

# Modern World History

## 2017-2018 Syllabus

“We can't solve problems by using the same kind of thinking we used when we created them.” Albert Einstein

### Contact Information:

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### Course Description:

**Content:** War, terrorism, poverty, ethnic genocide, nuclear proliferation and climate change. These are just some of the problems facing a world you are about to inherit. They're our problems today, but they'll be your problems tomorrow. Modern World History studies the historical development of these problems and develops the critical thinking and literacy skills necessary for your generation to solve them. We'll study global history from 1750 to the present with a focus on the attainment of rights, growth of democracy, industrialization, nationalism, capitalism, impact of war and conflict, revolutions, imperialism/colonization, socialism/communism, totalitarianism, and fascism.

Units	Global Problems
Term 1	
Unit 1: Industrial Revolution	Climate Change and Poverty
Unit 2: Africa and Imperialism	Aids epidemic
Unit 3: Growth of Western Democracies	Spreading democracy
Term 2	
Unit 4: World War I	Migration
Unit 5: Interwar	ISIS
Term 3	
Unit 6: Russia	Starting nuclear programs
Unit 7: World War II	Ethnic Genocide
Unit 8: Cold War	Nuclear proliferation
Term 4	
Unit 9: India and Decolonization	Outsourcing
Unit 10: Middle East	Terrorism
Unit 11: China	Population growth

**Power Standards:** During our course you will gain mastery of 11 key topics that we'll call power standards. These power standards will give you the ability to think and communicate about the most important historical developments of the past and the most pressing global problems of today.

1. Attainment of Rights
2. Democracy
3. Industrialization
4. Nationalism
5. Capitalism
6. Impact of war and conflict
7. Revolutions
8. Imperialism/Colonization
9. Socialism / Communism
10. Totalitarianism
11. Fascism

**Skills:** During our course you will become critical thinkers and gain proficiency in the 7 skills necessary for success. The better your thinking and the more you master these skills, the more prepared you'll be to overcome the problems you'll face in your world.

**You will learn to strategically read:**

- secondary and primary sources analyzing point of view to guide your understanding of a document.
- different types of sources (text, cartoons, graphs, multimedia and charts) to better understand a topic.

**You will learn to write** routinely over short periods and over longer periods allowing for revisions. Writing assignments will include:

- argumentative essays with an introductory section, at least two reasons and a conclusion.
- informative/explanatory essays with an introductory section, at least two reasons and a conclusion.

**You will learn to research:**

- short and long projects synthesizing multiple sources to answer a question or solve a problem.
- using MLA in-text and works cited to document your sources.

You will learn to be active classroom citizens as you **collaborate** with each other and with your teacher.

You will use **technology** efficiently and creatively

You will learn to **communicate** your ideas to others both **verbally** and in **writing**.

You will learn to use all of these skills to **creatively solve** today's most pressing **problems**.



**What I will do for you (My Responsibilities):**

- **I will work** - The primary goal of this class is learning. This learning will be about Modern World History, but more importantly, we'll use the history to teach you the skills you'll need to solve tomorrow's problems. This is the reason I am here. I will offer you a positive learning experience by carefully planning each day's lesson and getting your work graded and back to you in a timely manner. I am here to help; all you have to do is ask.
- **I will respect you** - I will not waste your time in class. I cannot promise that you will enjoy everything we study. However, I can assure you that everything we read and study is valuable. If you've got a concern about something in class come and talk to me in private. I'm sure we'll be able to reach a fair agreement. Your input matters to me.
- **I will be prepared** – I will start class on time each day with a clear agenda, valuable objectives and the right materials to achieve those objectives.

## **You will be active classroom citizens (Your responsibilities):**

- **You will come prepared** - Class time is really important to me because your education is important to me. Get the day's handouts, be in your desk, and be working on our start-up activity before I start class. Coming prepared to my class means bringing a pen/pencil and your 3 ring binder
- **You will work** - Join in on class discussion and get involved in class activities. Hey, it's better than listening to a boring lecture. Follow instructions and do your work. We are here to learn, and I am here to help you. You can't pass if you don't work, and you can't fail if you do.
- **You will respect each other** - What you have to say REALLY matters to me. No one will talk over you or put you down when you speak up in my class. You aren't kids, you're young adults and you deserve respect. To be treated that way, you must RESPECT others. As for respecting me . . . I'll earn your respect.
- **You will be curious** - That's right, I expect that you'll intellectually engage with the material on a daily basis. Ask questions!
- **You will hand in work** - At the high school level you must earn course credit, you will not automatically be given credit for this class because you are a wonderful person. You earn course credit by completing and passing in assignments.

### **If you chose not to cooperate then you are choosing two consequences:**

- Personal Consequence - You will stay after school with me in detention so we can chat (all detentions are given with a 24 hour notice and a warning beforehand). This will happen until you follow the above expectations. I'm a patient man and won't hold anything personally against you, but this is the way class is going to run.
- Class Consequence = We will no longer do fun activities or have interesting discussions, we will have to resort to strict and boring lectures and tedious book work.
- All school policies will be upheld at all times.

