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	Role playing
	History - Study and teaching (Secondary) - Simulation methods
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Nota di contenuto	Frontmatter Contents Acknowledgments Introduction 1. From Game to Simulation 2. Roles 3. Rules 4. Requirements 5. Room 6. The A.I 7. Under the Hood 8. Simulations for an Afternoon 9. Can You Beat Churchill? Appendix: Finding Historical Simulations Notes Index
Sommario/riassunto	How do you get students to engage in a historical episode or era? How do you bring the immediacy and contingency of history to life? Michael A. Barnhart shares the secret to his award-winning success in the classroom with 'Can You Beat Churchill?', which encourages role- playing for immersive teaching and learning. Combating the declining enrollment in humanities classes, this innovative approach reminds us how critical learning skills are transmitted to students: by reactivating their curiosity and problem-solving abilities. Barnhart provides advice and procedures, both for the use of off-the-shelf commercial simulations and for the instructor who wishes to custom design a simulation from scratch. These reenactments allow students to step into the past, requiring them to think and act in ways historical figures might have.

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