



3. Why did we go to war?

<p>The Big Picture:</p> <p>To develop students' understanding of how Europe dragged itself, through a web of inter-related causes, into a war and whether these reasons justified the conflict.</p>	<p>How will students be successful in their outcomes?</p> <ol style="list-style-type: none"> 1. All will be able to identify reasons for why WW1 started. 2. Most will understand the Just War Theory. 3. Some will be able to evaluate whether WW1 the reasons for the start of the war are applied to the Just War Theory.
<p>Skills:</p> <p>Creative thinking Empathy Synthesis Justification Evaluation</p>	<p>Literacy:</p> <p>Treaty Declaration of war Just Cause Right Intention Legitimate target</p>

SECTION

ACTIVITY

RESOURCES

Connect:

Ask students to recall some of their conditions for using violence. It is likely that self-defence, protecting the innocent, defending your country, for a positive outcome and others will be among the ideas. Share some of the statistics from WW1 with accompanying images.

Previous lessons work.

Approximately:

- £122,473,315,235.30 (\$186,333,637,000) was spent by the nations involved on the conflict. (Source: Spartacus Educational)
- 1,300,000 livestock were lost. (Source: Spartacus Educational).
- 9,857 sq/m of French land were laid to waste. (Source: Spartacus Educational).
- 10,000,000 people died as a result of military action (Source: Wikipedia).

<https://www.iwm.org.uk/collections/item/object/205196398>
<https://www.iwm.org.uk/collections/item/object/205194606>
<https://www.iwm.org.uk/collections/item/object/205078181>
<https://www.iwm.org.uk/collections/item/object/205252395>

Pose the question 'Does that level of destruction fit with your 3-point theory?'

Activate: In the light of these discussions, pose the question, 'Why did we go to war at all?' 'Country information' packs

Split the class into nations. Each nation has its own flag, country information and a whiteboard to write its actions on.

Use a Powerpoint to drop the news flashes. Allow time for students to discuss the events each time and then get each nation to announce its action.

Once everyone is at war with one another, share which nations are which and agree on the key causes for war.

Nowhereopia = Germany
Whereaxia = France
Somewhereia = Britain
Placeistan = Austria
Thereavia = Russia
Smallplacia = Serbia

Demonstrate: Share the ethical concept of a Just War with the students. Explain the key conditions for a Just War. 'Why did we go to war?' grid.

- **A Just Cause** – The reason for going to war must be a good one (eg protecting the innocent).
- **Legal Authority** – Must be declared by a legal, sensible government or person.
- **Right Intention** – You must be doing this for the right reasons (eg not money or land).
- **A balance of blame** – You must compare both sides of the argument to decide if you are right.
- **A last resort** – You must have tried everything else first (eg talking).
- **Possibility of success** – You must stand a reasonable possibility of winning it quickly.
- **The current pain versus the consequences** – The current pain you feel must be weighed up against the pain war will cause.
- **Legitimate targets** – You can only go to war with military targets.

Students should complete their grids to come to a conclusion whether WW1 was a Just War or not.

Consolidate: Show the picture *The Parable of the Blind* in *Hear My Cry*. *Hear My Cry* p64-5

Ask students to reflect on how this painting might relate to the lesson.

Use Sister Wendy Beckett's explanation to illustrate the idea that Europe lead itself 'blindly' into WW1.

Directions:

Read through your country information and be clear on:

Who you are allied with.

What your country's individual objectives are.

What actions you may have to take if an ally does something specific.

Nominate one spokesperson who will be your 'Foreign Minister' who will stand and announce your actions to the other nations

You may carry out one of the following actions each time your teacher asks you what you are going to do. In each case (except remaining silent) you must direct the action at one or more countries:

- Offer an official warning to back off.
- Declare your support for another country.
- Ask other countries to support you.
- Mobilize (get ready) armed forces as a threat to another country.
- Declare war on another country (or countries).

Remember! No-one really wants war, **IF** they can avoid it!



NOWHEREOPIA:

You are a relatively new nation, formed when many smaller countries joined together. You have a small empire compared to the other nations, and you want a bigger one. During unification you claimed some land off Whereavia and they've never forgiven you for that.

Somewhereia have the largest empire and best navy, you also feel that they have been very aggressive towards you. Don't side with them ever! Your plan is to rival their navy with your own and get an empire of your own. You like letting them know that you aren't a push over. You know Wherearia want a country called Marraco! Never support either Somewhereia or Wherearia.

You have an army of 500,000 but everyone is military trained and can be called upon to fight, you are confident in your army beating other nations.

