Name: Quintan McKie

Social Studies 10

***Over the Top: An interactive look at WWI Trenches***

1. Define the following terms:

Western front: A 400 plus stretch of land through France

Duck-boards: A type of flooring placed over muddy and wet ground

Webbing: strong, closely woven fabric

Parapet: short wall, used for snipers or protection

Platoon: a subdivision of soldiers

Dugout: A shelter dug into the ground

1. Describe how the simulation illustrates the trenches? What did you learn about that we have not yet discussed in class? The simulation illustrates the trenches as uncomfortable, dangerous areas. I learned that many soldiers had to make independent decisions in order to survive, even when they were given orders and playing it as safely as possible.
2. How many times did you die? What decisions kept you safe in the trenches? What decisions could put your life in jeopardy?

I died three times. Going on the trench raid was dangerous and killed me all of the three times, twice was due to me using the wire cutters and once was due to me following orders and staying in my trench. Rushing to the machine gun helped keep me alive against thirteen enemy soldiers.

1. Earlier in the unit we discussed how many soldiers saw the war as an adventure and opportunity. Was this the case in the simulation? Describe how a soldiers understanding of war may have changed. This was not the case within the simulation, the simulation depicts the war as incredibly lackluster and boring for most of the soldiers, spending most of their time sitting around waiting for orders from a higher power. Soldiers understanding changes as they realized the long attrition of the war compared to the fantasy that they had built up.