**Scramble for Africa Simulation**

**Outcomes:**

* know that the hinterland is a tributary region (pays money and goods) which may be rural and/or urban. It is connected by a transportation system and is used to supply resources or markets for an urban centre
* know that nation states are concerned about their ability to hold necessary hinterlands and to protect the transportation lines to those hinterlands
* know that nations are always tempted to use whatever power they have to protect themselves against the insecurity of competition
* know that in general terms the relationships between cultures can be based on: accommodation, assimilation, segregation and annihilation

**Terms to know:**

* imperialism
* colonialism
* accommodation
* assimilation
* segregation
* annihilation
* direct rule
* indirect rule

**Supplies:**

* map of Africa without divisions, but includes vegetation zones, resource zones and port locations
* “Risk” soldiers or game pieces that can be used as man-power during confrontation episodes
* 5 dice, preferably 2 of one colour and 3 of another
* Country name cards – Great Britain, Belgium, Germany, France, Portugal
* Country role play cards

Adapted from

* Cheryl Deck, Oskaloosa KS (<https://sites.google.com/a/mcsdonline.org/workshop-human-rights/imperialism-role-play>)
* <http://shepherd.glk12.org/mod/resource/view.php?id=12015>

**Teacher Checklist**

**1. Provide background information on imperialism**

**2. Put students into 5 groups.** Give each group a role pay card ( Great Britain, Germany, France, Belgium, Portugal), beginning questions and a different coloured marker. Explain that each will need to take on the role of the country listed on their cards.

**3. Hand out the Getting Started and Rules page (see attached)**

**4. Have students read the role play cards and answer the questions that are attached to their role play card.**

**5. Based on the rules page start round 1.** At the beginning of each round hand out each countries resources as determined by the rules page.

**6. Play until all rounds are done.**

**7. Once done compare their map to actual historical maps and Discuss**:

CONCLUSIONS

What factors did you consider in acquiring territories?

What factors were totally ignored in your decisions?

Your decisions created colonial boundaries that will eventually become the borders of African countries. What problems have you created in these African countries by dividing up Africa based on European needs and concerns rather than African ones?

**8. Exit Slip Reflection (Summative):**

1. Why did you select the territory that you did?

2. What problems did you face and have to deal with?

3. What do you hope to use your territory for?

4. How did you feel once you had accomplished dividing up Africa?

5. How would that feeling compare to the feelings of Europeans at the time?

6. Who was not represented at this conference? Why?

7. How does this simulation illustrate the colonial process and motives in Africa?

8. What challenges did this colonial process create for indigenous people of Africa?

9. How close were your territorial selections to those actually made by your European power in the Scramble for Africa? Compare the simulated and actual political map (Africa 1914).

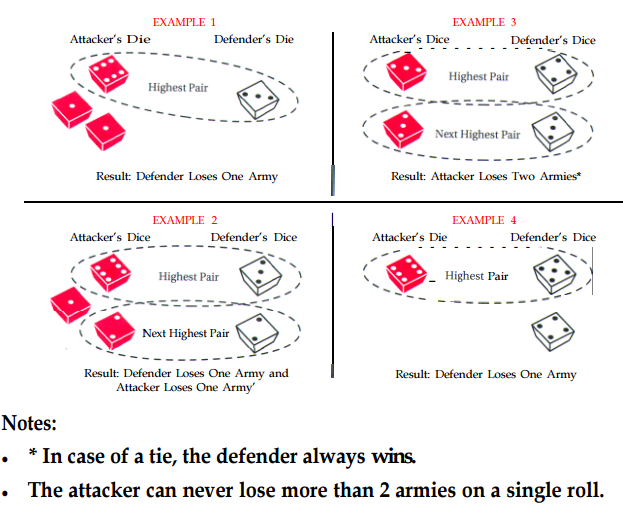
10. Did you even consider the feelings of Africans?   
11. How would you feel if this was done to your country?  
12. Did you think about what groups you were dividing up or putting together into a country?   
13. How do you predict the Europeans will 'manage' their territory politically and economically? (remember your goal is to be profitable!)

**9. Introduce Imperialism in Canada**

**Rules (Teacher Copy):**

Each round introduces a new scenario where countries need to decide which land they want to conquer.

