



History Market: Revolution in Russia

WITSOOTH • CLEVER TRUTH

TEACHER GUIDE • 5 SESSIONS OF 15 MIN • AP EURO
UNIT 8

Teacher _____ Period _____

DRIVING QUESTION

Why did the Bolsheviks take power in 1917, and how did they keep it?

Students buy and sell shares in fifteen people and in an index for each camp, a few minutes at a time, from Bloody Sunday to Lenin's death.

Why it runs across the unit. Each session ends with prices, camps and portfolios unsettled, so students carry the question into the next class and into the reading. A market also remembers: a student who bought Kerensky in February 1917 has to live with Kornilov in September. That is spaced retrieval with a score attached, and it keeps cause and effect in view for weeks instead of one period. **This set belongs to the History Market series.** If your class played another set, the rhythm is the same.

COURSE	AP European History, Unit 8 (c. 1914–present). The AP World CED does not name the Russian Revolution, so use this set in AP Euro or as context for AP World Topic 8.4.
TIME	About 15 minutes a class , 5 sessions. One event takes about 4 minutes. 14 events in all.
TOPICS	8.3 The Russian Revolution and Its Effects. Key concepts KC-4.2.1.A through KC-4.2.1.D.i. The CED's examples name the February/March Revolution and the Petrograd Soviet.
MATERIALS	A projector for the deck. A phone, tablet or computer for each student (or one per pair). No printing, no sign-up.
LINKS	Students: witsooth.com/games/history-market-russia.html . You: witsooth.com/games/history-market-russia-slides.html .
SAVING	Each student's game saves on their own device. The deck remembers the slide where you stopped and picks up there next time.

ONE SESSION Fifteen minutes, three events

15 MIN

MINUTE	WHAT HAPPENS
0:00	Open. Open the deck (it resumes). Ask: who held power when we stopped? Take two answers. Name who sits in which camp.
1:00	Event 1, market open (1.5 min). Read the setup aloud. Start the 1:00 or 2:00 timer. Students trade and tap names for bios. Sound stays off on student devices.
2:30	Code and reveal (2.5 min). Press Next: the unlock code shows and students type it in. Press Next again: the drumroll, then the points. Ask the one question in the Notes drawer (press N).
5:00	Events 2 and 3. Same rhythm, 4 minutes each. The deck marks the third with Good place to stop for today.
13:00	Exit sentence (2 min). On a half sheet: "I expect ___ to gain or lose power next because ___." Claim plus cause. Collect or photograph.

What students do

- Start with **\$1,000**. Buy and sell fifteen people, or an index that holds a whole camp.
- Trade before each event. Prices move only after the reveal.
- Each trade costs 1%, and a big buy pushes the price up, so they cannot pump a stock for free.

What the market teaches

- A crowd buys last round's winner. Students who read the history beat students who follow momentum.
- Camps are not fixed. People change sides, the Tsarist and White indexes close, and the Bolshevik index grows.
- Power is a cause and a result. The "Who holds power" line follows every reveal. Watch the moderate socialists lose in October.

Day one only: allow 5 extra minutes. Students open the link, type a name, tap **Play**, and skim the camps. **Absent students** need the codes they missed. Each event's unlock code is at the top of its Notes drawer (press N), so you can hand them a list. **Switching devices:** the backup save code restores a game. **Heads up:** the unit includes executions and civil-war terror. By design the game has no event on the Red Terror, and Stalin is not a stock. Cover both in your own words. The Civil War event names the murder of the tsar's family.



5 SESSIONS Events, focus question and CED topic

STOPS MATCH THE DECK

#	EVENTS	FOCUS QUESTION	CED TOPICS
1	Bloody Sunday · The 1905 Revolution · Stolypin and the Dumas	Why did 1905 fail to change the system?	8.3
2	Rasputin and the Court · World War I and the home front · The February Revolution	How did the war break the monarchy?	8.3
3	Lenin returns · The Kornilov Affair · The October Revolution	How did a small party take the capital?	8.3
4	The Constituent Assembly and Brest-Litovsk · The Civil War · War Communism and Kronstadt	Why did the Reds win, and what did winning cost?	8.3
5	The New Economic Policy · Lenin's death, then the party chart	What kind of state did the revolution build?	8.3

How the game carries the CED

- **Causation (Reasoning Process 2).** Topic 8.3 is a causation topic. Push for 2.iii (long-term and short-term causes) and 2.v (which mattered most), not a list.
- **Continuity and change.** The TSAR, LIB, SOC, BOL and WHT indexes chart power. Ask students to name when it moved and why.
- **Sources (1.B).** The CED asks students to explain a development or process. Each slide has a period photograph, poster or print to anchor it.
- **Evidence (6.C).** "Defend one buy or sell" uses historical reasoning to explain relationships among pieces of evidence.

Notes drawer on every slide

Press **N** on the deck. It shows the unlock code, the unit, the topic, the reasoning process, the key concept codes and a short teacher note ending in a question. A yellow chip on each event names the topic on screen.

KC-4.2.I · KC-4.2.I.A–D.i

The CED's illustrative examples appear in the events: the February/March Revolution, the Petrograd Soviet, the Provisional Government, the civil war and the New Economic Policy. The notes say where.

Between sessions

- **Homework hook.** Students read the event's textbook pages and pick one person to buy or sell next time.
- **Crowd check.** The market tags a crowd that chases last round's winner. Ask who fell for it.
- **Camp check.** Witte, Rasputin, Kerensky, Trotsky, Brusilov and others change camps, and two indexes close. Have each student track one.

Assessment

- **Each session:** the exit sentence (claim plus cause), scored 0 to 2.
- **Short answer after session 3:** explain one cause of the Bolshevik seizure of power (KC-4.2.I.B).
- **After session 5:** on the party chart, mark October 1917 and explain the cause in a paragraph.
- **Score is not the grade.** The market points are Witssooth's judgment of each person's fortunes in an event, not a CED statement.

Sound: student devices start muted so a room does not ring at once. The projector plays the bells, the drumroll and the stingers. **Keys on the deck:** Right arrow or Space for next, Left arrow for back, N notes, S slide list (jump to any slide), T timer, M sound, F full screen, Home to start over.