

## SCHEME OF WORK – WARGAMING 101

<b>Course:</b>	Wargaming 101	<b>Unit:</b>	Pre-Conference Introduction.
<b>Lecturer</b>	Tom Mouat and Jim Wallman	<b>Level:</b>	Under Graduate
<b>Day of the Week:</b>	Tuesday 02 Sep 14	<b>Start Time:</b>	1300hrs
<b>Room:</b>	KCL: Edmond J Safra Lecture Theatre.	<b>End Time:</b>	1645hrs
<b>Assessment Methods:</b>	<b>Internal Verification/Moderation Arrangements:</b>		
Q&A, Discussion, Peer / Self-evaluation Practical Exercises Observation Revision Exercises	1. TM & JW Peer review, 2. DSTL (Colin Marston) approval, 3. Oversight KCL (Prof Sabin)		
	<b>Equality / Diversity and Inclusivity / Differentiation</b>		
	<ul style="list-style-type: none"> <li>• Course is open to all.</li> <li>• Pre-course introduction pack asks for details of any additional needs. TM has access to advice for participants with additional visual requirements and hand-outs can be made available as necessary. JW has background in Charity Sector and experienced in providing tailored instruction. KCL has additional learning technologies and support based on individual need.</li> <li>• It is anticipated that there will be some learners with considerable knowledge in this area attending primarily for interest. It is intended to pair these with new learners and make use of their knowledge and experience.</li> </ul>		
<b>Assessment Schedule:</b>	<b>Specific Health and Safety Issues (Risk Assessment):</b>		
See session outlines below.	<ul style="list-style-type: none"> <li>• Both TM and JW have received basic First Aid instruction and the event comes under the standard learning risk assessment for the KCL site and location. No activities outside the scope of the KCL risk assessment are planned or expected.</li> <li>• Course includes a break and refreshments are provided.</li> <li>• <b>Sustainability</b> – All resources used to teach will be available on the Connections website following the event. Students will require to sign-up for the course so only one copy of each hand-out will be provided for each student. If there are any spare hand-outs they will all be recycled. Demonstration game materials will be re-used within further events.</li> </ul>		

<b>Every Learner Matters (ELM)</b>			
<b>ESM Outcome</b>	<b>Contribution (Y/N)</b>	<b>How Does This Unit Contribute to This ELM Outcome?</b>	
1. Health & Wellbeing	Y	Learning takes place in a healthy and positive environment.	
2. Staying safe	Y	Learning takes place in a safe and secure environment.	
3. Enjoying & achieving	Y	Pair work and participation games promote a positive experience.	
4. Making a positive contribution	Y	Practical decision making and pair work in a safe and positive environment helps the learner gain confidence.	
5. Achieving economic wellbeing	Y	The course is to assist professionals with key concepts that will assist in work in this area.	
<b>Key/Basic Skills Coverage</b>			
	<b>Developed (Y/N)</b>	<b>Assessed (Y/N)</b>	<b>Details (including KS lecturer to liaise with)</b>
Communication	Y	Y	Individuals will be required to communicate and work with others towards shared goals.
Application of Number	Y	Y	Learners will examine risk and probabilities as well as the practical applications of these.
Information Communication Technology	Y	N	This is not addressed specifically, but learners will practice ICT skills to access additional material following the course.
Working with others	Y	Y	Individuals will be required to collaborate and work with others towards shared goals.
Improving own learning and performance	Y	Y	Learners will improved by working collaboratively under guidance from experienced facilitators.
Problem solving	Y	Y	The course includes specific practical sessions in problem solving.

**Aim of module - This module is intended as a basic primer for individuals in the professional Wargaming discipline, with the aim of enabling learners to:**

**Session 1 – Wargaming for Professionals: Aim and Purpose**

The purpose of this session is to enable us to use inclusive learning and teaching to ensure learners understand the design elements for wargaming events in order that they can plan efficiently and best serve the needs of their sponsor for the wargaming activity.

- LO 1 Be able to identify the Aim and Purpose for a Wargaming event.
- LO 2 Be able to identify the key design criteria in order to achieve a given Aim and Purpose.
- LO 3 Be able to identify the key resource limitations affecting the Wargame.
- LO 4 Be able to explain the design cycle for a Wargaming event.

**Session 2 – Wargaming for Professionals: Tools, Techniques and Procedures**

The purpose of this session is to enable us to use inclusive learning and teaching to explain the advantages and disadvantages of a wide range of tools, techniques and procedures for running a Wargaming event.

