**World Peace and Other Fourth Grade Achievements**

Instructions: Glue this strip of questions at the top of your next blank page in your notebook.

**Give yourself room between each question to add to your answers as the movie goes on and from class discussions. Your answers will take up multiple pages and need to be well explained in complete sentences. As always, proper grammar and punctuation is expected.**

1. Why do you think Mr. Hunter begins each day of the World Peace Game with quotes from Sun Tzu’s *The Art of War*?

2. What are some of the crises that Mr. Hunter puts into the game? (Hint: There are many and some get added.) Why do you think he picks these kinds of crises?

3. Mr. Hunter says, “The emptiness can be as valuable as the fullness of things.” What do you think he means by this quote?

4. Why do you think Mr. Hunter includes a “confusion agent”? What might that represent in the real world?

4. What do you think the students learn during this process? (Be specific. You should be able to fully describe, with examples, at least three.)

5. In what ways do Mr. Hunter’s own life experiences influence his teaching?

6. How do you think you would do in the World Peace Game? (Be honest.)

**World Peace and Other Fourth Grade Achievements**

Instructions: Glue this strip of questions at the top of your next blank page in your notebook.

**Give yourself room between each question to add to your answers as the movie goes on and from class discussions. Your answers will take up multiple pages and need to be well explained in complete sentences. As always, proper grammar and punctuation is expected.**

1. Why do you think Mr. Hunter begins each day of the World Peace Game with quotes from Sun Tzu’s *The Art of War*?

2. What are some of the crises that Mr. Hunter puts into the game? (Hint: There are many and some get added.) Why do you think he picks these kinds of crises?

3. Mr. Hunter says, “The emptiness can be as valuable as the fullness of things.” What do you think he means by this quote?

4. Why do you think Mr. Hunter includes a “confusion agent”? What might that represent in the real world?

4. What do you think the students learn during this process? (Be specific. You should be able to fully describe, with examples, at least three.)

5. In what ways do Mr. Hunter’s own life experiences influence his teaching?

6. How do you think you would do in the World Peace Game? (Be honest.)