## **Academic Policies:**

- **Make-ups:** If you miss a test or a quiz, you must make it up within 5 school days.. Make-ups are on your time, not class time. You are also responsible for all the worksheets you miss when you are absent. You can get missed worksheets from the 'Class Handout Archive.' If you have any questions see me *before* class to catch up. If you cut class you are not eligible to make up work given on the day of the cut class.
- **Late work:** Each term you are given a classroom citizenship grade. Your grade on this 100 pt assignment will be reduced by 5 points each day you are late passing in an assignment.
- **Cheating** – Cheating of any form (including plagiarism) will result in a reduction of your classroom citizenship grade and a zero for that assignment.
- **Grade questions** – You can view your current grades by going onto X2. If you have any questions never hesitate to ask.

## **Course Materials**

- Text: Ellis, Elisabeth G., Esler, Anthoy. *World History: The Modern Era*. Boston: Pearson, ISBN Number: 013129975
- You must supply and bring to class each day a 3- ring notebook for the storage and organization of class handouts.

## **Grading:**

Each term your class average will be determined by the total number of points you earn. Your progress will be tracked in two categories. Log-on to X2 to monitor your progress throughout the term:

- Content Mastery (essential questions and power standards) roughly 60%
- Skill development roughly 40% of your term grade.

If you want an A in the class, think about it like filling a cup 90 to 100% full. You can fill half of the cup by mastering our 21<sup>st</sup> century skills. You can fill another 40% of the cup by mastering the essential questions and power standards. The last little bit can be topped off by being a really great classroom citizen. If you don't hand in certain assignments, you missed that opportunity to fill the cup, and probably won't get the term grade you want. Welcome to high school; you have to earn course credit. You have to fill the cup spoonful-by-spoonful. Course credit will not just be given to you.

## **Your World Game:**

I am so very sorry that you are not inheriting a better world. My generation, standing on the shoulders of all the generations before, has achieved many things, some spectacular and some spectacularly horrific. In a few short years, your generation will take control of the world's leadership. You'll inherit our wonderful creations and our terrifying dilemmas. I don't have the answers to solve these problems, but I do have the faith that you'll find a way. That is why I come to school each day. That is what gets me excited to be here. That is why I am a teacher and that is what our class will focus on. Through this year-long game, we'll give you the practice you'll need to start solving tomorrow's problems today.

Throughout our course you will work in "nation teams" to solve the most pressing problems facing today's world. The Your World game is a hands-on political simulation inspired by the work of master-teacher John Hunter. *"The goal of the game is to extricate each country from dangerous circumstances and achieve global prosperity with the least amount of military intervention."*<sup>1</sup>

Toward the end of each unit, your "nation team" will be given a new global crisis or crises. You will have the first day to work with your teams to solve these problems, negotiate with other countries and attempt to increase not only your country's prosperity (as determined by GDP) but that of the global community. On the second day, you will declare your actions to all of the teams at our Global Conference Sessions. Should any of your declarations involve risk we will roll the "dice of fate" to determine the outcome. You are free to do whatever you wish, but remember that your actions will have consequences that will follow your team for the entire year.

### **The 5 Nation Teams are made up of 4 to 5 members. A Prime Minister and up to 4 Cabinet Members:**

- **Prime Minister:** This group member is the leader of your group and ultimately responsible for all of your country's actions. I will select the 5 prime ministers who will in turn appoint three to four other students to their cabinet.

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<sup>1</sup> World Peace Game Foundation - <http://www.worldpeacegame.org>

- **Secretary of State:** This group member is responsible for your country's relationships with other countries.
- **Secretary of Defense:** This group member is responsible for your country's military.
- **Secretary of the Interior:** This group member is responsible for increasing the GDP PPP.
- **Chief Financial Officer:** This group member is responsible for the country's economy and the growth of the GDP

The five nation teams are based off of 5 model countries but are purposely not named for those countries. You will inherit the problems and resources of those countries, but they are yours to lead as you wish. In fact, you will be able to name your country as you wish at the first Global Conference Session

- Red country - modeled after an African country with a population of 53 million, a GDP of \$350 billion, a per capita GDP of \$6,600, and the smallest military in the game.
- Blue country - modeled after a country in the Middle East like Iran with a population of 77 million, a GDP of \$370 billion, a per capita GDP of \$4,700, and the second largest military in the game.
- Green country - modeled after a country in the Europe like Great Britain or Germany with a population of 80 million, a GDP of \$3,700 billion, a per capita GDP of \$46,268, and the third largest military in the game.
- Orange country modeled after India with a huge population of 1.25 billion, a GDP of \$1,500 billion, but a per capita GDP of only \$1,500, and the largest military in the game.
- Yellow country modeled after Canada with a population of 35 million, a GDP of \$1,800 billion, a comfy per capita GDP of \$52,000, and the second smallest military in the game.

In addition, Russia, US and China (the world's current super/major-powers will be non-playable characters in the game.)

- China has a population of 1.35 billion, a GDP of \$9,240 billion, a per capita GDP of \$6,600 and a military that would squash even the combined resources of all playable nation-teams. (2.3 million active troops)
- Russia has a population of 144 million, a GDP of \$2,000 billion, a per capital GDP of \$14,600 and the second most powerful military in the world.
- The United States has a population of 313 million, a GDP of a whopping \$16,800 billion, a per capita GDP of \$53,000 and the most powerful military in the world.