- LO 1 Be able to identify the principal wargaming design types.
- LO 2 Be able to explain the different ways in which the design types might be more appropriate than others.
- LO 3 Be able to explain a scheme for testing design types in order to refine a given Wargame design.
- LO 4 Be able to explain the importance of probability and sensitivity analysis in design testing.

**Session 3 – Wargaming for Professionals: A Practical Wargaming Session**

The purpose of this session is to enable us to demonstrate to the learner in a collaborative and inclusive manner a practical example of a Wargame.

- LO 1 Be able to demonstrate an understanding of the Wargame scenario.
- LO 2 Be able to formulate a suitable plan for the Learner's assigned role in the scenario.
- LO 3 Be able to communicate a plan to other participants and the moderator in a Wargame.
- LO 4 Be able to execute and amend the plan based on the actions and reactions of the other participants.

**Session 4 – Wargaming for Professionals: Assessment and Analysis**

The purpose of this unit is to enable us to use inclusive learning and teaching to explain the need for subsequent assessment and analysis following a Wargaming event.

- LO 1 Be able to identify the outcome of a Wargaming event.
- LO 2 Be able to identify the key lessons identified from the Wargaming event.
- LO 3 Be able to compare methods of feedback from participants in a Wargaming event.
- LO 4 Be able to recommend improvements to a given Wargame design for future events.

<b>Date Time</b>	<b>Module Topic Syllabus Link</b>	<b>Main Learning Outcomes</b> (At the end of the lesson, all students will be able to...)	<b>Learning Activities/ Teaching Strategies</b> (Range of learning activities to be used, Key/Basic Skills)	<b>Assessment Activities</b> (Assessment to check learning <b>and</b> assess the unit)	<b>Resources</b> (Specific resources required)
02 Sep 14 – 1330 to 1410	Session 1 Aim and Purpose.	<ul style="list-style-type: none"> <li>Identify the Aim and Purpose.</li> <li>Identify the key design criteria.</li> <li>Identify the key resource limitations.</li> <li>Explain the design cycle.</li> </ul>	<ul style="list-style-type: none"> <li>Pre-Reading</li> <li>Lecture</li> <li>Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Q&amp;A</li> <li>Discussion</li> <li>Observation</li> </ul>	Projector Flip Chart Marker Pens Slide Hand-outs Design Handbook
02 Sep 14 – 1415 to 1455	Session 2 Tools, Techniques and Procedures.	<ul style="list-style-type: none"> <li>Identify wargaming design types.</li> <li>Explain the different ways in which the design types might be more appropriate than others.</li> <li>Explain a scheme for testing design types.</li> <li>Explain the importance of probability and sensitivity analysis.</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Selected Examples</li> <li>Discussion</li> </ul>	<ul style="list-style-type: none"> <li>Q&amp;A</li> <li>Discussion</li> <li>Observation</li> </ul>	Projector Flip Chart Marker Pens Slide Hand-outs TTP Handbook
02 Sep 14 – 1515 to 1615	Session 3 A Practical Wargaming Session	<ul style="list-style-type: none"> <li>Show understanding of the scenario.</li> <li>Formulate a suitable plan.</li> <li>Communicate the plan.</li> <li>Execute and amend the plan based on the actions and reactions of the other participants.</li> </ul>	<ul style="list-style-type: none"> <li>Briefing</li> <li>Participation game</li> </ul>	<ul style="list-style-type: none"> <li>Q&amp;A</li> <li>Observation</li> <li>Participation activity</li> </ul>	Projector Flip Chart Marker Pens Scenario Hand-out Order Cards
02 Sep 14 – 1620 to 1640	Session 4 Assessment and Analysis	<ul style="list-style-type: none"> <li>Identify the outcome.</li> <li>Identify the key lessons.</li> <li>Compare methods of feedback.</li> <li>Recommend improvements for future events.</li> </ul>	<ul style="list-style-type: none"> <li>Lecture</li> <li>Brief-back on game</li> <li>Group Discussion</li> <li>Summary</li> </ul>	<ul style="list-style-type: none"> <li>Q&amp;A</li> <li>Brief-back</li> <li>Group Discussion</li> <li>Self and peer assessment</li> </ul>	Projector Flip Chart Marker Pens Slide Hand-outs Feedback forms