


RISK
The Game of Global Domination

Armies

N. America 5	Asia 7
S. America 2	Europe 5
Africa 3	Australia 2



The *RISK* Factor

Can you use RISK?

Essential Questions for all Social Studies Subjects:

In what ways do countries around the world behave, engage, and interact with each other?

Why do some countries take over other countries?

Why are alliances formed between countries?

Why do some countries gang up on other countries?

How can superpowers be defeated by the militarily weak?

How has warfare changed overtime; from ground war, to sea, to air?

What is foreign policy?

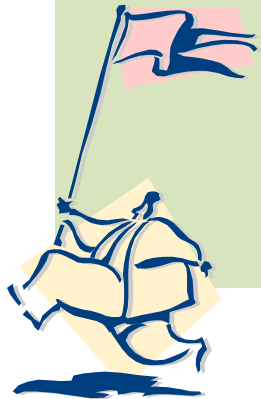
What are some other ways to solve world problems besides war?

Imperialism



“the system or policy of government in an empire whose focus is territorial, political, economic, and/or cultural expansion.”

- stronger nations dominating weaker nations



Global Domination??



Why U.S. Imperialism?? The Six Ds....

Dollars:

- ✓ seeking new markets for trade and investment: enhance capitalism
- ✓ seeking economic activities or natural resources

Defense:

- ✓ to protect dollar interests / to defend the country / National Security
- ✓ military might / need for bases or stations to maintain control of region

Democracy:

- ✓ spreading political ideals to countries with unstable governments or oppressive regimes
- ✓ In the name of freedom and liberty

Darwinism (Social):

- ✓ *survival of the fittest* mentality applied to nations or races: “stronger” nations dominate “weaker”
- ✓ Anglo-Saxon superiority / “advanced” cultures (white) “civilizing” primitive ones (brown)

Destiny (Manifest):

- ✓ taking the concept of manifest destiny outside the borders of the U.S.
- ✓ Belief that it is our God given right to expand, spread democracy, and keep markets open for trade and profit

Deity:


- ✓ spreading the word of God and Christianity / “Civilization” tied to Christianity
- ✓ Missions and Missionary work in foreign countries



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Use the traditional board and traditional rules

Get students
to bring in
boards, raise
funds, or buy
them
yourself!





Venezuela

Brazil

Peru

Argentina

Atlantic

Don't learn Geography
from boards!!



