



THE CIVIC MIRROR

CANADIAN MODULE ~ LESSON OUTLINE



* Denotes *OPTIONAL*

PRE-GAME ~ LEARNING THE CIVIC MIRROR (*CM FREE TRIAL*)

- CLASS 1** Introduction to the program; assign game rules to be read for H/W
- CLASS 2** Practice Run of the *civictimirror.com* online program (**computer lab**).

PRE-GAME ~ BUILDING YOUR CIVIC MIRROR COUNTRY

- CLASS 3** Students give their country a name and decide on other national identity items.
- PLANNING EVENT** Instructor assigns Citizen Profiles, giving each student a Hidden Agenda, starting money, 2 human services they will have to procure, and a culture.
- CLASS 4** Students vote on national identity items (optional). Students are given their Citizen Profiles and input names and relations of their fictitious family members into *civictimirror.com*.
- CLASS 5*** Jigsaw activity #1 where student groups paraphrase sections of a modified version of the Canadian Charter (this will be their nation's book of law)
- CLASS 6*** Jigsaw activity #2 where students evaluate one another's paraphrasings of the Canadian Charter. Instructor evaluates quality of evaluations.
- CLASS 7** With their Hidden Agendas in mind, students create their own *political parties* and campaign for control over the seven-seat House of Commons.
- CLASS 8** Students have final election debates/speeches and then cast ballots in an *Election* to elect their first government of their *Civic Mirror* country.
- CLASS 9** With their \$CM, students bid to own the various hexes in a *Property Auction*. The President bids for his/her own account and the Government's.

REFLECTION & CONNECTION BREAK*

- BREAK*** Instructor may pause *The Civic Mirror* and ask students to reflect on their experiences thus far and connect what they've learned to course material and their own lives (optional).

GAME BEGINS ~ YEAR 2000 (*I.E. FIRST SIMULATED YEAR*)

- CLASS 10** In a *Government Event*, the Prime Minister addresses the nation, nominates a National Judge, and proposes policies and a budget for House approval. Student MPs discuss, debate, and vote on the proposed legislation.

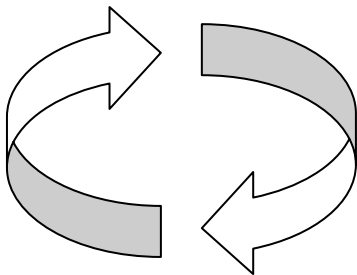
- CLASS 11** In an *Open Market* event, students begin buying, selling, and trading in their *civimirror.com* economy (**computer lab**) in order to provide well for their fictitious families.
- CLASS 12** In a *Town Hall* event, students voice their concerns, air their grievances, and attempt to advance their Hidden Agendas. At the end citizens announces lawsuits and/or accusations for National Court next class.
- CLASS 13** In a *National Court* event, students prosecute/sue one another for illegal activity in mock trial format. Once done, the instructor announces when the simulated year will end.
- OUT-OF-CLASS EVENT** Instructor advances *civimirror.com* program and *Ends the Simulated Year*. Students are randomly given Wild Cards and Die Rolls that simulate chance events. Well-Being Pts are calculated (*based on what students were able to obtain for their families*), Family Deaths occur, taxes are automatically collected, and property (hex) development occurs.
- CLASS 14** Using the information from the End-of-Year calculations, students apply for Hidden Agenda points and self-evaluate their performance. Instructor reviews applications and awards points accordingly, then he/she cross-evaluates the student self-evaluations and records marks.

REFLECTION & CONNECTION BREAK*

- BREAK*** Instructor may pause *The Civic Mirror* and ask students to once again reflect on their experiences and connect what they've learned to course material and their own lives (optional).

NEW YEAR BEGINS ~ YEAR 2001* (I.E. SECOND SIMULATED YEAR)

- CLASS 14-18*** If time permits, an instructor may run another Civic Mirror Year, repeating the same activities/events from the first simulated year.



REPEAT AND CONTINUE!

Instructors can choose to do only one simulated year (quite common the first time around) or they can continue on with as many simulated years as they have time for.

* Denotes **OPTIONAL**