You have an alliance with Placeistan, always support them. If anyone declares war on them you must declare war on them.

Your only chance of winning any wars is to fight Wherearia first and beat them quickly, this will mean going through some neutral countries, then you can turn around and beat Theravia afterwards with Placeistan's help.

Your king is cousins with that of Somewhereia and Thereavia, but he believes they look down on him and is jealous of their empires.



SOMEWHEREIA:

Your actual country is small but, you have a large empire that you have held for a long time and in many ways you are the dominant power in the world.

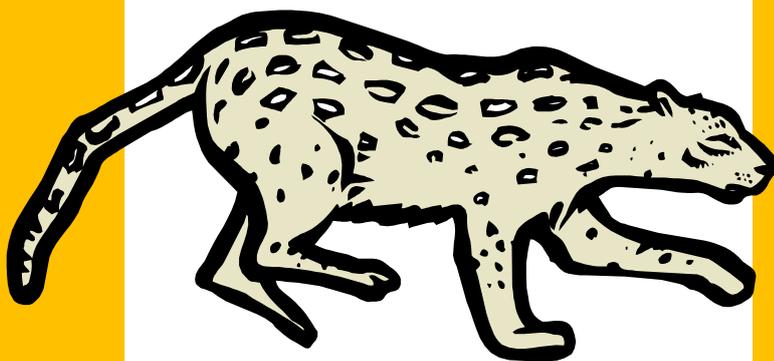
This empire is *essential* to your wealth. You control it through your navy, it is the best in the world.

You cannot allow anyone to threaten your navy or your empire. Any action that might do this must be met with an equal action!

You have an alliance with Thereavia and Wherearia. You must always support them. You also support some small neutral countries in between Nowhereopia and Wherearia, protect them as well.

You have a small professional army of 400,000, but you have a large empire of millions to call on if you need to.

Your king is cousins with the king of Nowhereopia (he isn't so keen on him) and the king of Thereavia (he is keen on him).



PLACEISTAN:

You are a large, wealthy country ruled by a royal family. Your royal family is related to No-whereopia's.

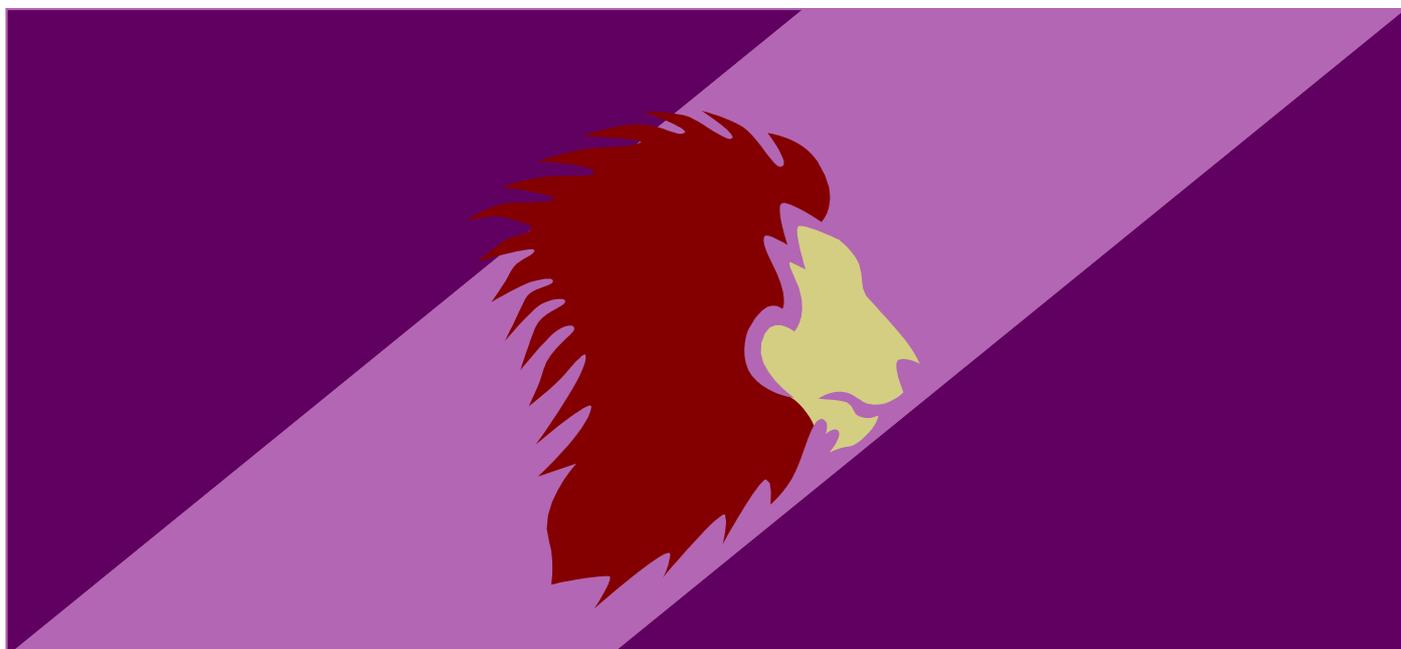
Nowheropia and you share practically everything, language, culture, fashion and not surprisingly you have a treaty with them, in which you promised to support them in everything.