Greenland

Scandinavia

Iceland

Ural

Ukraine

Great Britain

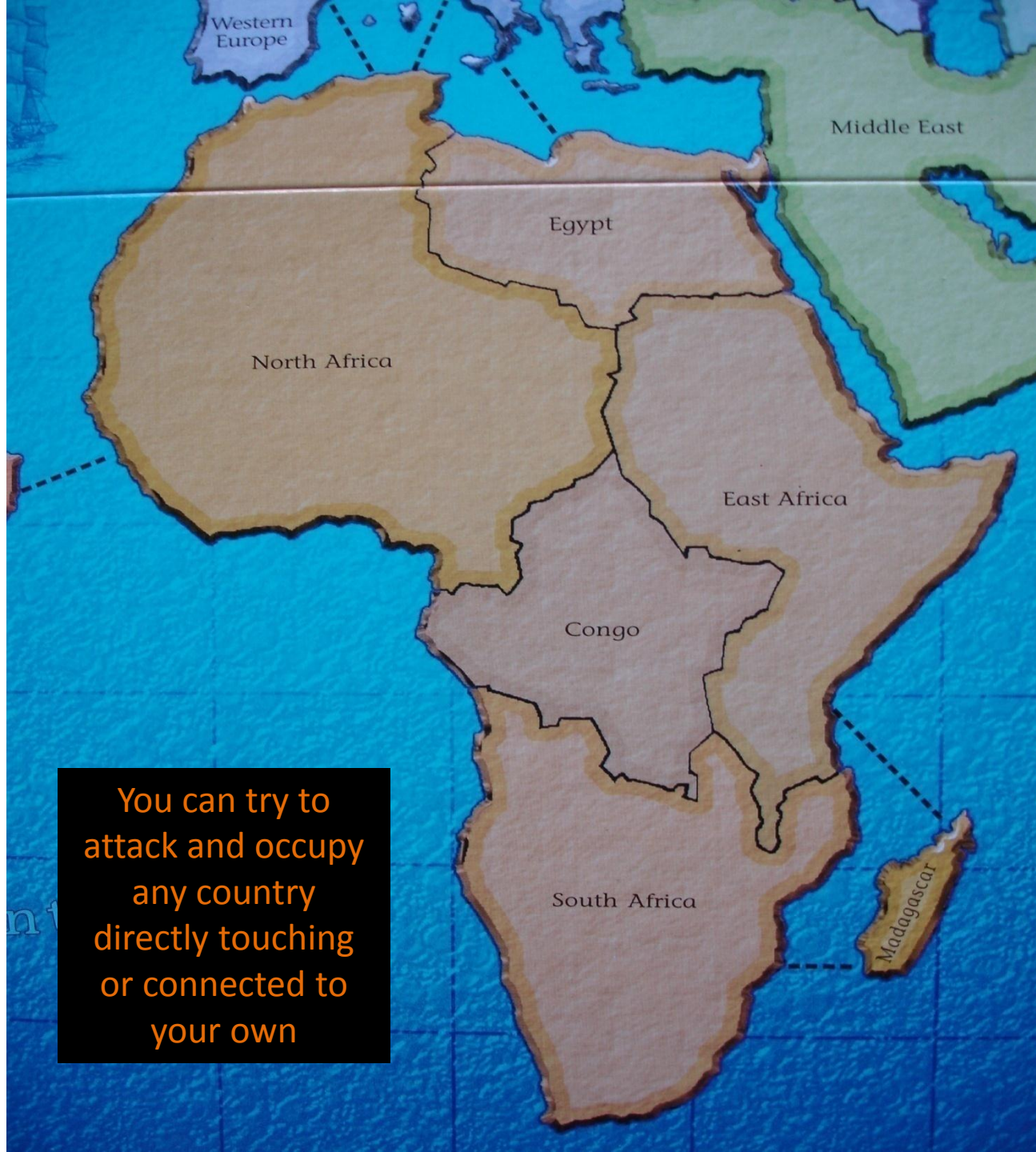
Northern
Europe

Afghanistan

Southern
Europe

Western
Europe

Middle East



You can try to attack and occupy any country directly touching or connected to your own



The smaller the continent, the easier it is to maintain control over it. And the bigger the continent....



Arctic Ocean

Siberia

Yakutsk

Kamchatka

Ural

Irkutsk

Afghanistan

Mongolia

Japan

China

India

Siam

Indonesia

Indian Ocean

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A Complex Game to Teach!!

- Play it Yourself First

Get together with friends or family and play the game...allow for at least three hours! Learn all the rules, strategies, and details.

- Plan Ahead

Make a step by step plan as to how you will teach the class how to play. Think about structure, scaffold, and guidance along the way - remember who you're dealing with 😊.

Teach, Set Up, Play, Learn



Timeframe for RISK: 1-2 weeks

Sample Block Schedule:

Day 1: teach how to play, set-up game, practice play.

Day 2: play game

Day 3: play game

Day 4: lessons learned, connections made, content review

Sample Regular Schedule:

Day 1: teach how to play, practice if time

Day 2-5: play game

Day 6: lessons learned, connections made, content review

Three Parts to Each Individual Turn

Write steps on board, or hand out to each group, so students follow them *every time* it is their turn.

Step 1: Collect and Place Armies

To figure out how many armies you get at the beginning of turn...

- ✓ the number of countries occupied divided by three
- ✓ the continent you control (check chart on board for number)
- ✓ cards turned in
- ✓ Place your armies on board

Step 2: Attack

- ✓ Attack who ever you want, for as long as you want, change attacks when ever you want, stop when ever you want
- ✓ Must announce who you are attacking and from where.

Step 3: Take a Card and Fortify One Position (optional)

- ✓ If you took over and occupied at least one country, you get to pick a card (one card per turn)
- ✓ To finish your turn: you can move as many of your armies from 1 country to a *connecting* country. *One* move. This is called fortifying your position. This is optional.

Sample of Battle Sequence

(Attack: step 2 of your turn)



Central
America

Venezuela

Brazil

Peru

Argentina

Atlantic Ocean

North Africa

Egypt

East Africa

Congo

South Africa

Madagascar



Western
Europe

East
Africa

Attacker = Red Dice
Defender = White Dice

Attacker can roll as many dice as
the number of armies they have on
country, minus one.
(up to three dice)

Defender can roll as many dice as
the number of armies they have on
defending country
(up to two but don't have to roll both)

Battle =
attackers highest die
against defenders highest

Tie ALWAYS goes to defender

Always roll dice inside box top!!!





