

Wargaming in Education

High School “C. and N. Rosselli”

Aprilia (Latina)

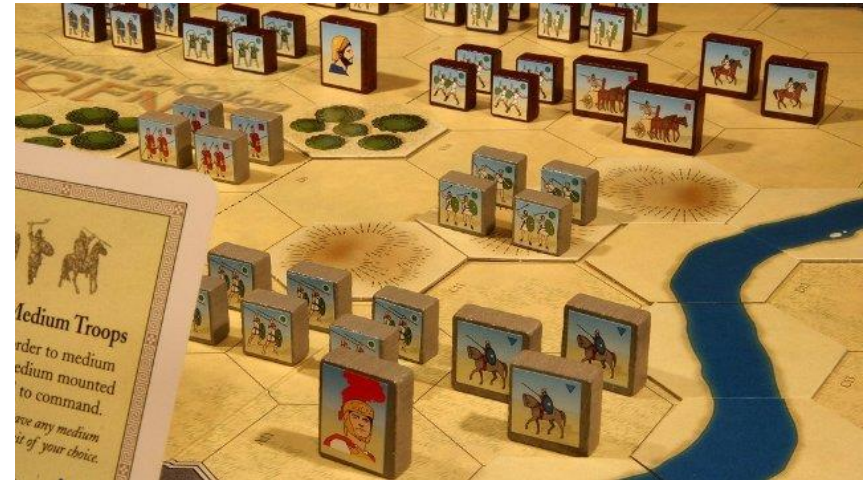
Italy

Mauro Faina



The Project

- Is it possible using the Board Wargame as a tool to teach? Yes, absolutely but all that glitters is not gold and in Italy it's very difficult because there is a refusal of the word "Game" (not to speak of war...) as a teaching tool in the High School. You are going to see what we did to "breach" the wall and Headmaster's doubts! At the end it has been a success because the Ministry of Education has funded our project in the last two years.



Aims

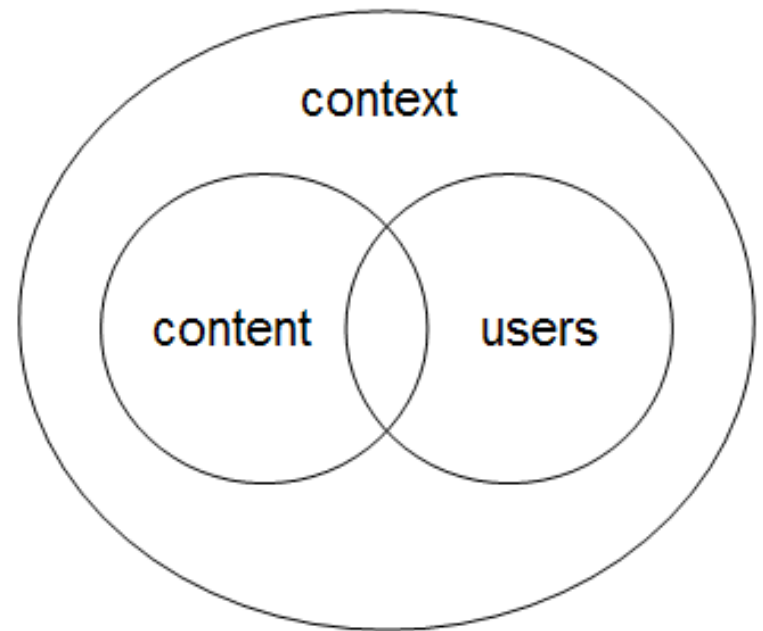
Wargaming is essentially an open ended exercise but three main aims can be identified:

- 1) To engage each student to “handle” directly the Historical event
- 2) To improve the personal vocabulary about a foreign language (English)
- 3) Self confidence and Leadership



Context

- Last year we used mainly two games: Wings of War and Commands and Colors Ancients. Wings of War allowed me to introduce some pupils to the WWI whereas the younger students could know something more about the Roman and Macedonian Wars by using the Borg's games.