During the final round the last of the territory will be claimed. Sometimes two countries will want the same land at this point negotiations will occur. The two countries involved can make a deal however if this does not work a “conflict” will occur. The two countries will use their “armies” and carry out a battle similar to those found in the board game Risk:

* TO Attack. First announce both the territory you’re attacking and the one you’re attacking from. Then roll the dice against the opponent who occupies the opposing territory. Before rolling, both you and your opponent must announce the number of dice you intend to roll, and you both must roll at the same time. You, the attacker, will roll 1,2 or 3 red dice: You must have at least one more army in your territory than the number of dice you roll. Hint: The more dice you roll, the greater your odds of winning. Yet the more dice you roll, the more armies you may lose, or be required to move into a captured territory. The defender will roll either 1 or 2 white dice: To roll 2 dice, he or she must have at least 2 armies on the territory under attack. Hint: The more dice the defender rolls, the greater his or her odds of winning-but the more armies he or she may lose. To Decide a Battle. Compare the highest die each of you rolled. If yours (the attacker’s) is higher, the defender loses one army from the territory under attack. But if the defender’s die is higher than yours, you lose one army from the territory you attacked from; put it back in your clear plastic box. If each of you rolled more than one die, now compare the two next-highest dice and repeat the process.
* 

Each round countries will obtain ‘resources’ in the form of their army. The Larger and more industrialized the country the more resources they will get each round.

Great Britain: 2

Germany: 3

France: 2

Portugal: 1

Belgium: 1

**Narration:**

**Round 1 –** Between the years 1500 and 1815, Africa has many powerful kingdoms which make it difficult to conquer and as a result European countries are uninterested in possessing African colonies at the time. The Ottoman Empire (located in the North Coast of Africa) and Ethiopia are quite powerful which makes those areas unavailable for European acquisition. There is a Dutch settlement on the southern tip of Africa but this

**Round 2:** 1815 to 1875 Africa continues to have many powerful kingdoms but European countries only need to control the coastline and river mouths to have trade access to the natural resources of the interior. The Ottoman Empire (north coast between ports) and Ethiopia continue to be unavailable for European acquisition.

**Round 3:** 1875 to 1895 Technological advancement facilitated overseas expansionism. Industrialisation brought about rapid advancements in transportation and communication, especially in the forms of steam navigation, railways, and telegraphs. Medical advances also were important, especially medicines for tropical diseases. The development of quinine, an effective treatment for malaria, enabled vast expanses of the tropics to be accessed by Europeans. No restrictions on available territory. Colonial claims must have a port or coast to start from or be extensions of territories already controlled.

**Round 4:** Not much has changed except African land is getting sparse. Get in while you can!

**Final Round:** Nearly all the land has been claimed in Africa. Your country wishes to expand its existing colonies as much as possible, keeping in mind you don’t’ want to mess with Ethiopia due to their large amount of resources and population strength. You can only expand from colonies you have already claimed. Sometimes two countries will want the same land at this point negotiations will occur. The two countries involved can make a deal however if this does not work a “conflict” will occur. Each country will get 2 turns in the following order:

1. Britain

2. France

3. Germany

4. Portugal

5. Belgium

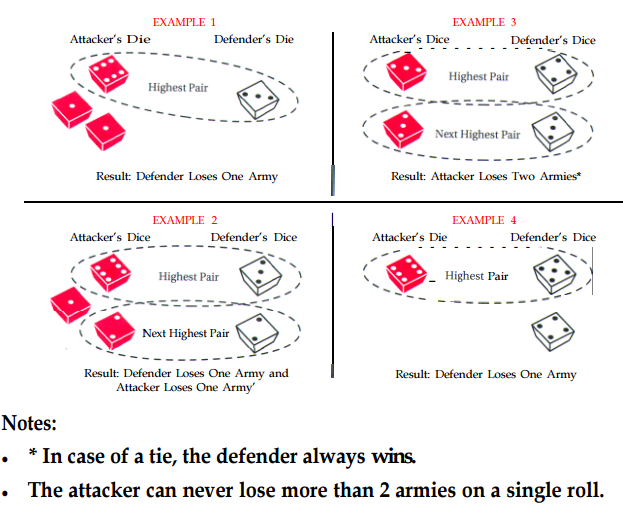
**The Scramble for Africa Simulation**

**Before we Begin:**

* imperialism
* colonialism
* accommodation
* assimilation
* segregation
* annihilation
* direct rule
* indirect rule

**Rules:** Each round introduces a new scenario where countries need to decide which land they want to conquer.

During the final round the last of the territory will be claimed. Sometimes two countries will want the same land at this point negotiations will occur. The two countries involved can make a deal however if this does not work a “conflict” will occur. The two countries will use their “armies” and carry out a battle similar to those found in the board game Risk:



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France: 2

Portugal: 1

Belgium: 1

**\*\*Respect each other and abide by the Blazer Code of Conduct\*\***

**Your Country:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Read through your role play card highlighting any key terms and resources you want.