Venezuela

Brazil

Argentina

North Africa

Egypt

Chile





elo

Egypt

North Africa

Brazil

Con

Argentina





Venezuela

Brazil

Argentina

North Africa

Egypt

Congo





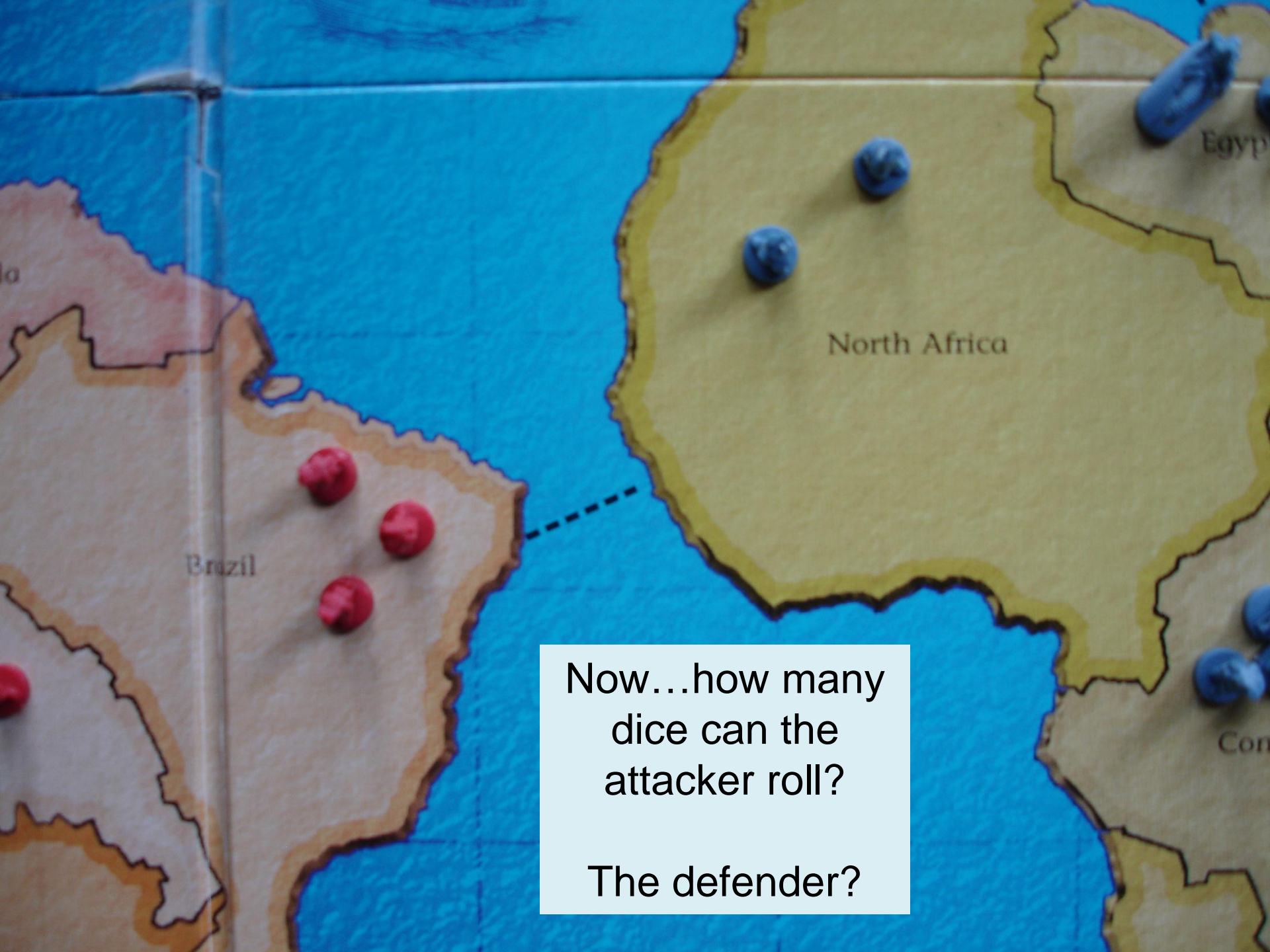
zuela

Brazil

North Africa

Egypt





Now...how many
dice can the
attacker roll?

The defender?





Brazil

North Africa





Venezuela

Brazil

Argentina

North Africa

Egypt

C...



Cannot attack with only one army!

What I learned from playing RISK

prompt students...what did you learn about your enemy? Your allies? What did you learn about your battles and military? What did you learn about how people talk to each other? What did you learn about strategies? Etc.

Students Brainstorm answers individually

Students share answers and teacher makes a class list on board

Students write down additional answers that they did not have on their own list

Possible answers to examine:

- Protect your borders.
- Don't spread yourself -your empire and armies- too thin.
- Don't assume one army can't defeat ten (guerrilla warfare? Terror tactics?).
- Make alliances when you need them.
- Try to talk your enemies out of attacking you...or...try to talk your enemies into attacking each other ("table talk" = diplomacy).
- The more powerful your empire gets, the more excited you get (drunk with power).
- The bigger the empire, the harder it is to maintain and control AND the more armies you will need.
- The bigger your empire is, the more likely that your enemies will gang up on you.
- Sometimes you have to play defensively – "know when to hold 'em".
- Don't trust other imperialists.

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