

game of history

# CIVILIZATION

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Competition. Control. Prosperity. Progress.

# objective

Establish a **Civilization Team**. Team sizes may range from 1-5 members.

Consider the historical advantages and drawbacks of large populations. With more people, the odds are greater that the civilization produces more expertise and larger armies, both critical to success. At the same time, larger populations face challenges relative to resource distribution, social disorder and spread of contagious disease.

These pros and cons are the same in the classroom. Larger groups offer prospects for greater expertise, but they also create management issues.

# 1. Identify guiding attributes.

- As a team, consider what you want your civilization to be known for: Strength? Wisdom? Love?...
- Brainstorm a list of 5-10 attributes. Select two that will form the core of your civilization's **ethical identity**.
- Your chosen attributes should give you inspiration and guidance during the game. They should be qualities that your game decisions will seek to reflect.

## 2. Establish the name of your city-state.

1. Find mythical figures associated with your 2 attributes.

- Ex: WISDOM and LOVE.

- Greek goddess Athena , Norse god Odin, etc.

- Roman goddess Aphrodite, Hindu God Kama, etc.

2. Merge two of the names to create a blended name for your capital city, *i.e.* ODIKAM.

3. Write your city name on the card and explain its origin.

- *Odikam comes from the merger of Odin, the Norse god of wisdom, and Kama, the Hindu god of love.*

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### 3. Design the flag of your city-state.

- Carefully design the banner/flag that will signify your city-state.
- The flag needs to be clean, simple and easily identifiable. (Should you conquer other city-states, for instance, you will want others to see very plainly whose control the city has fallen under.)
- Think of the flag as your **brand image**. Your banner is the first glimpse that others have of your civilization. What do you want it to communicate? Use the color scheme on the following slide to guide your thinking.

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