

Nation X Manual & Consumables

Print out this manual & materials in order to run Nation X, a political science-oriented 9th-10th grade simulation of general circumstances that lead to revolution.

The following can be found in this Manual:

The “Daily News,” referred to later in the manual, consists of 4 files that can be found at Envision’s Project Exchange, or at [www.es- metro.org/~scarter/](http://www.es-metro.org/~scarter/) under “Nation X”.

Page 2: -Group Names & Descriptions -Group Envelope Labels for Groups D, C, and B

Page 3: -Group Envelope Label for Group A -Summary of Daily News -Suggestions for Rumor Cards -Notes to the Teacher

Page 4: -Rules & Laws handout

Page 5: -Materials & Set-up List

Page 6: Sign for The Store

Page 7: Sign for Jail

Groups A Peasants, Workers and Soldiers (Leader: Trash Collector)

Group B-- Land Owners (Leader: Store Owner)

Group C. Nobility (Leader: Tax Collector)

Group D. Government (Leader: King)

SYMBOLS

Money in envelopes (INCOME)

Candy \$1-\$2 (@ start) (FOOD)

Electronics @ “night” (FREE TIME)

Sharpening Pencils & Making Lists (LABOR)

GROUP D Directions:

- 1. Pass out one sticker with the letter of your team to each member of your territory**
- 2. Review your Job Description below**
- 3. Select your Group Leader (at end of Job Description)**
- 4. Read the Nation X newspaper together**
- 5. Complete your job description during this “Day Phase”**
- 6. If you are a member of Group C or D, distribute your money**

Group D Job Description:

Your job pays you: \$10 per day

Your job is to gather information on what the people are planning, and keep group C in check. You can arrest anyone as long as they are not in group D, if you don't like what they're doing. You can go to any territory at any time. You may use electronics in the evenings, in your own territory. Your territory is safest, anyway. You can cut in line at the store and be served before anyone in any other group.

Group leader:

KING: *One member of group D is the King/Queen, who will earn \$20 per day, may use electronics all day and night IN D TERRITORY ONLY and may throw out a court decision. He may want to take guards from groups C or D if he ever visits A or B territories.*

GROUP C Directions:

- 1. Pass out one sticker with the letter of your team to each member of your territory**
- 2. Review your Job Description below**
- 3. Select your Group Leader (at end of Job Description)**
- 4. Read the Nation X newspaper together**
- 5. Complete your job description during this “Day Phase”**
- 6. If you are a member of Group C or D, distribute your money**

Group C Job Description:

Your job pays you: \$5 per day

Your job is to enforce the law. You can arrest anyone from groups A or B for breaking any of these laws:

- leaving their territories in the evening (curfew)
- talking to people from groups C or D without first being talked to
- going into C or D territories without being invited
- using any electronics at any time

Honestly, you can arrest anyone from groups A or B at any time for any reason, as long as:

- the majority of your own group, group D, and the King, don't know about it, or
- the majority of your own group, group D, and the King don't care about it

***JAIL GUARD:** If someone is in jail, someone from group C must stay with them to guard or they may escape. No one can escape jail if there is a guard present.*

Group Leader:

***TAX COLLECTOR:** Someone from group C must collect the money made from the store at the end of every day.*

Your rights allow you to:

- Go to territories A, B, or C
- Buy as much as you can afford at the store
- Pay other people for information or to do things for you
- Make arrests (see above)
- Use any electronics in the evening, in your own territory

Against the law:

- Talking to anyone from group D unless they talk to you first
- Going into D territory unless you are invited
- Using any electronics on the job (day time)
- Stealing, Murder, Counterfeit

GROUP B Directions:

1. Pass out one sticker with the letter of your team to each member of your territory
2. Review your Job Description below
3. Select your Group Leader (at end of Job Description)
4. Read the Nation X newspaper together
5. Complete your job description during this “Day Phase”
6. If you are a member of Group C or D, distribute your money

Group B Job Description:

Your job pays you: \$2 per day

Your job is to run the store, keep track of your inventory and purchases, and write a 50-word report every evening on your life in society.

You do not get paid unless you complete your job each day.

