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WITTY — *two games, one board*

Unit 4 · Political Patterns & Processes · Two players · Four games of Four in a Row, or two games of Fox

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

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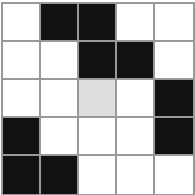
GAME TWO

FOX

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SETUP

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One way to place 4, 3, and 2.
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Unit 4 · 24 terms · Alphabetical

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A border drawn before the area was heavily settled.

Autonomous Region

An area granted self-rule from inside a larger state.

Balkanization

Breakup of a state into smaller units hostile to each other.

Centrifugal Force

A pressure pulling the people of a state apart.

Centripetal Force

A pressure binding the people of a state together.

Colonialism

Ruling a distant territory by settling it and controlling it.

Devolution

A central government handing powers down to regional units.

Exclusive Economic Zone

Waters a state controls the resources of, 200 nautical miles out.

Federal State

A government that shares real power with regional governments.

Gerrymandering

Drawing district lines so that one group wins more seats.

Imperialism

Extending power over other territories through force or influence.

Multinational State

One state that contains more than one national group.

Nation

A people who share a culture, a history and an identity.

Nation-State

A state whose borders match the homeland of one people.

Neocolonialism

Controlling a former colony through economic power instead of troops.

Relict Boundary

A former border still visible on the landscape today.

Self-Determination

A people's right to choose the government that rules them.

Sovereignty

A government's right to rule its land without outside control.

State

A territory with fixed borders, a government and full sovereignty.

Stateless Nation

A people with a shared identity but no country.

Subsequent Boundary

A border drawn to follow a cultural pattern already there.

Superimposed Boundary

A border forced onto an area by an outside power.

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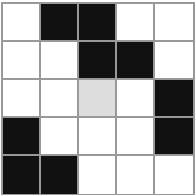
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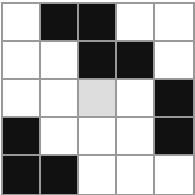
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ANSWER KEY — *Political Patterns & Processes*

Unit 4 · 24 terms · Alphabetical

Antecedent Boundary

A border drawn before the area was heavily settled.

Autonomous Region

An area granted self-rule from inside a larger state.

Balkanization

Breakup of a state into smaller units hostile to each other.

Centrifugal Force

A pressure pulling the people of a state apart.

Centripetal Force

A pressure binding the people of a state together.

Colonialism

Ruling a distant territory by settling it and controlling it.

Devolution

A central government handing powers down to regional units.

Exclusive Economic Zone

Waters a state controls the resources of, 200 nautical miles out.

Federal State

A government that shares real power with regional governments.

Gerrymandering

Drawing district lines so that one group wins more seats.

Imperialism

Extending power over other territories through force or influence.

Multinational State

One state that contains more than one national group.

Nation

A people who share a culture, a history and an identity.

Nation-State

A state whose borders match the homeland of one people.

Neocolonialism

Controlling a former colony through economic power instead of troops.

Relict Boundary

A former border still visible on the landscape today.

Self-Determination

A people's right to choose the government that rules them.

Sovereignty

A government's right to rule its land without outside control.

State

A territory with fixed borders, a government and full sovereignty.

Stateless Nation

A people with a shared identity but no country.

Subsequent Boundary

A border drawn to follow a cultural pattern already there.

Superimposed Boundary

A border forced onto an area by an outside power.

Supranational Organization

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Unitary State

A government that keeps most of its power at the center.

WITTY · POLITICAL PATTERNS & PROCESSES

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Call it out: **"Witty!"**

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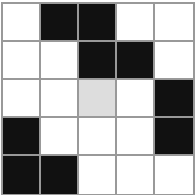
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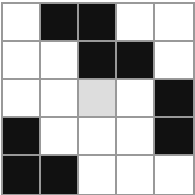
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Unit 4 · Political Patterns & Processes · Two players · Four games of Four in a Row, or two games of Fox

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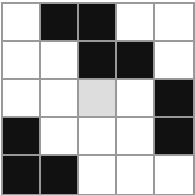
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ANSWER KEY — *Political Patterns & Processes*

Unit 4 · 24 terms · Alphabetical

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An area granted self-rule from inside a larger state.

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Centrifugal Force

A pressure pulling the people of a state apart.

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A pressure binding the people of a state together.

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Waters a state controls the resources of, 200 nautical miles out.

Federal State

A government that shares real power with regional governments.

Gerrymandering

Drawing district lines so that one group wins more seats.

