The educational gaming project “WARSAW RISING”

“WARSAW RISING” is a tactical game with RPG elements based on a timeless, comic book style emphasising the horror of the events of 1944. The entire project has been designed with care for fidelity to historical realities, which enriches the educational value of the project. Graphic elements such as costumes, uniforms, equipment, weapons and vehicles, as well as missions, historical events and voice-overs of the performing characters in their native languages refer to historical prototypes. Warsaw’s landscape changes with the passing of time, and the game reflects the progressive destruction of the city in the successive phases of fighting. The game begins on 1 August and continues until the end of the Uprising 63 days later. Each day, the player is informed - on calendar pages - about the events that actually took place during the fighting on the streets of Warsaw.

Aby zobaczyć odtwrzać włącz JavaScript

In the new, expanded version of the project, the player has the chance to participate in missions based on actual events of the Warsaw Uprising. In addition, photographs of figures, historical documents and posters directly related to the Uprising appear as part of the game. The game has also been complemented by a valuable calendar showing the key events of each day.Download lesson plans consistent with the core curriculum using the “WARSAW RISING: CITY OF HEROES” project and relating to the Warsaw Uprising. The teaching materials we have prepared discuss the context and causes of the uprising, its course and effects, as well as the consequences of the largest armed action of the underground in occupied Europe during World War II.For effective use of the plans and lesson delivery, we recommend downloading “WARSAW RISING: CITY OF HEROES” free of charge from the STEAM platform and allowing students to play it. Download the game here



Context and causes

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Progress

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Effects and consequences

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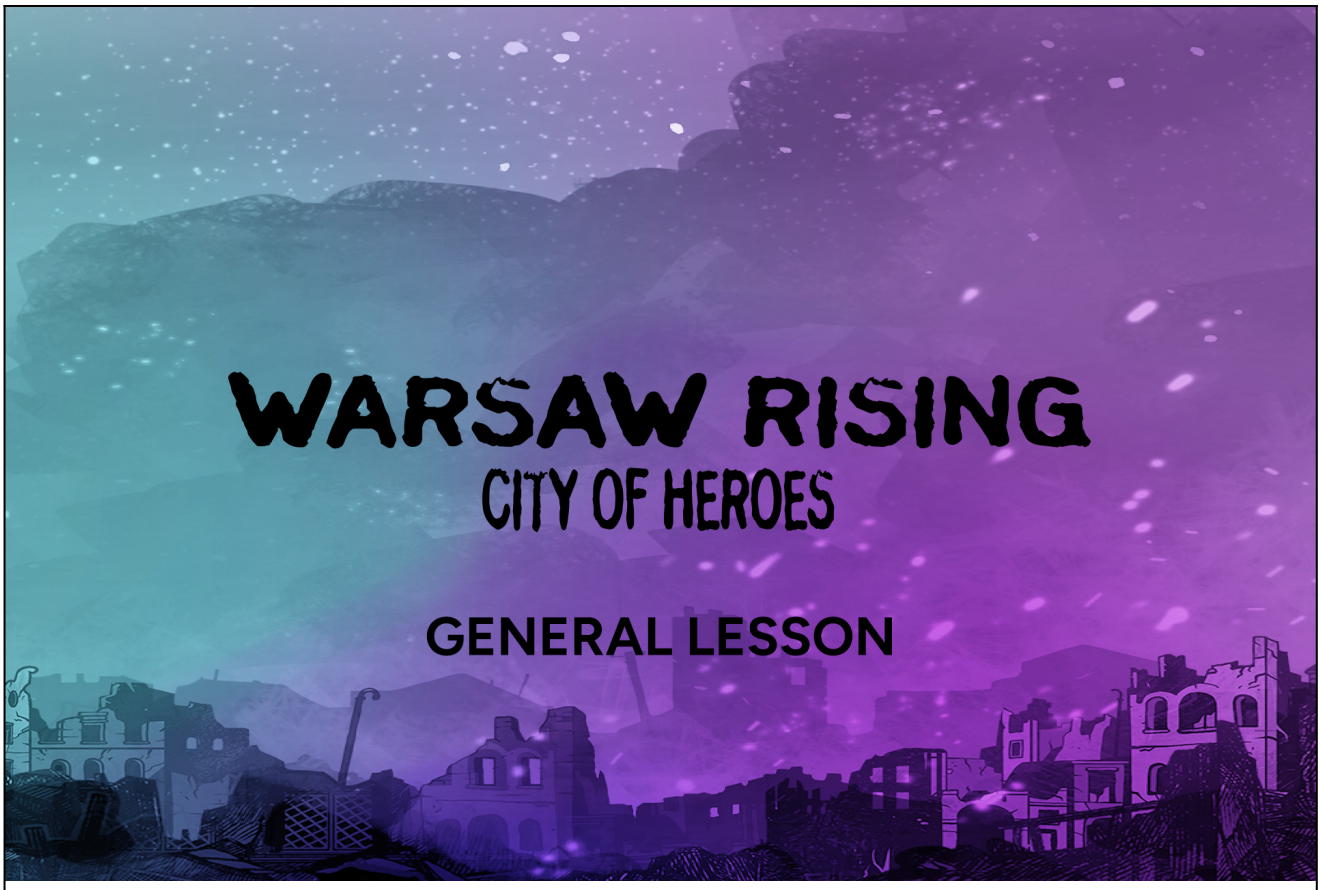

General lesson plan

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