Your rights allow you to:

- Leave your territory to go to the store and back during the day
- Buy as much as you can afford at the store
- Pay other people for information or to do things for you (if they agree)
- Talk to anyone in groups A & B

Against the law:

- Talking to anyone from groups C or D unless they talk to you first
- Going into C or D territories unless you are invited
- Using any electronics
- Leaving your territory in the evening (curfew)
- Stealing, Murder, Counterfeit

Group Leaders:

STORE OWNERS: *Two people from group B will run the store and wait for the Tax Collector each day. Store Owners make an extra \$1 per day and give the rest of the store money to the Tax Collector. Members of Group D are allowed to cut in line and Store Owners are required to serve them first.*

GROUP A Directions:

1. Pass out one sticker with the letter of your team to each member of your territory
2. Review your Job Description below
3. Select your Group Leader (at end of Job Description)
4. Read the Nation X newspaper together
5. Complete your job description during this “Day Phase”
6. If you are a member of Group C or D, distribute your money

Group A Job Description:

Your job pays you: \$1 per day.

Your job is to complete any tasks from the Universe and write a 50-word report every evening on your life.

You do not get paid unless you complete your job each day.

Your rights allow you to:

- Leave your territory to go to the store and back during the day
- Buy as much as you can afford at the store
- Pay other people for information or to do things for you (if they agree)
- Talk to anyone in groups A & B

Against the law:

- Talking to anyone from groups C or D unless they talk to you first
- Going into C or D territories unless you are invited
- Using any electronics
- Leaving your territory in the evening (curfew)
- Stealing, Murder, Counterfeit

Group Leader:

TRASH COLLECTOR: *must go to every territory at the beginning of the evening and collect their trash in the garbage. The trash collector is allowed to leave your territory at night, only to collect trash*

DAILY NEWS SUMMARY:

Day 1. Voting system upheld

Day 2. The nation is bankrupt, Taxes affect A and B \$1 per day

Day 3. Prices go up \$1

Alternate Ideas: Disease strikes

RUMOR CARDS:

Day 1. Pamphlets A. promising freedom B. idea of charging upper classes more

C. treasonous pamphlets D. groups A&B planning to kill the King

Day 2. Taxes A. groups C/D want to meet with you B. need friends in C or D C. A&B are forming an army D. something must be done about group A

Day 3. Price rise A. sewer system is busted B. unlawful arrests C. group C members taking bribes D. secret meetings between D members and A members

Day 4. Disease A. D has more medicine than they say B. group A carry the disease, D has more medicine than they say C. D is charging C more \$ for medicine than everyone else D. the disease came from A because they are dirty people

5 Notes to the teacher:

- **Make absolutely sure that about 90% of the class is in the 3rd estate (groups A&B).** This is crucial to both the game dynamic, and the representation of what happened in the French revolution.
- **Make sure you diversify groups** and place some students in the 1st & 2nd estates that will be lazy and/or abuse power, as well as some that will feel for the peasants. The 3rd estate will diversify itself since it is everybody else. You can call them A, B, C, and D, and let them figure out what is going on, or tell them from the beginning what their groups represent.
- **Minimal teacher influence, but constant supervision & interaction** proved to be very effective in challenging students to analyze, problem solve, & work together, and accounts for the fact that students get surprisingly “into” the game, and the rules must be consistently reinforced or chaos could definitely result.

Phases:

1st phase: INSTRUCTIONAL PHASE. (10 min, longer the first time)

- Students are expected to move to their assigned territories with their backpacks/belongings.
- Review rules (posting them permanently for the run of the game is also good) -Laws Update: (What has changed since day 1? What changed yesterday?) -Pass out Group Envelopes. There are four, one for each group, and each has the Laws of the Land (laws @ start of game) for one group.
- The Envelopes contain the Daily News, the stickers that serve as that group’s estate indicator, and the RULE & LAWS print-out, and anything else you want that group to have/know.

2nd phase: DAY TIME PHASE. (30-60 minutes)

- Use “GAME ON” as the magic word for when Nation X officially begins.
- Jobs must be done, etc (see envelope labels)

3rd phase: NIGHT TIME PHASE. (10-20 minutes)

- Announce loudly that Night time has begun. Some jobs must be done, curfews are in effect , etc (see envelope labels)

4th phase: CLEAN UP! (5-10 minutes).

Rumor Cards & Newspapers are good to use especially if students are not making their own drama

NATION X
OBJECTIVE: To
create a fair and
functional society.

