CIVIC MIRROR IN 3-WEEKS

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
* Class set of (or online access to) Student Manuals (SMs) * Book computer lab in advance * Ready projector, speakers, CM videos and slideshow	* Make copies of Reading Checks (found near back of IM) * Create CM Country Account * Add students, set-up Practice Run, change owners as desired by clicking on hex and "bestowing" * IN-CLASS	* Pre-post discussion forum topic about what they learned about Civic Mirror, citizenship, and human nature from the participating in the Practice Run * Projector for forum demo	* Review Pre-Game #4 lesson notes * Make copies of assessment rubrics from IM * Projector for discussion review * Review student forum posts	**To enter new country name into program, advance past "Create National Identity" stage **Review Pre-Game #5 lesson notes **IMPORTANT!* Complete Citizen Profile steps outlined in IM and prep Hidden Agendas for delivery IN-CLASS
* Introduce CM with videos and slideshow * Students read CM Manual up to the Practice Run section in Part 2	* Students complete reading checks and mark as class, possibly link to \$\$ Practice Run: take students to computer lab and start Practice Run as outlined in manual.	* In computer lab, students continue buying, selling, trading End Practice Run by advancing past it, announce WB Pt winners. * Show students how to use discussion forums; students begin posting responses in forum	* Hand-out evaluation rubrics and review * With projector, review insightful responses from discussion prompt * National Identity #1: It begins! As a class, students work through Pre-Game #4 script (SM) to create national identity; sign-up for items	* Discuss "quality of process" in yesterday's student-run event * National Identity #2: As per script, students vote on items (15min) * Citizen Profiles: Read relevant Pre-Game #5 section as a class and give students Hidden Agendas
H/W* Read Student Manual up to the Practice Run section.	H/W* Make logging in and attempting to buy, sell, trade with classmates a requirement	 H/W * Students reply to discussion forum prompt * Students read "Evaluation" section in Part 1 of SM 	H/W* Make National Identity items for tomorrow's in-class votes.	 H/W * Read "Elections" section in SM (i.e. Pre-Game #8 and #9) * Create the identities of seven fictitious family members
DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
PREP *Advance program to "Elections" *Read Pre-Game #8 lesson notes * Pre-post campaign forum topic	*Read Pre-Game #9 lesson notes * Make copies of ballots	* Input student politicians into the Law & Govt page * Advance program to Auction * Review Pre-Game #10 notes	* Advance past Auction * Make copies of Reading Check #3 * Review R&C section (end of Part 1 in SM) in prep for class discussion * Review Part 3 of both manuals	* Advance program to Winter 2000 * Review Govt Event script to know well enough to coach through it * Post a discussion topic to run through first simulated year
*Review electoral system in SM (10min) Forming Political Parties: students mingle, form parties * Step 2 and 3 in Pre-Game #8 * Parties announce members and leaders, prep for debates. H/W * Candidates prep for debates; everyone debating/campaigning online and in-class * Reply to elections forum topic	IN-CLASS Election Debates: *follow steps in SM Elections: Following Pre-Game #9 steps, cast ballots, calc. results * Declare new govt and remind leader that he/she will be bidding for govt in Hex Auction H/W * Students read "Hex Auction" section in SM and prep strategy * Optional: discussion topic	IN-CLASS Hex Auction: Using one of the two methods outlined in IM, facilitate Hex Auction (could be done in lab) H/W * Students read Part 3 of manual	* Reading Check #3, mark as class. * Review/discuss R&C points at end of Part 1 in SM * Tell students about Constitution at back of SM (i.e. book of law) and give time for prep & strategy H/W * Govt leader preps agenda for Winter Event, all other politicians prep desired legislation * Citizens lobby politicians	IN-CLASS Government Event: Students follow script in SM to appoint judge, work through opening steps, and pass as many laws as time permits. * Show students forum topic H/W * Students can start responding to forum topic

CIVIC MIRROR IN 3-WEEKS (continued)

DAY 11	DAY 12	DAY 13	DAY 14	DAY 15
PREP * Advance program to Spring * Review open market in IM * Ensure computer lab is booked	PREP * Advance program to Summer * Review Town Hall script well enough to be able to coach	PREP * Advance program to Fall * Review National Court script well enough to be able to coach	PREP * Make copies of Hidden Agenda Application sheets * Projector for year-end review	* Review HA Applications; award Status Points; calculate winners. * Make copies of year-end
	students through it	students through it		performance evaluation rubric * Advance to R&C 2000 * Review forum posts
* Govt given chance to review new laws to all citizens Open Market in computer lab, students begin buying, selling, trading for rest of class (note, market remains open until year ends)	* HW check that students prepared Town Hall issue/grievance Town Hall (students follow script) and Judge takes calls for lawsuits/accusations at end * Extra time may be used for legislation or open market	IN-CLASS National Court: Judge leads through the script, hearing cases and delivering sentences. * Announce year will end at start of next class	IN-CLASS Year Ends: w/ projector advance past Fall to end year. Program will calc points, wild cards, etc. and show results. Hidden Agenda Apps: Distribute HA Apps and give students 15-20 minutes to hand in. * Remind about online discussion forum posts for H/W	* Using projector showcase insightful posts made in online forum topic. * Announce winners. Evaluations: Distribute rubrics, give students 10-15min to self-evaluate before submitting for your review * Discuss lessons learned and distribute/explain R&C assignment
* Students to prepare at least one grievance to address in Town Hall; review constitution and trade activity for ideas	* Defence / Prosecuting teams prepare for court cases - Remind students of online discussion prompt due this week	* Judge updates Court Rulings (online) * Last chance to provide for families (buying, selling, trading).	H/W * Last chance to reply to year 1 online discussion topic	* Optional: R&C Assignment (see CM Library for ideas)

NOTES: This is the lightning quick version of the full Civic Mirror program in 15 classes (45 to 60+ minutes). Note that the two constitution pre-game activities have been omitted. The students will be asked to do a good amount of reading, but instructors can attach \$\$ bonuses to the reading checks to increase motivation, giving them the rewards once the game begins (in Winter 2000) by using the Citizen Stats Control Panel on www.civicmirror.com. Given how dynamic and cross-curricular The Civic Mirror is, a highly-relevant "Reflection & Connection" assignment could be used to flesh out value/worth of the experience once done ... connecting it to one or many aspects of the course material. Also, if desired, an instructor could choose to run a second, third, or fourth simulated year with his/her students. The Game Events are set up to repeat themselves. If you have questions, email us at info@action-ed.com.

CIVIC MIRROR EVENTS:























<<<<<< GAME EVENTS (represents 1 simulated year) >>>>









Intro

Practice Run

Create Country

Hidden Agendas

Constitution

Auction

Winter: **Govt Event**

Open Market

Summer: **Town Hall**

Fall: **National Court**

Calculations

Connection