



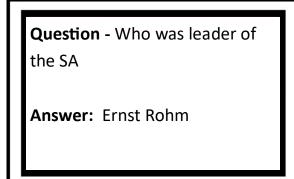


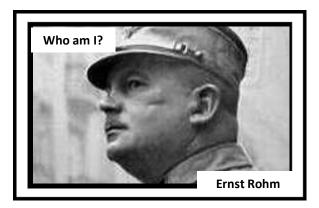


Question - What cost 200 000 million marks in 1923?

Answer: Loaf of bread

Question - Two ways the SA helped Hitler? Answer: Improved brand / identity of the Nazis OR intimidated political opponents Question - 2 reasons why 1923 was a period of crisis for Weimar Government Answer: Hyper-inflation OR Munich Putsch (other?)

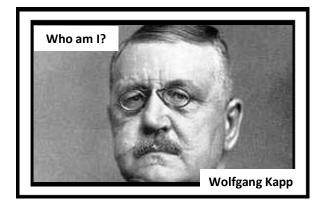




Question - What 'O' was a skill Hitler had	1
Answer: Oratory	

Another player must draw and ask the chance questions - show picture cards and cover name with finger or thumb







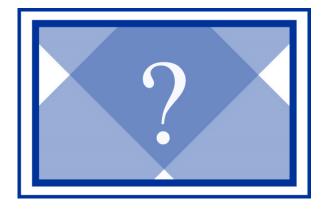


















Question:	1
Answer:	

Question:	
Answer:	

Question:
Answer:

Each players to create a set of 'chance' questions

Question:	Question:	Question:
Answer:	Answer:	Answer:

Keep questions focussed on the factors / events that sculpted Hitler and helped his rise to power by 1934

Question:		
Answer:		

Question:	
Answer:	

	Question:
,	Answer:

Game Ideas and Suggestions

What you need = 1 rolling dice and one glue stick plus previous knowledge of Rise of Hitler / Weimar Germany units.

Player pieces / counters - (option to cut and or laminate these below or players make or choose their own)



Game suggestions

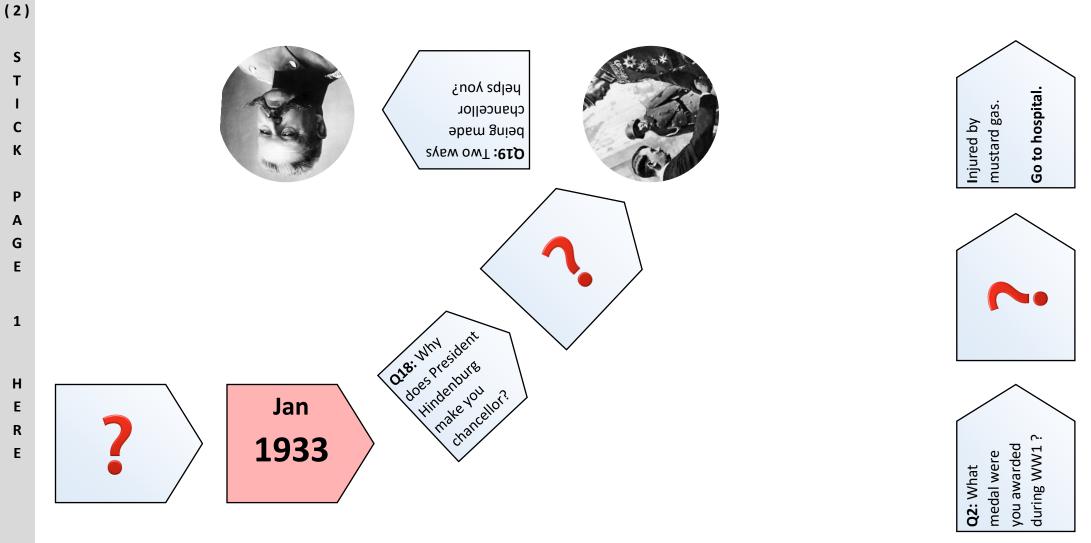
Players that land on a date have to name the event that occurred on that date.

Miss a turn if a player cannot answer a question OR players decide on another rule.?

Each player should (as a prepared homework?) create one or more set of chance cards to add to the game's chance pile.

Go further: Use this as stimulus for students to design their own revision game for this or other unit of work.



