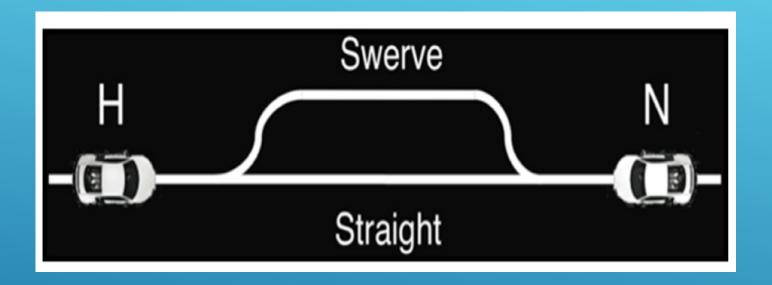
HOW DOES FEAR IMPACT A NATION?

Essential Question

GAME OF CHICKEN





Swerve Straight Swerve Tie, Tie Lose, Win Straight Win, Lose Crash, Crash

DIE ROLL 1, 3, 5 = SWERVE DIE ROLL 2, 4, 6 = STRAIGHT

BRINKMANSHIP

A shared risk of war in which each side pushes the other towards the brink of disaster or war ever closer in order to force the other side to surrender at the last second.



BRINKMANSHIP





Soviet Union Withdraw Missiles Deploy Missiles Do Nothing Tie, Tie Lose, Win Confront Win, Lose War, War

DIE ROLL 1, 3, 5 = AVOID FIRING WEAPONS DIE ROLL 2, 4, 6 = FIRE WEAPONS

