they were selected by professionals who have experience in teaching deaf and hard of hearing students. Every effort was made to select accurate, educationally relevant, and "kid-safe" sites. However, teachers should preview them before use. The U.S. Department of Education, the National Association of the Deaf, and the Captioned Media Program do not endorse the sites and are not responsible for their content.

- THE HISTORY PLACE http://www.historyplace.com
- HALL OF WORLD WAR II http://www.worldwarii.org
- GROLIER INTERACTIVE ONLINE http://gi.grolier.com/wwii

INSTRUCTIONAL GRAPHICS

HISTORY GAME WORKSHEET

History Game Worksheet

Student/Team Name:	

Directions: Place the letter of the correct answer on the line provided. Answers will be revealed at the end of each round. Answers for the bonus questions will be revealed at the end of the video.

Pretest	Posttest
a)	a)
b)	b)
c)	c)

Round One

- _____ (5 points) 1)
- _____ (10 points)
- _____ (15 points)

Bonus Question: _____ (10 points)

Round Two

- _____ (5 points)
- (10 points) (15 points)

Bonus Question: _____ (10 points)

Round Three

- _____ (5 points)
 _____ (10 points)
 _____ (15 points)
- Bonus Question: _____ (5 points)

Round Four

- _____ (5 points) 10)
- _____ (10 points) 11)
- _____ (15 points) 12)







