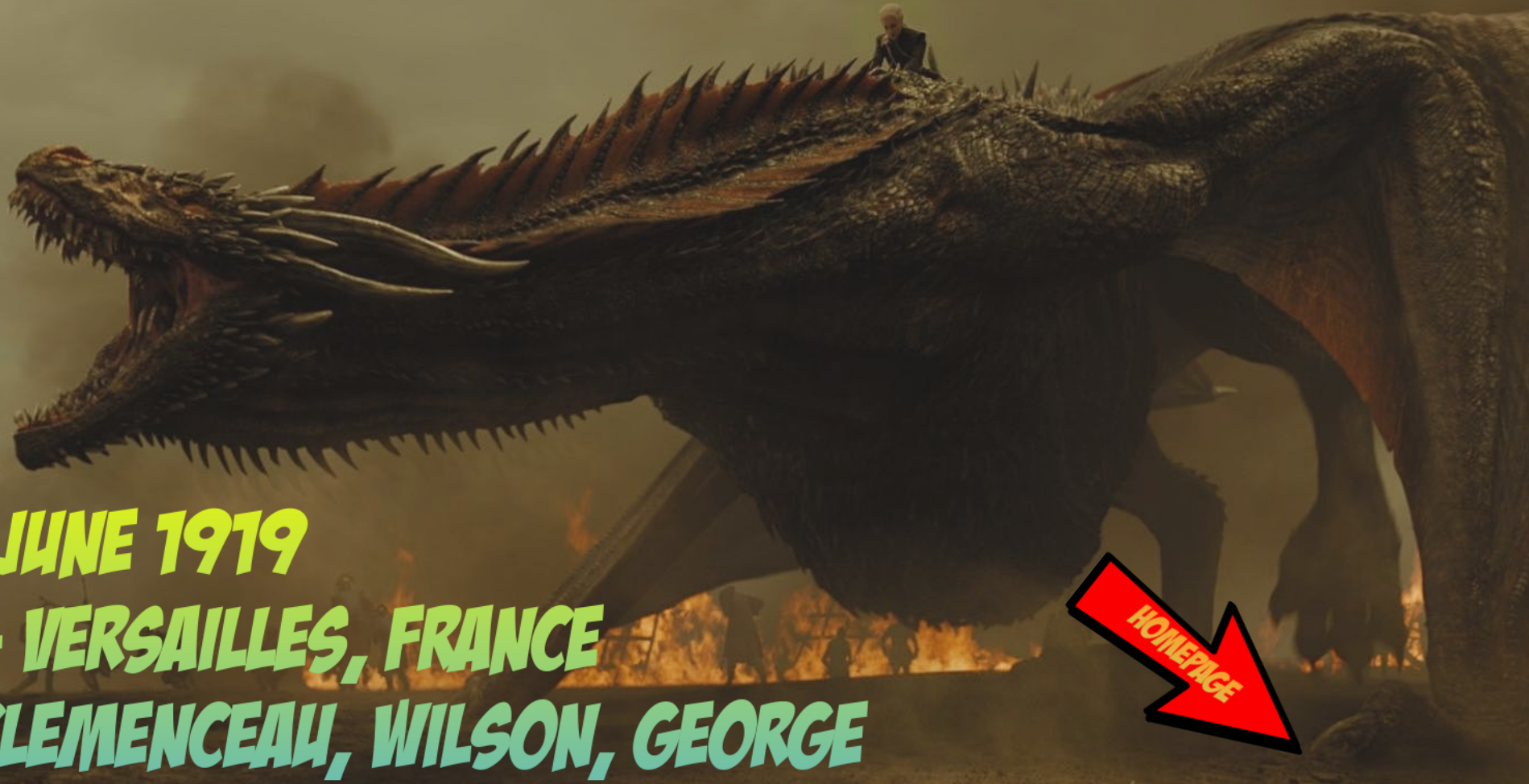


THE SPOILS OF WAR ACTIVITY



WHEN - JUNE 1919

WHERE - VERSAILLES, FRANCE

WHO - CLEMENCEAU, WILSON, GEORGE

CONTEXT - GERMANY DEFEATED + BROKEN



Activity Suggestions - adapt as needed.

Option 1 = Divide into 3 teams - France, Britain and the USA.

Your primary aim is 'thrash out' a treaty that will help solve the problems that exist after the war.

Your secondary aim is to ensure that the treaty is favourable to your country.

There is no time limit – compromise will be needed to reach a treaty - Failure is not an option!

Option 2 = Divide into 4 teams - France, Britain, USA + you need a **Council**.

Aims are same as Option 1 but ...

There is a time limit for each round / proposal - 5 minutes?

Compromise will be needed BUT so too **impressing the Council** with persuasive reasoning and proposals.


