

Hangman: Nationalism

This game reviews vocabulary central to Social Studies 20-1's study of nationalism. Students examine nationalism as an identity and collective consciousness shaped by events such as the French Revolution and the Napoleonic era ([Outcome](#)), evaluate how nationalist loyalties are reconciled within Canada ([Outcome](#)), and analyze nationalism and ultranationalism during the World Wars, including the conscription crises ([Outcome](#)). The unit also addresses the pursuit of national self-determination and sovereignty movements such as the Québécois sovereignty movement ([Outcome](#)). Terms in this game draw directly from that vocabulary.

How to play

- There are 4 words to guess, one per round. Each blank stands for one letter.
- Guess one letter at a time. If it is in the word, write it in every blank where it belongs; if not, write it in the wrong-guess spaces.
- You have 6 wrong guesses per round. Use the clue when you are stuck. The answer key gives all 4 words.

Puzzles

Round 1 (10 letters)

R _ _ _ _ _ _ _ _ _ _

Clue: The late 1700s French uprising often studied as a source of modern nationalism

Wrong guesses: _ _ _ _ _ _ _ _ _ _

Round 2 (11 letters)

S _ _ _ _ _ _ _ _ _ _ _

Clue: The movement seeking political independence for Quebec

Wrong guesses: _ _ _ _ _ _ _ _ _ _

Round 3 (11 letters)

N _ _ _ _ _ _ _ _ _ _ _

Clue: A collective consciousness or internalized feeling of identity shared by a people

Wrong guesses: _ _ _ _ _ _ _ _ _ _

Round 4 (12 letters)

C _ _ _ _ _ _ _ _ _ _ _ _

Clue: Compulsory enlistment for military service, source of crises in Canadian history

Wrong guesses: _ _ _ _ _ _ _ _ _ _

Answer key

- Round 1: **REVOLUTION**
- Round 2: **SOVEREIGNTY**

- Round 3: **NATIONALISM**
- Round 4: **CONSCRIPTION**

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