THE PRIZE:

*If a 2/3 majority votes the above is true,
& can support their claim with evidence,
the class gets a food surprise at the end of the unit.*

and progress in the game. RCs are simply suggestions, some true and

THE DIFFERENCE BETWEEN RULES & LAWS:

RULES are unbending systems and requirements that will not change, and **breaking them** can mean disqualification from the game or a failure of this project.

Laws are conventions of the game that can be changed by voting or by certain actions,

or laws of the game universe. Breaking laws can either get you arrested, or cause your actions to not be honored in the reality of the game.

some not, that you can write & circulate.

RULES (BELOW) & *Laws* (on back)

RULE #1. NO TOUCHING or RUNNING!

RULE #2. **ACTIONS:** Any time you want your character or group to ACT besides moving around the room, doing your job, buying things at the store, and having conversations or meetings with others, alert the teacher (“the Universe”) and she will tell you what happens. **YOU WILL BE MORE SUCCESSFUL WITH ACTIONS IF YOU HAVE HELP FROM OTHERS (collaborate productively).**

RULE # 3. **DEATH:** If you do something that would kill you, you will probably die. You will play another character of the same class, and may eventually be demoted to represent a lower class. If you observe your surroundings, analyze the parts that dissatisfy you (**critical thinking**) and form a strategy you can change the game, beat the objective, and win the prize.

Law# 1. STARTING OFF: You decide how voting works in your territory. Every time you vote as a territory, the Group Leader will be in charge of organizing/counting the vote. Brainstorm as a group.* You can make some decisions for just your territory that can help you in the game. Resourceful actions that you take can have the winning impact on the game.

**If you want to change something for the whole society, write a note and have it delivered to Group D. Groups D and C can vote to see if it passes. The king may throw out the decision of the court.*

Law#2. MONEY: Money can be used to buy things at the store, and also to bribe people to vote a certain way, carry information, or provide other services for you. Counterfeiting money is illegal and also pretty silly. The Universe (bank) will react if counterfeit money is found.

Law#3. STORE: The store has a limited supply and receives new shipments daily. If the store is sold out, there is no more food for the day. Group D can cut in line at the store and the Store Owners are required by law to serve them first. Store Owners may decide the prices.

Law#4. JAIL: Group C is in charge of arrests, but they may not arrest members of group D, and group D may also make arrests. If you are arrested, you **MUST** automatically go to jail. From Jail, anyone may consult with the Universe on any plans of escape, or have conversations with other people in jail or with the guard. If there is no one guarding the jail, a prisoner may simply walk out.

MATERIALS & SET-UP

Store

- Sign: THE STORE (included)
- Cart or table in corner of Group B's territory
- Blackboard & chalk or other for changing prices
- Daily supplies of 2 types, one expensive, one cheap (snacks, candy, etc) – enough for 5 days
- Encourage decoration

Jail

- Sign: JAIL (included)
- 4 chairs in corner of Group C's territory
- Encourage decoration

Territories

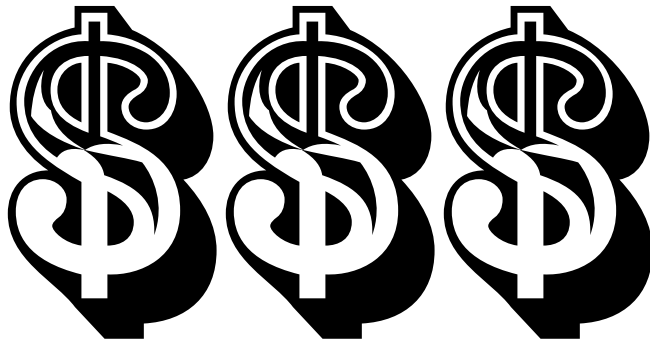
- Tape off four sections to the room
- If possible, make Groups A & B's section of the room too small or somehow undesirable
- If possible, add some luxury to Group D's territory
- Encourage decoration

Other Materials Needed

- Pencils for 3rd estate to sharpen (many)
- Pencil sharpeners (enough for every member of Group A to use at once)
- Paper (for Group B to complete "paperwork")
- 4 large envelopes (Group Envelopes)
- 4 kinds of stickers (enough for 5 days – every student needs to be wearing a sticker during game time to indicate his/her class)
- Tape (make sure territory boundaries are always clear & updated if necessary)
- Money (you will need a lot of \$1 and \$5s, some \$10s and some \$20s; use anything for currency: monopoly money, Xerox money... expect some counterfeit)
- Trash Can (for Trash Collector)

THE

STORE



JAIL