Equipment

- The equipment consists of about twenty boxes and some introductory slides about the Historical period, the main battles and the rules concerning each game.

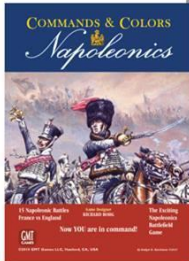


Pictures from C3I mag

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"Board Wargame School. Waterloo! Commands & Colors Napoleonic System. The class today will be divided into two parts. The first one about theory, stuff about Nappy's strategy and political situation. In the second part we are teaching the game system."
– By Mauro Faina
8 March 2016



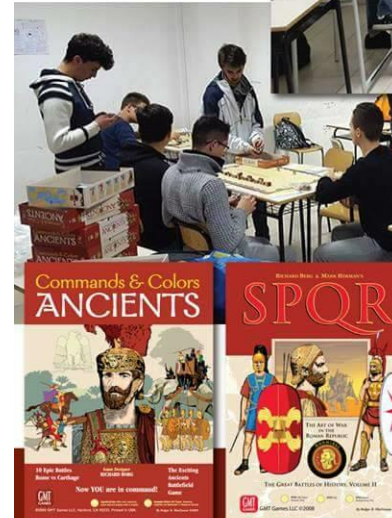
C3i Magazine Report by Mauro Faina, CasusBelli | 8 March 2016 | Aprilia, Italy



Aprilia, Italy

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**Board Wargame
School 2017**



"Today I start the second part of a course at Board Wargame School. We presented the student winner of the 2016 School Championship, Alessio Antonacci, with a copy of **Commands & Colors Ancients**. Then we presented a video on the Ancient Roman Army with a basic explanation of the rules for the game **Commands & Colors Ancients**, and then preparation of the game tables in order to teach our new generals. In two weeks we will then present the class **SPQR**, from the GBoH Series. The Student Championship of 2017 begins in two weeks. Stay tuned. GMT Games and RBM Studio are officially supporting our project. Thanks a lot Rodger MacGowan."

– C3i Visual Essay by Mauro Faina
17 January 2017, Italy



Mauro Faina

Italy

Operating procedures

- As concerns the second part of the School year 2016-2017 the Board Wargaming was taught by using the game system Commands and Colors (Ancients). Three students each table, two players and an assistant who already knew the rules.



A new way to run the class

- In the previous video you have realized the procedures applied for the classes. Please note that the teacher introduces both the Historical period and the game. Thereafter the role of the teacher becomes passive. Anyway please don't put aside completely the traditional way to teach.

20 th century Vs 21 st century classrooms	
20 th century classroom	21 st century classroom
Teacher centered	Student centered
Passive learning	Active learning
Textbook driven	Research driven
Focus is on memorization of facts	Focus is on what students know and can do
Learners work in isolation	Learners work in collaboration



Six aspects of post game discussions

- Initial perception of the simulation
- The operating session
- The results of the simulation itself
- The learning achievements
- Feedback on the whole system



Students reacts in a variety of ways! Rules lawyers, loose cannons, shy students that are ruled by indecision. The experienced with computer games and others that had better to do something else!

