2-WEEK SCOPE AND SEQUENCE FOR THE CIVIC MIRROR

	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
	Civic Mirror in Two Weeks >>> Pre-Game Events				
WEEK 1	IN-CLASS - Introduce CM with PPT - Students read CM Manual up to the Practice Run section in Part 2 for	IN-CLASS - Students do reading checks (back of Instr. Manual) - Do Practice Run as outlined in manual in computer lab. H/W	IN-CLASS - End Practice Run, show winners Students Create National Identity Students given Hidden Agendas at end of class H/W	IN-CLASS - Students spend first 20 minutes forming political parties - Candidates given 30-90 seconds (each) before Elections - Elections: Ballot casting in class, vote counting afterward. H/W	IN-CLASS - Election results - Students given 10 minutes to wheel/deal; national leader bids for him/herself + govt Hex Auction as a class (could be done in lab) H/W
	- read student manual, be ready for reading checks	- students reply to discussion forum prompt * Instructor prepares Citizen Profiles for next class (see Instr. Manual) *	- Students read "Elections" and "Winter" sections in manual Begin to forming alliances online in CM Community	- Students read "Hex Auction" section in manual - Students prepare for hex auction; online topic for h/w possible	- Elected politicians prepare for "Winter event" next class. - Students read Part 3 of manual for H/W
	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10
WEEK 2	Civic Mirror in Two Weeks >>> Simulated Year 2000				
	IN-CLASS - Reading check #3 (Instr. Manual) - Student-politicians follow Government Event script outlined in the "Winter" section of Student Manual.	IN-CLASS - Govt explains new laws to all - Open Market in computer lab (note, market remains open until year ends)	IN-CLASS - Town Hall (students follow script) and Judge takes calls for lawsuits/accusations - Extra time may be used for legislation or open market	IN-CLASS - Judge leads everyone through the National Court script, hearing cases and delivering sentences Instructor announces when year will end.	IN-CLASS - Year Ends and program calc's points, wild cards, etc. - Submit Hidden Agenda applications - Reflection asgn.
	н/w -	H/W - Students review constitution and prepare for Town Hall	H/WDefence / Prosecuting teams prepare for casesOnline discussion	H/W - Judge updates Court Rulings (online) and everyone does their last trading for families.	H/W - Relevant reflection & connection assignment, - Self evaluations of performance done next class

NOTES: This is the lightning quick version of the full Civic Mirror program in 10 classes (45 to 60+ minutes). Note that the two constitution pre-game activities were omitted and the two election pre-game activities were merged into one. Also note that the "Citizen Profile" planning event (where the instructor assigns students with hidden agendas, money, etc) is to be done before the 3rd class. 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, or class 6) 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 after class 10 ... 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:

<<<<<<<< > PRE-GAME EVENTS

























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





Intro **Practice Run** **Create Country**

Hidden Agendas

Constitution

Elections

Property

Spring: **Govt Event** Open Market

Summer:

Fall: **National Court**

Year End Pts Calculations

Reflection & Connection