

The Voting Game

Fred W. Miller, Denver Academy, Denver, CO
Appropriate for grades 10-12.

OVERVIEW: I developed this fun activity for use in my American and World History classes. It is designed to introduce the student to voting patterns and how political parties are used for social change. It is flexible enough to use at any time during the year.

PURPOSE: Students will be able to classify political parties between the radical-conservative range. Students will identify their interests with a political party.

OBJECTIVES: The students will be able to:

1. Build a political vocabulary.
2. Describe political movements and their effect on social change.

ACTIVITIES: Procedure:

1. Lecture, make clear the political options within a society. These options are; limited social change, moderate social change, radical social change. These categories are displayed upon the chalkboard as:

	Radical (Left)	-	Liberal	-	Conservative (Right)
1st vote	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
2nd vote	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

2. Introduce the "Sealed Envelope". This is held by one of the students until the end of the game. It contains the logical predictions of the voting, as well as adding suspense to the game.
3. Explain the role-playing concept and pass out the role-playing cards. No talking is allowed and no student can look at a card until told to do so. A vote is taken after reading each card.
4. Compare the student voting with the sealed envelope.
5. Each student is required to make a statement explaining why they voted the way they did.
6. Homework. Each student is required to write a one-page paper which discusses at least three factors which influence voting patterns.