You could add the 'Power Cards' to spice up the activity - choosing them can be your first negotiation

(Note that the Big 3 did not have Power Cards - just powerful motives)

The Paris Peace Conferences - aims of the Big Three



3 mins

 **Know** - who were the 'Big 3' and what they trying to achieve at the Versailles.



When the First World War ended there were many questions that needed answering and problems to be solved. The place chosen to sit down and plan the new world was a beautiful French Palace called Versailles - in a room known as the 'Hall of Mirrors'. Only the winner of the war were allowed to attend the Paris Peace Conferences, therefore defeated powers such as Germany, Austria - Hungary and Turkey were not allowed to have a voice in the discussions. The victors included, France, Britain, the USA and Italy - in reality, Italy had little influence over what was agreed. As you will see the 'BIG THREE' of France, Britain and the USA came to the meetings with very different aims and ideas. Agreeing upon a treaty would not be easy.

France



Georges Clemenceau

The French were the home team at Versailles. Their delegation team was led by premier, Georges Clemenceau, nicknamed, 'The Tiger'.

After the German invasion of France in 1914. France had suffered terrible damage. Clemenceau, like most French people held a bitter hatred of Germany and wanted revenge. He wanted Germany to take the blame for the war, to pay for the damage caused and have it weakened economically and militarily so it could never attack France again.

He wanted revenge!

Britain

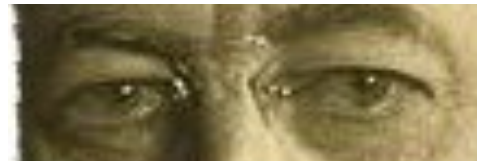


David Lloyd George

The British were led by prime minister, Lloyd George. He was under pressure from the British people who wanted to force a hard punishment on Germany. This was because many had seen loved ones killed in the war.

Privately, George was worried about the danger of weakening Germany too much. He feared a severe treaty could lead to future war and that communism could spread from Russia into Germany. George also had some selfish aims that included taking over Germany's African colonies, maintaining British naval supremacy and keeping Germany as a strong trade partner.

USA



Woodrow Wilson

The USA was spearheaded by their president, Woodrow Wilson. America had only entered the war in 1917 and few Americans had been killed. Wilson was an idealist who wanted a fair peace and to create a better post-war world.

To encourage Germany to stop fighting in World War 1, Wilson had put forward a list his 14 Points. The 14 Points indicated that Germany would be treated fairly after the war. Other points included making a League of Nations to stop future wars, ending all empires and that the seas should be free. In sum he wanted a lasting peace that did not create bitterness.

Germany




Germany had agreed to stop fighting after Woodrow Wilson's proposal called the 14 Points. Wilson believed Germany should be treated fairly once the war was over.

The German Kaiser had been replaced by the democratic Weimar Government. The new leaders would argue that Germany was not fully responsible for starting the war and that they should be treated according to Wilson's 14 Points.

However, Germany would not be allowed to attend and was at the mercy of France, Britain and the USA.

Take Your Seat in the Hall of Mirrors

 **Mission** - to reach an agreement about what should happen to Germany after World War 1.

Proposal 1 / The War Guilt Clause - Germany to sign and accept that she is 100% to blame for starting the First World War.



Your team's dream outcome / A plan?

Your team's compromise offer / B plan?

Proposal 2 / War Reparations - Germany to pay 132 billion gold marks in damages. (This will take 50+ yearly instalments to pay in full)



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 3 / The German army - currently at 6 million men - this is to be reduced ... what should the numbers allowed be?



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 4 / Freedom of the seas - all seas and oceans to be free waters and not controlled by any country.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 5 / German military machines - all of Germany's remaining tanks, navy, submarines and aircraft given to France.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 6 / Germanies African Colonies - all of Germany's African Colonies to be given to Britain.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 7 / German Rhineland - this is the German land that borders France and Belgium - this area is to be FULLY demilitarised.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 8 / The Saarland: Germany's main area of coal production. The whole region is to be mandated to France for 50 years.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 9 / League of Nations to be created - a world organisation. Will Germany and the USSR be allowed to join?



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 10 / League of Nations created - a world organisation. France to lead this global organisation?



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 11 / Self Determination = people in current and newly broken up colonies + empires get to decide who (if anyone) rules them.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Proposal 12 / Germany to be broken up - into several smaller, independent states.



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

Any other items of business?



Your team's dream outcome / A plan?

Your team's compromise offer - B plan?

End of Negotiations - reflect?



| | |
|---|---|
| <p>What emotions did you feel during this activity?</p> | <p>What made this task difficult?</p> |
| <p>Which proposal was the hardest to agree on?</p> | <p>Which proposal was the easiest to agree on?</p> |
| <p>Which country did the best in relation to their aims?</p> | <p>Which country did the worst in relation to their aims?</p> |
| <p>Vote - on one of the following statements.</p> <ol style="list-style-type: none"> 1. Very happy with the treaty. 2. Happy with the treaty. 3. Satisfied with the treaty. 4. Unhappy with the treaty. 5. This is the best we could hope for. | <p>Other thoughts and reflections ...</p> |

Peace Treaties Power Card Option - teams negotiate for cards?

