Creating D-Day Trading Cards
A Technology Connected Lesson

A Lesson Plan from
the Education Department of the
The National World War II Museum

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How many times have you heard your students say, "I can't memorize all those facts"? Yet they are perfectly capable of memorizing the statistics of their favorite sports figures or the biographical information about a beloved popular musician. Show them how they can learn about D-Day history by researching and creating their own D-Day trading cards.

OBJECTIVE: Student will research important events, ideas, people and equipment involved in D-Day and create a trading card using a draw program.

BENCHMARKS: Grades 7-8:   H-1A-M3; H-1A-M4; H-1A-M6; H-1C-M17; H-1B-M18; ELA-5-M1; ELA-5-M2; ELA-5-M3; ELA-5-M5; ELA-5-H2
Grades 9-12:   H-1A-H2; H-1A-H3; H-1A-H4; H-1A-H5; H-1B-H13; ELA-H1; ELA-5-H2; ELA-5-H4; ELA-5-H5

DIRECTIONS:

1. Explain to the students that they will research an aspect of D-Day and then create a trading card using their research. You may want to bring in actual baseball or football trading cards and discuss the features of the trading card, such as the photo, title, facts, border, color, etc. to give the students a better understanding of the project.
2. Model a brief lesson to the class illustrating how to create a trading card in a draw program. (Tips: use the rectangle tool to draw the border; use the line tool to dissect the page in half; create text boxes for all texts.)
3. Assign the students topics or have them choose a topic to research. A list of suggested topics is included.
4. Distribute the rubric. Discuss the criteria: an imported or scanned graphic, title, important facts, name of trading card series, grammar, punctuation, borders, text boxes and returned rubric.
5. Students will research their topic using the Internet and reference books and create a trading card using a draw program.
6. Students will print out their trading cards and display them in the classroom. The trading cards can also be printed on heavier stock paper and folded and glued shut to resemble more a traditional trading card.

ASSESSMENT: Components for assessment are included in the attached rubric.

ENRICHMENT: Students can interview a partner, take a digital photo and create a trading card for him/her. Students can work in pairs and research a topic of interest and create a new trading card series.

D-Day Trading Card Rubric

Criteria	Points possible	Excellent x4	Good x3	Fair x2	Poor x1	None x0	TOTAL
Content	10						
Graphic/ Scanned picture	4						
Minimum of ____ facts	4						
Spelling/ Punctuation	4						
Project Title	1						
Series Title	1						
Rubric turned in	1						
Name					Grade		

Suggested Topics for D-Day Trading Cards

AEF	Enigma	Pas-de-Calais
Allied Paratroopers	Erwin Rommel	Pegasus Bridge
Allied powers	Franklin D. Roosevelt	Pointe-du-Hoc
Andrew Jackson Higgins	French Resistance	Propaganda posters
Army Air Force	Genocide	Radar
Atlantic Wall	Gliders	Rationing
Axis powers	Gold Beach	Rationing at home
B-17 Flying Fortress	Higgins boats	Rommel's Asparagus
B-26 Marauder	Hobart's Funnies	Rosie the Riveter
Bangalore torpedoes	Holocaust	Royal Air Force
Blitzkrieg	Joseph Stalin	*Saving Private Ryan*
British Commandos	Juno Beach	SHAEF
Browning automatic rifle	LCVP	Sword Beach
C-47 Dakota	Luftwaffe	*The Longest Day*
Camouflage	Montgomery	Totalitarianism
Charles de Gaulle	Mulberries	Ultra
Cotentin Peninsula	Navajo code breakers	U. S. Rangers
Cryptography	Normandy	Utah Beach
Double Cross System	Omaha Beach	Victory gardens
DUKW ("duck")	Operation Fortitude	War bonds
Dwight D. Eisenhower	Operation Overlord	Wehrmacht
English Channel	Order of the Day	Winston Churchill

Sample D-Day Trading Cards

Adolf Hitler — *The Fuhrer*

- Hitler was the leader of the National Socialist German Worker's Party (Nazi) and the Fuhrer of the Third Reich.
- Hitler had a powerful talent as an orator.
- Hitler wrote *Mein Kampf* "My Struggle" while in a prison cell.
- Hitler's intense racism led to the Holocaust—the extermination of millions of innocent people.
- In 1939 Hitler's armies invaded Poland. His goal was to dominate Europe and secure Germany's living space.
- In April 1945, when the war was lost for Germany, Hitler committed suicide in his bunker in Berlin.
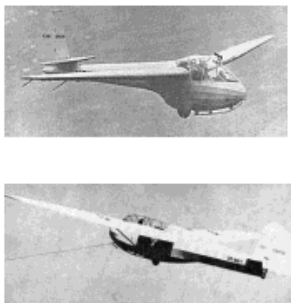
World War II Trading Card Series

Dwight D. Eisenhower

- He commanded the Allied Forces that landed in North Africa in November 1942.
- He was Supreme Commander of the Allied Expeditionary Forces on December 1943.
- He commanded the Normandy invasion forces on D-Day.
- He was elected the 34th president of the United States in 1952.
- He ran on the slogan "I like Ike."
- He worked incessantly to ease the tensions of the Cold War.
- He promoted Atoms for Peace.
- He died after a long illness in March 1969.

World War II Trading Card Series

Gliders

- Gliders are heavier-than-air craft with no engine that stay aloft as a result of the aerodynamic forces acting upon it.
- Gliders were used on the beaches of Normandy during D-Day.
- Gliders were flown with heavy loads, and were capable of carrying a jeep loaded with supplies, or 16 men.
- Many gliders missed their target or crashed due to German anti-aircraft fire and the Norman hedgerows.
- The Germans built defenses against the gliders called "Rommel's asparagus"—ten foot logs driven into the ground in any open field suitable for landing.

World War II Trading Card Series

The German Army Field Enigma — Enigma

- To ensure that the enemy would not intercept vital information, the Germans used an electro-mechanical device to encode their data.
- The Germans believed that if the enemy were to capture their machine, it would be useless unless both sender and receiver were also in possession of the same "key" which described how the message was encoded.
- The number of possible encipherments was a staggering 10 quadrillion.
- The biggest mistake the Germans made was their blind belief in the invincibility of Enigma.
- With the help of the Poles, the British broke the code.
- Many historians believe that without breaking the Enigma code that the Battle of Britain and the Battle of the Atlantic might have been lost, thus denying the Allies a staging ground for the invasion of Europe.

The Steckerboard

World War II Trading Card Series