Imperialism

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One state that contains more than one national group.

Nation

A people who share a culture, a history and an identity.

Nation-State

A state whose borders match the homeland of one people.

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Relict Boundary

A former border still visible on the landscape today.

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A people's right to choose the government that rules them.

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A government's right to rule its land without outside control.

State

A territory with fixed borders, a government and full sovereignty.

Stateless Nation

A people with a shared identity but no country.

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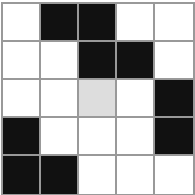
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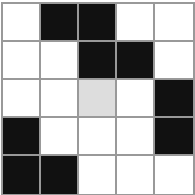
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Breakup of a state into smaller units hostile to each other.

Centrifugal Force

A pressure pulling the people of a state apart.

Centripetal Force

A pressure binding the people of a state together.

Colonialism

Ruling a distant territory by settling it and controlling it.

Devolution

A central government handing powers down to regional units.

Exclusive Economic Zone

Waters a state controls the resources of, 200 nautical miles out.

Federal State

A government that shares real power with regional governments.

Gerrymandering

Drawing district lines so that one group wins more seats.

Imperialism

Extending power over other territories through force or influence.

Multinational State

One state that contains more than one national group.

Nation

A people who share a culture, a history and an identity.

Nation-State

A state whose borders match the homeland of one people.

Neocolonialism

Controlling a former colony through economic power instead of troops.

Relict Boundary

A former border still visible on the landscape today.

Self-Determination

A people's right to choose the government that rules them.

Sovereignty

A government's right to rule its land without outside control.

State

A territory with fixed borders, a government and full sovereignty.

Stateless Nation

A people with a shared identity but no country.

Subsequent Boundary

A border drawn to follow a cultural pattern already there.

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A border forced onto an area by an outside power.

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An alliance where states trade some sovereignty for shared goals.

Unitary State

A government that keeps most of its power at the center.

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Unit 4 · Political Patterns & Processes · Two players · Four games of Four in a Row, or two games of Fox

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Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

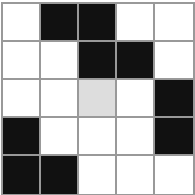
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On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Political Patterns & Processes*

Unit 4 · 24 terms · Alphabetical

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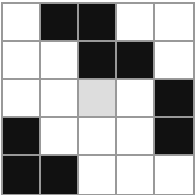
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Unit 4 · Political Patterns & Processes · Two players · Four games of Four in a Row, or two games of Fox

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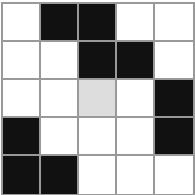
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Unit 4 · 24 terms · Alphabetical

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Balkanization

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Centrifugal Force

A pressure pulling the people of a state apart.

Centripetal Force

A pressure binding the people of a state together.

Colonialism

Ruling a distant territory by settling it and controlling it.

Devolution

A central government handing powers down to regional units.

Exclusive Economic Zone

Waters a state controls the resources of, 200 nautical miles out.

Federal State

A government that shares real power with regional governments.

Gerrymandering

Drawing district lines so that one group wins more seats.

Imperialism

Extending power over other territories through force or influence.

Multinational State

One state that contains more than one national group.

Nation

A people who share a culture, a history and an identity.

Nation-State

A state whose borders match the homeland of one people.

Neocolonialism

Controlling a former colony through economic power instead of troops.

Relict Boundary

A former border still visible on the landscape today.

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State

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Stateless Nation

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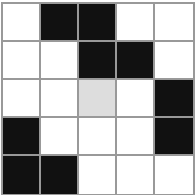
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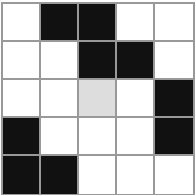
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A people's right to choose the government that rules them.

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A government's right to rule its land without outside control.

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A territory with fixed borders, a government and full sovereignty.

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A people with a shared identity but no country.

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WITTY — *two games, one board*

Unit 4 · Political Patterns & Processes · Two players · Four games of Four in a Row, or two games of Fox

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GAME ONE

FOUR IN A ROW

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YOUR TURN

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Board full with no line: draw.

Call it out: **"Witty!"**

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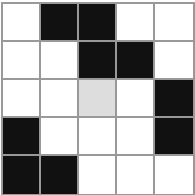
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Unit 4 · 24 terms · Alphabetical

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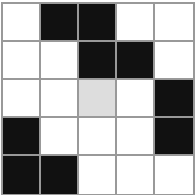
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