You have an army of 400,000, but you can double this with reservists.

You hate Smallplacia and want to control them. You think they support a terrorist group. If you get any excuse, demand they give you the terrorists. You can beat them in war if it comes to that.

A group of your politicians called the 'War Party' want power (and War!) if they get elected they will go to war with Smallplacia whatever happens.

You are backed by Nowhereopia entirely, anything you do they will have to back you up in.



Thereavia:

You have a huge country and millions of citizens. Everything is ruled by the royal family (who are cousins with Somewhereia's and Nowheropia's royal families).

You can raise an army of millions of men! However, it takes a very long time to get them ready and they aren't the best trained.

This said you have a treaty with Wherearia and Somewhereia to defend each other, so you must come to their aid if necessary—always support them. If they are threatened at all, mobilize your army—you need plenty of time to get them ready for war.

You have a serious interest in Smallplacia – they are crucial to your interests in the south, you don't want Placeistan getting their hands on it. You have a treaty to support them in everything. Defend them against everyone—even if it means war. Openly declare support if they are threatened.



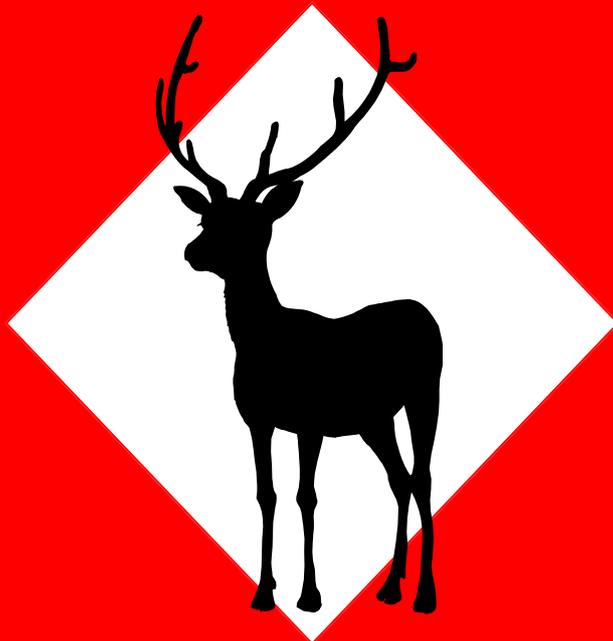
Smallplacia:

You are a small nation that is constantly threatened by Placeistan. They are keen to control you and neighbouring countries.

You have a treaty with Thereavia, they will back you up in all situations. You have lots of cultural similarities with them. If anyone tries to bully you Thereavia will back you up!

A small group of terrorists are trying to teach Placeistan to stay out of Smallplacia. It's not official but, some members of your government support this group. Always support Theravia, no one else!

Say no to all demands from Placeistan, you are sure that they are trying to bully you and Thereavia will back you up if you are threatened by them.



Wherearia:

You have a significant empire and a large country. You can call on 2.9 million men due to your policy of conscription.

All men between 18 and 48 have done military service and can be called upon to fight.

You have an alliance with Thereavia and must always support them.

Nowheropia are a constant threat. You know that they would attack you if they needed to because of their own alliances. When Nowheropia became a country you lost land to them in a short war. You have never forgiven them for that!

You are trying to expand your colonies in Marracco ... anyone who gets in the way of this should receive an official warning at least! Somewheria will back you, you must back them as well.



Why did we go to war?

Condition	Did World War 1 fulfil this criteria?	Was World War 1 a 'just' war?
A Just Cause		One the one hand World War 1 was a just war because ...
Declared by a legal authority.		
Entered into with the right intention.		
When balanced against each other, are the other side more to blame?		One the other hand World War 1 was not a just war because ...
Is violence the last resort?		
Is there a good possibility of a quick and successful outcome to the conflict?		
Is the current pain that is being caused worth the potential pain that going to war will cause?		Overall, I think that ...
Only legitimate (military targets) may be attacked.		