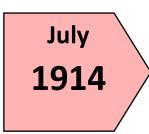




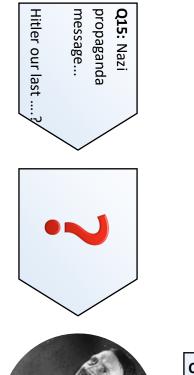




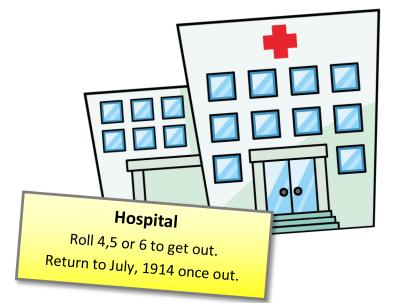
Homeless in Vienna, Austria. See Jews doing well. Back to start.













Q16:Your speeches attack ? WG + V J C







Q17: Name of German Parliament ?



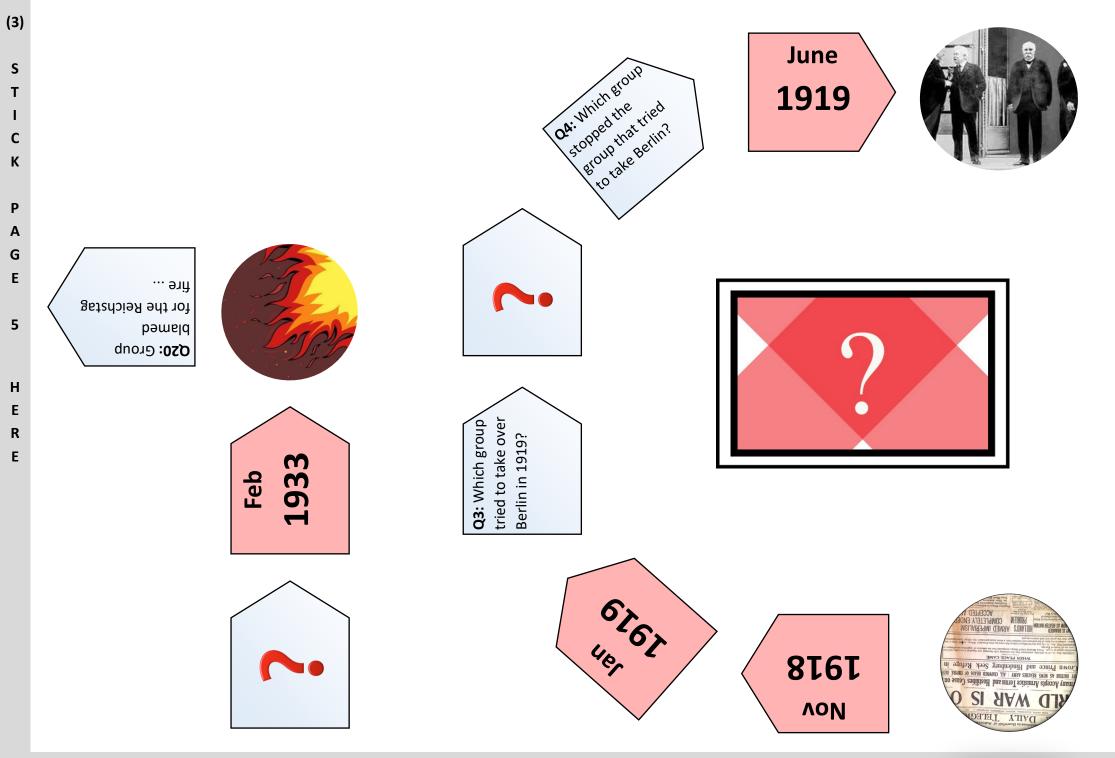


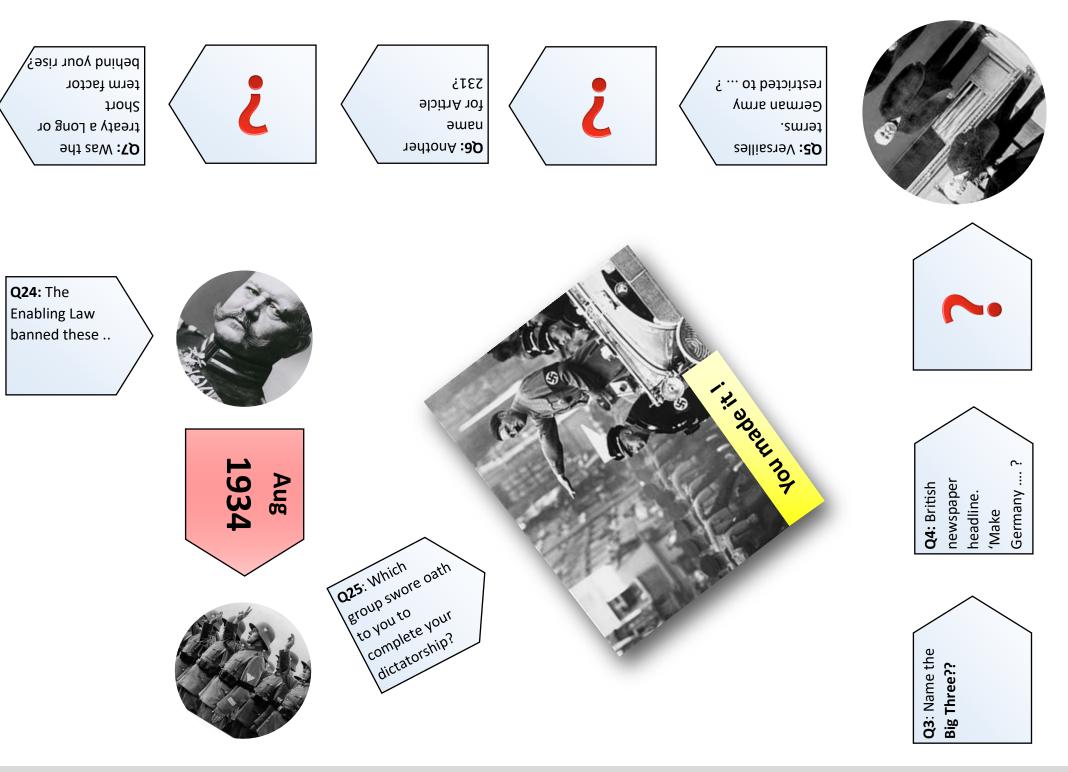


Q1: Where were you born? A: Austria-Hungary B: Germany C: Austria



You have a difficult childhood with a mean father. Back 1





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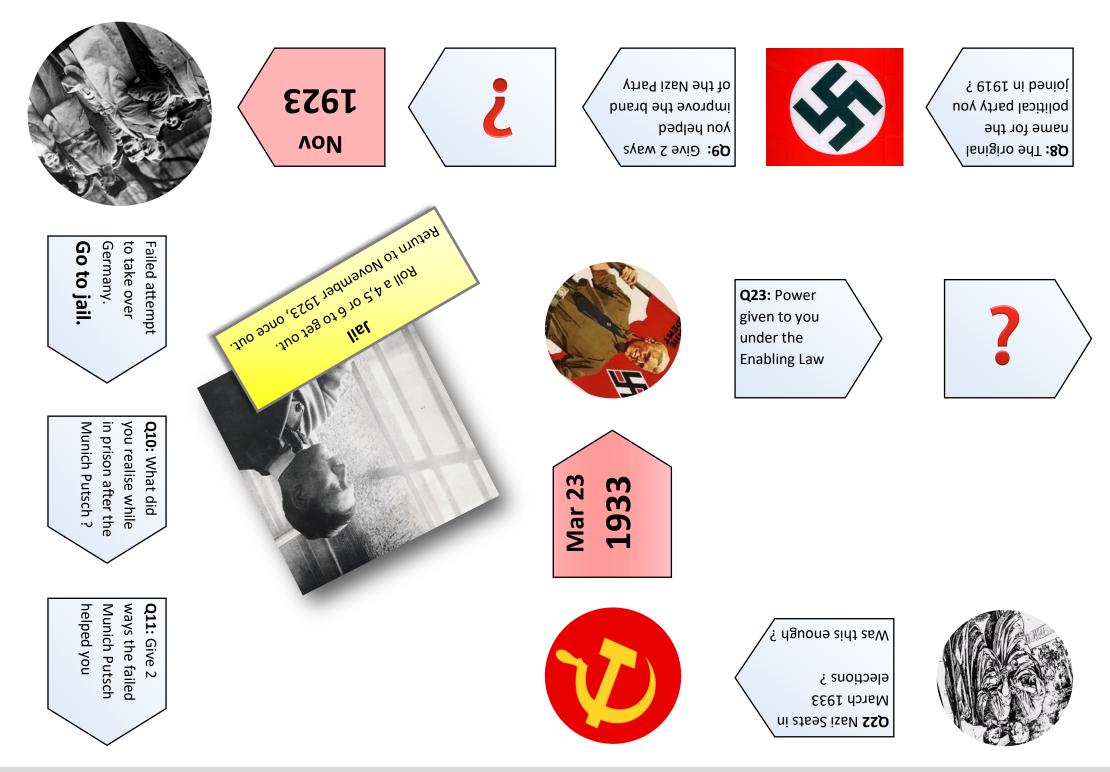
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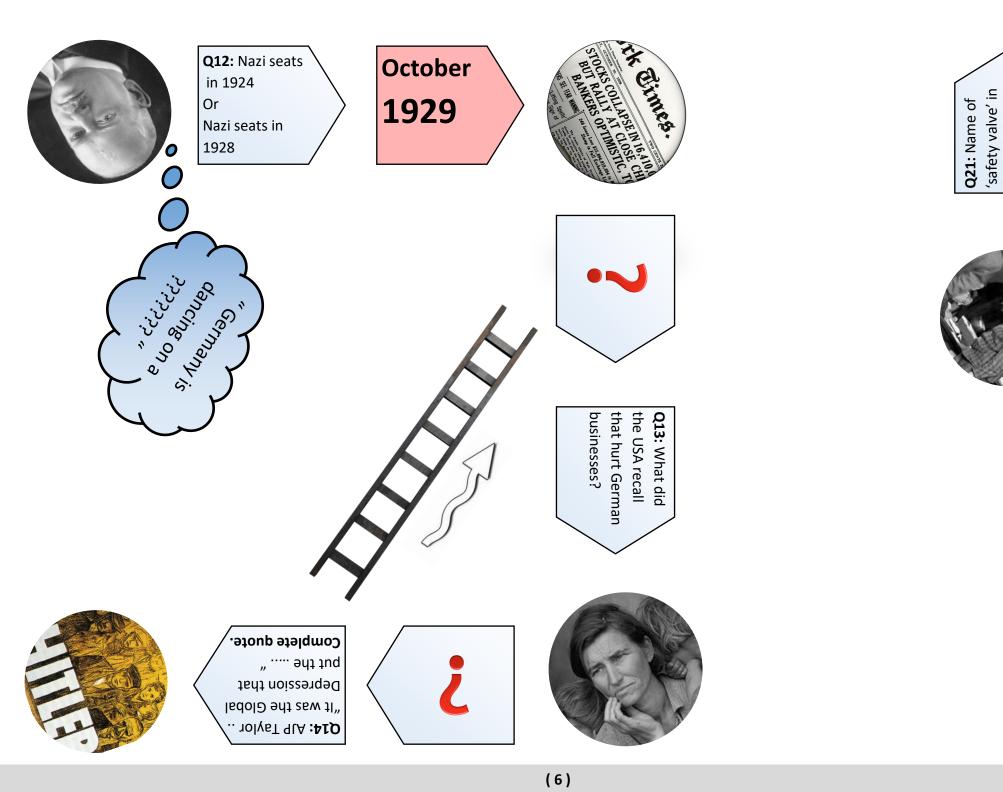