Answer:

1. How powerful is your country?

2. Who are you friends (allies), if any?

3. Who are your enemies, if any?

4. What do you want in Africa? (land, particular regions, trade, resources, people, etc.)

France Event Cards

**Round 2:** Britain and France - You are experiencing the Industrial Revolution so you are now more interested in Africa for its natural resources and as a place to establish settlements.

You also have worldwide trade networks and you want to protect your trade routes to Asia. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country.

Alternate coloring four 4 inch inch strips of coast in their color (red or blue) on the map at locations that secure natural resources, allow for settlement and protect trade routes. This territory could be adjacent to the ports you already have or in new areas. You CANNOT initiate any conflicts in this round

**Round 4**

Britain and France - Whoa! Where did these newcomers come from gobbling up territory. If we don't act fast they will take territory we want and the intense competition could lead to war. We would like to link up our scattered colonies for defensive purposes and to enable us to build railroads which would facilitate the transportation of the natural resources.

Britain and France alternate choosing four areas (about 6 to 3 inches) and coloring them red and blue, respectively.

**Round 3**

You need to take a time-out and collect some more resources.

**Gain 2 soldiers.**

**Round 1:**

Britain and France - You have little interest in Africa itself because your primary concern is for your American colonies and your trade with India. You see Africa as a trade route to India and as a source for slaves to work on sugar, cotton and tobacco plantations in the Americas.

Britain places four red dots and France places 4 blue dots at port locations which will facilitate the collection of slaves or trade with India. Britain and France alternate placing their dots with Britain going first and each can take one Portuguese port through negotiation or conflict if they choose.

Germany Event Cards

**Round 4**

Expand while you still can! Where you are able expand your territories by 1inch around.

**Round 3 -** You came into the game late because you were not even a unified country until 1871. You have emerged as the major military power in Europe, you are very industrialized and you are interested in developing your world trade. You desire African colonies for their natural resources and for ports that will support your trade. Your pride as a major power demands that you have colonies like the other major powers and that upstart Belgium has just grabbed a chunk of territory. You had better act fast. Color three areas on the map orange (each area being approximately 3x3 inches) to secure resources and ports.

**Round 2**

Your current leader, Chancellor,[Otto von Bismarck](https://en.wikipedia.org/wiki/Otto_von_Bismarck" \o "Otto von Bismarck) (1862–90), has long opposed colonial acquisitions, arguing that the burden of obtaining, maintaining, and defending such possessions would outweigh any potential benefits. He feels that colonies do not pay for themselves, that the German bureaucratic system will not work well in the tropics and the diplomatic disputes over colonies will distract Germany from its central interest, Europe itself.

**Round 1:**

You are not even a country yet! Wait a couple decades before you join the “big boys”

Belgium Event Cards

**Round 4:**

Yikes! Imperialism has really taken off! Expand your one territory by one half inch around.

**Round 3:**

You came into the race late because you are a small country which only got its independence in 1830. However, you are highly industrialized and desirous of African natural resources. Your weakness as a power will restrict you to only one colony but if you act fast you can grab some valuable territory before the major powers catch on. Color an area equal to 3inches round green at one location that is not already claimed.

**Round 2:**

You have recently gained your independence and are working on building your democratic government. Build up some manpower before you look abroad.

**Gain two soldiers**

**Round 1:**

You are not even a country yet! Wait a couple decades before you join the “big boys”

Portugal Event Cards

Round 4:

It seems everyone is into the Imperialism game with territory being eaten up fast. Expand each of your territories by 1 inch all around.

Round 2:

Portugal - You are becoming more interested in trade with Africans so you expand your influence around your ports. Color a 1 foot length of the coast adjacent to four of your ports brown.

Round 1:

You are the first to explore the coast of Africa. You have little interest in Africa itself because your major interest is trade with Asia. Therefore, you are looking for port locations which will facilitate your ships traveling around Africa to Asia. Place six brown dots on the map to signify the locations where you establish your facilities.

Round 3:

You are slowly building up your resources and are just managing to maintain your territory. Get 2 bonus soldiers this round for sitting out.

Great Britain Event Cards

Round 2: Britain and France - You are experiencing the Industrial Revolution so you are now more interested in Africa for its natural resources and as a place to establish settlements.

You also have worldwide trade networks and you want to protect your trade routes to Asia. Since you want to avoid diplomatic tension or war in Europe, you will not take territory too close to that of another European country.

Alternate coloring four 4 inch inch strips of coast in their color (red or blue) on the map at locations that secure natural resources, allow for settlement and protect trade routes. This territory could be adjacent to the ports you already have or in new areas. You CANNOT initiate any conflicts in this round

Round 1:

Britain and France - You have little interest in Africa itself because your primary concern is for your American colonies and your trade with India. You see Africa as a trade route to India and as a source for slaves to work on sugar, cotton and tobacco plantations in the Americas.