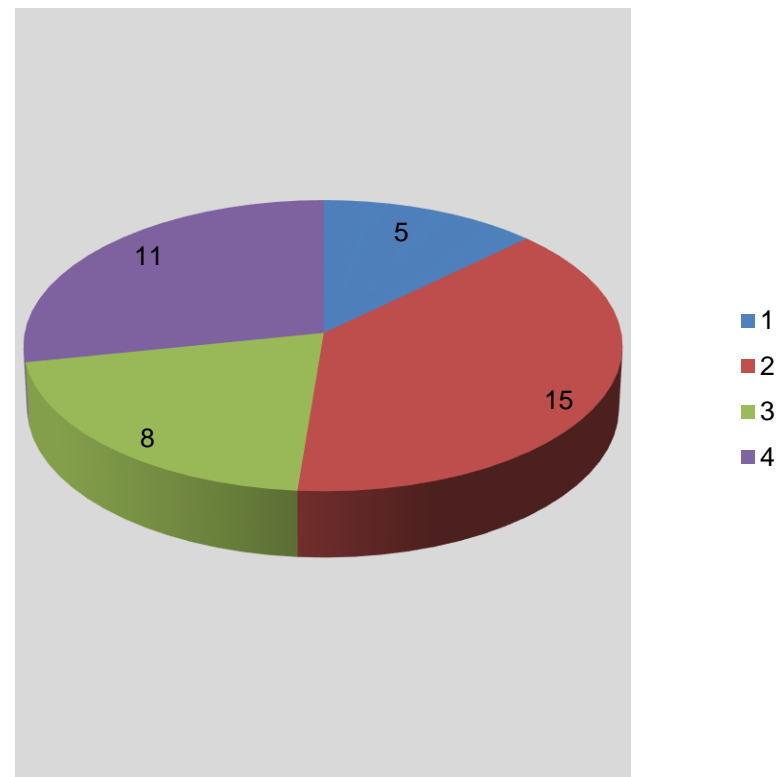
Debriefing

- The aim of this project is to have a Didactic perspective. The teacher has to check what the pupils have learnt and which skills they have developed. But often our expectations are too high



Assessment

- A final test to assess the Historical topics
- Another one about the English Language (vocabulary)
- A final feedback about personal opinion



Numbers

- Participants: 48 students and three teachers
- (34 as regards the Board Wargame, 14 in creating a diorama about Waterloo, and other 22 attended the Role Playing School)
- One session a week (2 hours) from October to May
- School Championship and final Prize Ceremony



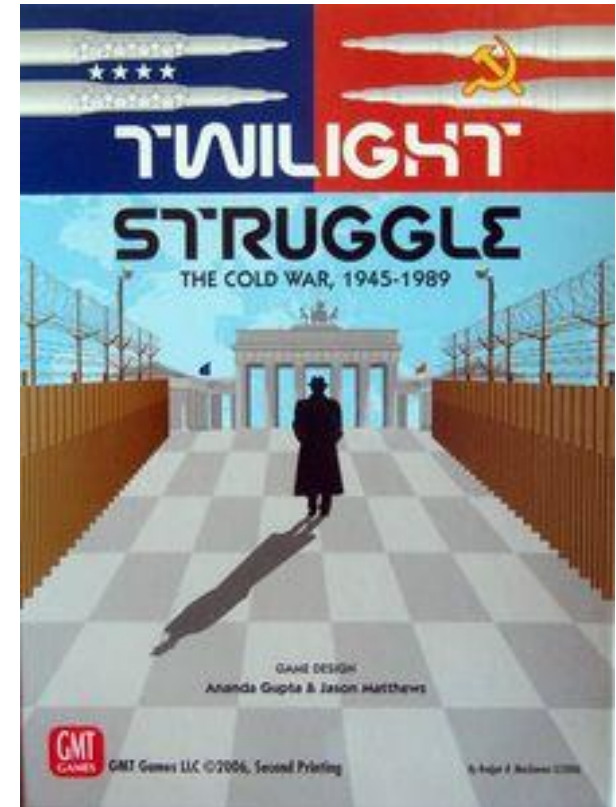
Future Developments

- Can the Board Wargaming become a real subject in the school? Surely we need to precise better the didactic objectives but above all in the Italian School I'm sure that we are far from that.



Syllabus 2017-2018

- However we keep fighting and also next year there will be a yearly course dedicated to the Board Wargaming. We are introducing new concepts like ZOC and Supply. Twilight Struggle (Cold War) and Churchill (WWII) will be introduced beyond the traditional hex and counter wargames



Final notes



- A modified and simplified Metagame as Dire Straits can work at School too(role playing, wargaming and learning at the same time). Learn by doing that's the priority. Wargaming could be considered also a professional activity tied to the Education beyond an obvious military approach