P A G E

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the German constitution

Board Game Answers

Q1: Austria-Hungary Q2: Iron Cross Q3: Lloyd George, Woodrow Wilson, Georges Clemenceau **Q4:** Pay **Q5:** 100,000 Men **Q6:** War Guilt Clause Q7: Long **Q8:** German Workers Party Q9: Swastika Flag and SA **Q10:** Needed to take power through democratic process not revolution Q11: Time to reflect + New Strategies + Good source of personal propaganda **Q12**: 1924 (32) 1928 (12) Q13: Loans **Q14:** Wind in Hitler's sails **Q15:** Hope **Q16**: Weimar Government + Versailles + Communists + Jews Q17: Reichstag **Q18:** Nazi have a majority in Reichstag Or also believed Hitler could be controlled in that role. Q19: Raises profile of Hitler and Nazis OR gave Nazi access to state propaganda OR put Hitler in a position to influence Hindenburg. **Q20:** Communists **021:** Article 48 **O22:** 288 + No **Q23:** Arrest enemies without trial **Q24:** Trade Unions + Other political parties Q25: Army

Dates 1889 = Hitler Born 1914 = WW1 begins Nov 1918 = WW1 ends Jan 1919 =Spartacists Revolt June 1919 = Treaty of Versailles Nov 1923 = Munich Putsch, October 1929 = Wall Street Crash, Jan 33 = Hitler named Chancellor Feb 1933=Reichstag Fire March 1933 = Enabling Law Aug 1934 = Hindenburg Dies

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