Britain places four red dots and France places 4 blue dots at port locations which will facilitate the collection of slaves or trade with India. Britain and France alternate placing their dots with Britain going first and each can take one Portuguese port through negotiation or conflict if they choose.

Round 4

Britain and France - Whoa! Where did these newcomers come from gobbling up territory. If we don't act fast they will take territory we want and the intense competition could lead to war. We would like to link up our scattered colonies for defensive purposes and to enable us to build railroads which would facilitate the transportation of the natural resources.

Britain and France alternate choosing four areas (about 6 to 3 inches) and coloring them red and blue, respectively.

Round 3

You want to secure the Suez Canal route to India so you take over Egypt. Color a 6 inch square of red on Egypt.

Final event Card

**Final Round:** Nearly all the land has been claimed in Africa. Your country wishes to expand its existing colonies as much as possible, keeping in mind you don’t’ want to mess with Ethiopia due to their large amount of resources and population strength. You can only expand from colonies you have already claimed. Sometimes two countries will want the same land at this point negotiations will occur. The two countries involved can make a deal however if this does not work a “conflict” will occur. Each country will get 2 turns in the following order:

1. Britain

2. France

3. Germany

4. Portugal

5. Belgium

**YOU ARE GREAT BRITAIN.**

You are the leading imperialist power in Europe due mainly to your dominance of the seas with your superior navy. You have a long history of colonization. You also have control of India and Australia. The route to India through the Suez Canal (in Egypt) is very important and is to be protected at all costs.

Egypt is of the utmost importance. The Suez Canal cuts through the northeast corner of Egypt, connecting the Mediterranean to the Red Sea and subsequently, the Indian Ocean. It was completed in 1869. The leader of Egypt, Ismail, bankrupted the country, so European creditors then took control. This was to be a joint British-French venture.

There was a revolt in 1881 to throw the Europeans out. France was unable to respond because of their loss in the Franco-Prussian War. Your country invaded and occupied Egypt on the pretext of “restoring order.” You assured the other European countries you were only temporarily occupying Egypt. This appears to upset the status quo, and other countries have become jealous and started focusing more on the colonization of Africa. As time has gone by, you have become concerned that other European powers want to acquire control of the Upper Nile Region. If another country did take control, it could use “modern” engineering methods to divert the White Nile, brining desolation to Egypt and thus disaster to Britain.

Portugal is of concern since it has displayed an interest in the southern region of Africa. Maintaining control of the “country” of South Africa is a vital concern for you, no matter what country is involved. However, you are quite aware that Portugal is not a strong European power any longer.

The Congo (Zaire) River area is also a concern for you. In 1884, you and Portugal signed a treaty allowing you the navigation rights for your commercial interests. Portugal gained political control of the mouth of the river. Every other nation condemned the treaty, and it failed. France and King Leopold of Belgium now assert their claims to the river territories. You have become very concerned about your commercial interests there.

The government also controls Heligoland, a tiny island off the German coast and used it as a naval base.

Your colonial policy is that of “indirect rule.” It is a type of government that is based on European styles, allows some self-rule, uses local leaders for government positions, and has the goal of creating future African leaders. Thus, your intention is to prepare your colonies for independence, but not in the near future.

**YOU ARE BELGIUM.**

The Belgian Parliament is not interested in colonial adventures. It sees the disadvantages outweighing the advantages. However, you have become jealous of French and British colonial moves. Therefore, your King Leopold takes it upon himself to become a colonial power. He uses his own money to finance the colonial movement. Once done, he needs to export products from the colonies to recoup his investments. For a time, he was unsure of how to do this.

In 1878, King Leopold met Henry Stanley, who wanted to open up the Congo (Zaire) River Basin for commercial interests. Stanley was looking to the British for financial support but the British were not interested. King Leopold was able to persuade Stanley to accept his backing.

King Leopold established an International African Association, with him in charge, for “humanitarian” reasons. The stated objective of this organization was to further exploration and advancement of humanitarian concerns in Africa, especially the Congo River area. The target area was the south-central part of Africa where there were no competing claims by the other European powers.

Unbeknownst to King Leopold, France had sent in a man who established a treaty with African leaders. Thus, they were claiming land just north of the river where Stanley was. This has lead to an increasing rivalry with France. Also, Great Britain and Portugal signed a treaty dealing with the Congo River. This treaty gave Portugal political rights to the mouth of the Congo River and Great Britain the navigation and commercial rights to the river. You, along with other European countries, condemn this treaty.

