**Experiencing Japanese Feudalism Chart**

After the simulation students will be give a worksheet where they will compare their experience during the simulation to its historical reality. The simulation will be able to have them experience what Japanese feudalism was like to a certain degree, but there are still some differences. This worksheet will have them reflect on the simulation and on how it has helped them gain understanding about Japanese Feudalism, while also having them recall content from the lesson.

Experiencing Japanese Feudalism

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| Classroom Experience | Historical Reality |
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Experiencing Japanese Feudalism (Possible Answers)

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| Classroom Experience | Historical Reality |
| • Role in activity randomly determined by teacher | • Social class determined by birth |
| • Students could not trade or switch roles | • No social mobility |
| • Student who was emperor had little control over land because the shogun had the real power | • Emperor had the land, but shogun controlled it and decided who received it |
| • Students playing daimyo got their estates from the student playing the shogun | • Daimyo provided shogun with warriors in exchange for land |
| • Peasants had to sit on the floor and hold onto the ropes | • Peasants were tied to the land and had very little opportunity to move around |
| • Students playing peasants had to give their loyalty tokens to the lord | • Peasants were bound to their daimyo by a sense of loyalty |
| • Students playing samurai fought for the daimyo in exchange for loyalty tokens | • Samurai offered military services out of a sense of honor and loyalty |