Hill 2 Die One Play



Allows you to skip the negotiation completely and delivers what your team wants! Caution - Hill 2 Die can be overruled by another Hill 2 Die.

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Alliance One Play




Allows your team to negotiate with one other team for one of the rounds. This effectively eliminates one team from the round discussion.

Conch One Play Per Round




This card lets your team have an uninterrupted 45 seconds to use at any time in any round. No interruptions allowed.

Muffer Three Plays



This card mutes another team for 3 minutes. During this time the other team are not allowed to contribute to the treaty negotiations.

Veto One Play



The veto can block any other card played during the activity. Note it can only be used once including against Time Warp + Conch.

Time Warp Unlimited



Allows your team to reduce OR increase the round time by 1 minute.

Rate The Outcome For Britain : 1 2 3 4 5 6 7 8 9 10

You will not get EVERYTHING you want and COMPROMISE will be needed to agree on a treaty.
Try to get the best possible treaty for Britain. Good luck!

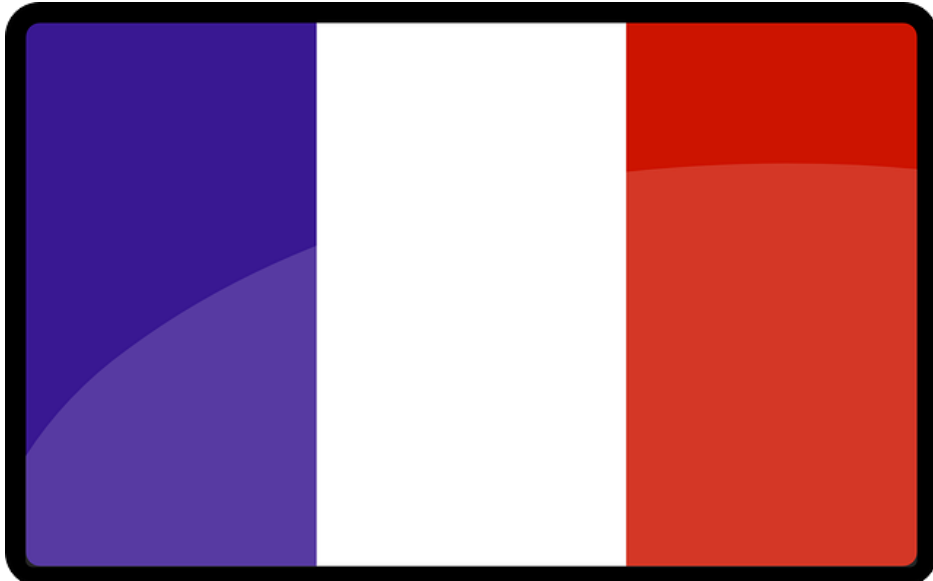
What you don't want ...
Germany totally ruined + crippled otherwise ...
Communism may spread in Germany.
Freedom of the seas.
To lose the popular support from the British public!

What you want ...
A moderate punishment for Germany
Control of Germany's African colonies
Germany to pay a moderate amount of reparations
Control of large areas of the sea + strongest British navy.
Keep the British public happy... make Germany pay!

Team Britain



Team France



What you don't want ...

Germany to get away with murder!

Those idealistic Americans to have too much control.

Privately, you fear doing too much damage in Germany.

To lose the support of the angry French public and this lose

the next general election.

What you want ...

Germany to accept the blame for starting the war.

Germany to pay for the damage caused by her invasion.

Compensation for the families of the 5 million killed/injured.

Germany to no longer be a military threat to you.

Get any German land you can.

You will not get EVERYTHING you want and COMPROMISE will be needed to agree on a treaty.

Try to get the best possible treaty for France. Good luck!

Rate The Outcome For France : 1 2 3 4 5 6 7 8 9 10

Rate The Outcome The USA : 1 2 3 4 5 6 7 8 9 10

You will not get EVERYTHING you want and COMPROMISE will be needed to agree on a treaty.
Try to get the best possible treaty for the USA. Good luck!

What you don't want ...
A hard treaty that will cause future wars in Europe.
France to be allowed to destroy Germany.
Britain and France to continue their greedy
imperialistic ways!

What you want ...
A fair treaty - that does not ruin Germany.
Germany to pay some reparations for war damage.
To setup a League of Nations to make a safer, better world.
Freedom of the seas - no country to control the oceans.
Ending empires + self - determination in Europe and Africa.

Team America



Team Council



Your roles ...

Listen to the negotiations.

If a decision is not made at the end of an item / round you decide which team / country made the best argument. You could also assign roles within your team to help the activity e.g - Time Keeper, MC, Sargent at Arms.

Any other suggestions?

Note - while the teams prepare for the activity - Team Council could make a Jamboard / Google Doc that shows ...

Who the Big 3 were.

The countries they represent.

Their main aims.

Treaty of Versailles

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