



Memo Prompts

AP European History Examples

Description: The International Relations Simulation is composed of 7-10 Turns, each of which have a defined start and stop time. To successfully submit a memo, choose at least one question from the current Turn below and **write a minimum of 300 words for your memo** within the simulation on the left menu under “Memo”. The memo must include specific examples from within your simulation.

Grade: Memos in total count for 10% of your grade.

Due Dates: Each memo must be submitted prior to the end of the current Turn. I.e. If Turn 2 finishes on Friday at 5:00 PM, the memo must be submitted by Friday at 5:00 PM.

Turn 0 Prompts *[choose at least 1]*

1. Which government type and attributes did you choose? How did you reach that conclusion?
2. How did you decide who will be the President of your country? Why did you choose this approach?
3. Which goals does your country hope to achieve throughout the simulation? How do you foresee attaining them?

Turn 1-8 Prompts *[choose at least 1. The same question can be used for a maximum of two memos]*

1. **Standard 5.3 KC-2.1.III.D:** Describe the comparisons of two countries within your world to the rivalry between Britain and France to gain the greatest power.
2. **Standard 5.7 KC-2.1.V.D:** Describe how a coalition within your simulation has come together to overcome imperialism. Compare and contrast to the Congress of Vienna.
3. **Standard 6.1 KC-3.1.I:** How has industrialization spread across your world. Compare and contrast to the beginning of industrialization within Britain and expanding to the rest of Europe.
4. **Standard 7.2 KC-3.4.II.B:** Explain the connections of one leader in your simulation to the generation of conservative leaders including Napoleon III, Cavour, and Bismarck and how this leader has used popular nationalism to create or strengthen the state.

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5. **Standard 7.3 KC-3.4.III.B:** How has your country employed diplomacy, industrialized warfare, weaponry, and the manipulation of democratic mechanisms to unify your own country or create a coalition of countries. What factors came easily and which needed more attention for this strategy to work?
6. **Standard 7.7 KC-3.5.III.A:** Detail how imperialism has created diplomatic tensions among simulation countries and how it is straining or has the potential to strain alliance systems.
7. **Standard 8.1 KC-4.1.I.A:** Compare and contrast the start of a war in your simulation to the factors that led to World War I.
8. **Standard 8.5 KC-4.2.III.C:** Describe radical political responses in your simulation and how this affected economic treaties and international trade. What is the result of the lack of cooperation and how does it compare to the Great Depression?
9. **Standard 8.8 KC-4.3.II.C:** How have military technologies influenced the balance of power across your simulation? What factors contributed to the specific military technology proliferation?
10. **Standard 9.6 KC-4.2.IV.B:** Detail investments in social welfare programs and their effects on your country, especially if your country is also engaged in war.
11. **Standard 9.12 KC-4.3.II.B:** Describe how the investment in medical programs and technologies transcended political and philosophical boundaries within your country.

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