EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
COLONIZATION

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COLONIZATION

Subject and level
English B levels

Connection to curriculum
The English B curriculum has to contain a course on America – typically its history, culture, society and politics. I usually start out with a short history course on the US before moving on to culture and society.

Didactic and pedagogic considerations
The sequence is supposed to act as an introduction to American history and the country's beginnings as a British colony which later gained independence – something that is important to understand in order to understand American culture and society.
The game, "Colonization, is more complicated and perhaps less intuitive than the modern games that the students are used to. A big part of the exercise is for the students to cooperate (socially and communicatively) in order to learn to play the game. The game also has the added function of giving the students a vocabulary to discussing early American history.

Time estimate
4-8 hours - Some of the game time can be assigned as homework

Group size
2-3

COLONIZATION

Overall introduction to exercise

After a brief introductory course to American history (from ca. 1600-present), the students are going to play the game, “Colonization” (1994) by Sid Meier. They have to play as the English (in order to learn the early place names of British America and to get a feel for early English colonization).

Exercise as presented to the students

No separate presentation needed.

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