Your colonial policy is directly controlled by King Leopold. He does whatever it takes to realize a profit. His men resort to flogging, mutilation, and killing to get the African to do what they want. Belgian control is known to be the most ruthless and bloody of all the European powers.

**YOU ARE GERMANY.**

You are the leading power in Europe. You just won a war with France (1870-1871). This led to a fall in power for France and a tremendous increase in power for Germany (Prussia). You are a land power but NOT a sea power.

Your leader, Otto von Bismarck, is not interested in establishing an overseas empire. He only wants to dominate Europe. However, others within the country, specifically those with commercial and banking interests, as well as religious interests, force Bismarck to change. These other interests have made it an issue of national pride and dignity; therefore, Bismarck cannot do otherwise. He proclaims protectorates over the areas where German missionaries are active.

Great Britain is your main threat to power in Europe. You are afraid that Great Britain will gain economic and political power through Africa and thus, attain more power in Europe. Therefore, you side with *France* whenever it has a confrontation with Great Britain. You use Egypt as a dividing issue between France and Great Britain since Great Britain essentially out-maneuvered France to get control of Egypt.

Your interest in France is also self-serving, as it maintains your political status in Europe. You want to keep France occupied elsewhere, namely Africa, rather than in Europe. You want to keep the area of Alsace-Lorraine (in Europe), which you took as a result of the Franco-Prussian War of 1870-1871.

Your colonial policy is to maintain a highly centralized administration. German administrators in the African colonies are responsible to the chancellor who is responsible to the emperor. You do not include the indigenous Africans in the government you establish.

**YOU ARE FRANCE.**

France is only second to Great Britain in imperialist domination. In 1870-1871, you fought the Franco-Prussian War with Germany (Prussia) and lost. You are a distant 3rd in power in Europe itself behind Germany and Great Britain. The government stabilized in 1879 and began to behave aggressively around the globe, particularly in Africa. Many blame you for the “scramble for Africa.”

Due to the loss to Germany, you lost the region known as Alsace-Lorraine (in Europe). You also cannot feasibly get into a power struggle with anyone, especially your historical enemy, Great Britain. Germany comes to your aid and ends up siding with you in most disputes with Great Britain. This contributes to heightened tension in Europe.

With the support of Germany, you turn your attention to Africa. Again, you do not want to come into conflict with Great Britain. Through negotiation with African chiefs, you acquire the land on the north side of the Congo (Zaire) River. This causes conflict with King Leopold of Belgium because he wants the same land. The British and Portuguese had signed a treaty giving the Portuguese political power over the river and the British economic power over the river. You, along with other European powers, denounce this treaty.

Your colonial policy is one of assimilation. You believe in the superiority of French culture. Your goal is to create an “Overseas France.” If the people of the colony accept and adopt French culture, they will have all the rights of a Frenchman. In Africa, this happens on a more limited basis because of your country’s elitist ideas, especially in terms of education possibilities. You are not educating the people of the colonies in French ways; therefore, there is no combining of cultures.

**YOU ARE PORTUGAL.**

By the 1800s, you had lost your status as a European power. Your successes came early in the 1400s-1500s with your many explorations. You established trading posts at various points along both the east and west coasts of Africa. You are aware you lack many necessities of a modern diversified economy. Therefore, you pursue a policy of economic exploitation in Africa. You buy raw materials for a low price for your industries and then sell the manufactured goods for a much higher price.

You are interesting in claiming colonies within Africa. But, again, you know your ability to do this is tenuous. However, you do claim the area around the Congo (Zaire) River based on the actions of your ancestors within the old “Kongo Kingdom.” This includes the mouth of the river as well as some inland areas. Great Britain opposes this move because of commercial interests and the movement of trade items. To solve this conflict, you sign a treaty with Great Britain giving you the political power over the river basin and Great Britain the navigation and commercial rights. Thus, you both are happy and get what you want. But the rest of the countries of Europe are not happy, and a huge outcry begins.

Your colonial policy is one of assimilation. This policy becomes known as “Overseas Portugal.” You expect all peoples of your colonies to speak Portuguese. The problem, however, is the lack of money for educating the people in the ways of your culture and language. Your treatment of the Africans is strict and harsh.

Scramble for Africa Assessment:

**After completing the simulation answer the following:**

1. Why did you select the territory that you did?

2. What problems did you face and have to deal with?

3. What do you hope to use your territory for?

4. How did you feel once you had accomplished dividing up Africa?

5. How would that feeling compare to the feelings of Europeans at the time?

6. Who was not represented at this conference? Why?

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