



# Fascism and Futurism Decades

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## Subjects:

History, Food Service and Bartending, Food Science

## Grades:

Last Year of high school

## Observations:

- All students are in the same grade.
- Good class, with prior knowledge on the topic.

## Learning objectives:

- Analyze the origins and rise of Fascism in Italy, identifying the social and political factors that contributed to its establishment.
- Evaluate the use of Propaganda during the Fascist era, including its influence on the Italian culinary and beverage culture, and its impact on shaping national identity.
- Examine how intellectuals and artists, particularly within the Futurist movement, contributed to the spread of Fascist ideas, including the creation of a distinct Italian lexicon and the promotion of Italian cocktails.
- Apply historical knowledge to case studies that demonstrate the connection between Fascism, Propaganda, and the development of Italian gastronomy and beverage traditions.

## Expected results:

- Students will demonstrate a comprehensive understanding of the origins and growth of Fascism in Italy, identifying key political, social, and economic factors that contributed to its rise.
- Students will critically assess the role of Propaganda in shaping Italian society during the Fascist era, specifically recognizing how it influenced the creation of a national identity in areas such as language, culture, and daily life, including food and beverages.
- Students will gain insight into the intellectual and artistic movements of the time, particularly Futurism, understanding how these figures both supported and were shaped by the Fascist regime. They will explore how Futurists like Filippo Tommaso Marinetti used art and literature to promote Fascist ideals.



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- Students will identify and analyze the evolution of Italian gastronomy under Fascism, exploring how food, drinks, and cocktail culture were utilized as tools of political propaganda. They will also recognize the role of the regime in creating a uniquely Italian lexicon for the culinary world.
- Through practical examples and case studies, students will connect historical events with real-life applications, such as the development of iconic Italian cocktails and their association with Italian national pride during the period.
- Students will engage with critical thinking and collaborative skills, working together in group challenges and debates to reflect on the broader cultural impacts of Fascism, particularly in relation to mass communication and societal change.

## Content of the unit:

- Explanation of some effects of Fascism in the world of bartending and gastronomy
- Explanation of Propaganda related to food and drinks
- Explanation of Futurism through Case Studies and examples

## How will I motivate students? :

- Concrete Examples and Real-Life Connections
- Challenge-Based Learning (CBL) and problem solving tasks
- Digital content creation
- Peer education, making use of created digital content
- Debate

## Structure your learning unit / Assign a tool to each step:

- Introduction to Fascism and Futurism, with PowerPoint presentations and Youtube videos;
- Understanding Propaganda through Food and Drinks, with challenges between students and role-playing and historical simulation (They must invent original cocktails and the related advertising in the artistic style and with the cultural limitations imposed by Fascism)
- Peer Education (lesson From Students to Students): Where two high potential Students lead the lesson, propose interactive activities and other challenging tasks, with Canva



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## Explain why you chose the digital tools:

- PowerPoint organizes information visually, integrating multimedia elements that help clarify complex historical concepts related to Fascism, Propaganda, and Futurism
- Canva allows students to creatively design propaganda posters and presentations, encouraging expression and collaboration while applying their historical knowledge
- Google Slides and Docs promote real-time collaboration on group projects, facilitating teamwork and communication among students
- Video tools allow students to document role-playing and lab activities, promoting reflection and peer feedback while providing a visual record of their learning.

## Create the digital content and link it here:

Teachers Powerpoints: [FUTURISMO Di-Struct](#)



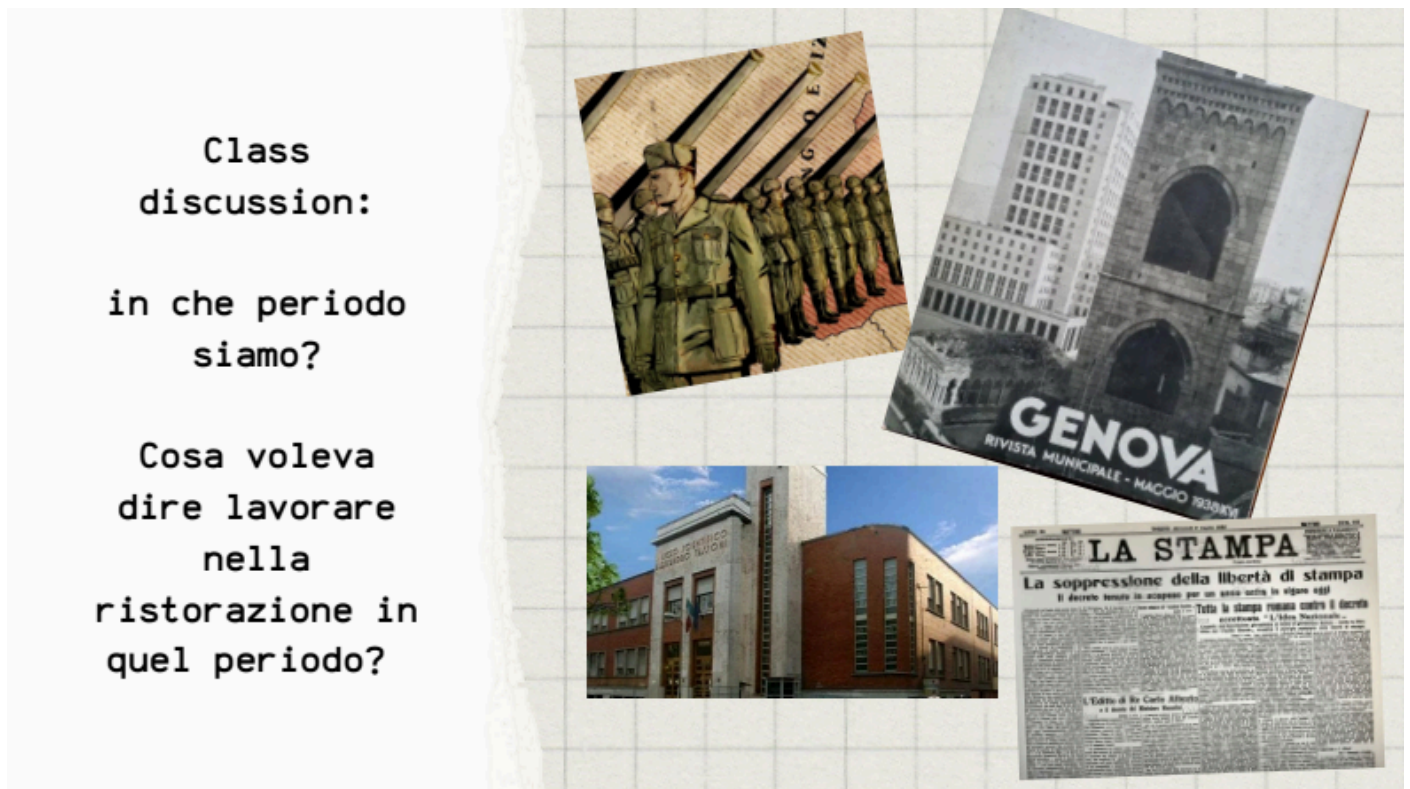


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Students' Presentation with Canva:

[PDF Ditrust\\_5CAS.pdf](#)



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