

## League of Nations Simulation Round One Procedures

1. Move to an area of the room with other members of your country.

2. Elect your national government. The offices to be elected include:

Prime Minister: Leader of your country. Responsible for running all meetings of your nation's representatives and keeping your nation on task during the activity.

Foreign Intelligence Minister: Responsible for writing down questions your nation has for foreign intelligence, asking those questions and reporting back to your nation.

Internal Affairs Minister: Responsible for filling out the Goals Form and the Resource Allocation Chart for your country at the start of each round based upon the decisions made by your country. Must hand this in once completed.

War Minister: Responsible for filling out all Riot and War declarations decided by your country and handing this in at the right time.

Foreign Affairs Minister: Responsible for coordinating negotiations with other countries and representing your country at the League of Nations meetings.

**\*\*Some people in your country may need to hold more than one office if you do not have five people. Hand in National Minister Form when completed.**

3. Decide of you goals for Round 1. Read the directions explained on the National Goals Form before you start this process.

A. Fill in the name of your country and your class period,

B. Review the goals on the list. Discuss them and decide which ones you will work on during Round 1. You must pick at least one goal.

C. Check off the goals you want for Round 1 only.

4. Decide on how you will allocate your power units and growth rate for Round 1. Use the chart on the back of the goals form.

A. Fill in the name of your country and the power units and growth rate your nation is starting with the beginning of the activity.

B. Look at the goals you selected for Round 1 and decide how you can best achieve these goals by using you power units and growth rate,

C. National Welfare: protects you country from riots and attain a high standard of living.

D. Armies and Weapons: allow you to go to war or protect your country. If you think you might be involved in war or wish to build a strong military as goals, you want to invest in this category.

E. Foreign Intelligence: earns your country the right to ask intelligence questions about other nations.

F. Research: will help your country grow at a faster growth rate.

G. Commercial Shipping: improves your country's power as a goal.

- H. You may put all of your power units and all of your growth rate in one category or you may split them up among several or all categories. Check your goals and decide where you need to put your resources. Think about what other countries might be doing as well.
- I. If you divide your power units and growth rate among several categories, please remember these points:
1. Use all of your power units and growth rate.
  2. Power units may be divided up in any way.
  3. Percent growth rate up be divided in 5s or 10s. (5%, 10%, 15%...)
- J. Put the power units and percent rate in the boxes for each category you want. Do this in pencil in case you need to make changes.
- K. Do not fill in anything at the bottom of the form. I will do this at the end of each round.

5. Hand in your completed Goals Form and Resource Allocation Chart to the teacher.

6. Countries qualifying for Foreign Intelligence will be announced at a later time.

7. Start negotiations. You may negotiate with any country you want. If you come to an agreement with another nation or nations, please complete the Negotiations Record worksheet.

8. During negotiations time, your country should also be thinking about what you might want to discuss in the first League of Nations meeting. All countries have an equal voice in the League.

9. All simulation materials stay in the classroom at the end of the hour. You are not permitted to look at any other country's folder.

**Remember:** Half of your grade is based on your attendance and participation. I will be observing and grading your participation each day. You should be on task at all times.

**LEAGUE OF NATIONS GAME  
National Minister Form**

**COUNTRY** \_\_\_\_\_

**PERIOD** \_\_\_\_\_

**PRIME MINISTER**

\_\_\_\_\_

**FOREIGN AFFAIRS MINISTER**

\_\_\_\_\_

**INTERNAL AFFAIRS MINISTER**

\_\_\_\_\_

**WAR MINISTER**

\_\_\_\_\_

**FOREIGN INTELLIGENCE MINISTER**

\_\_\_\_\_

Hand this form in to the teacher when you have assigned all minister positions.

**LEAGUE OF NATIONS GAME  
National Minister Form**

**COUNTRY** \_\_\_\_\_

**PERIOD** \_\_\_\_\_

**PRIME MINISTER**

\_\_\_\_\_

**FOREIGN AFFAIRS MINISTER**

\_\_\_\_\_

**INTERNAL AFFAIRS MINISTER**

\_\_\_\_\_

**WAR MINISTER**

\_\_\_\_\_

**FOREIGN INTELLIGENCE MINISTER**

\_\_\_\_\_

Hand this form in to the teacher when you have assigned all minister positions.

## League of Nations Simulation

### Procedure for each round:

1. Check off goals and allocate power units and growth rate. Hand it in to Mr. Sipe.
2. Negotiate (if you choose) with other countries.
3. Ask INTELLIGENCE questions.
4. Evaluate and discuss intelligence and negotiations information.
5. League of Nations meets. (One person represents their country at the meeting)
6. Discuss and review results of League of Nations meeting.
7. Declare riots and wars.
8. Compute the results of riots and wars.
9. Start next round with new point totals.

### Bonus Simulation Points

- 1st in any category- 20 points  
2nd in any category- 15 points  
3rd in any category- 5 points

### Foreign Intelligence

- 1st place- Ask **four** questions  
2nd place- Ask **two** questions  
3rd place- Ask **one** question

### Research

The top three places gain **20%** in growth rate for the next round.

### National Welfare

- 1-2-3 place = Gain 20 pts. if rioted on.  
4-5-6 place = Lose 10 pts. if rioted on.  
7-8-9 place = Lose 20 pts. if rioted on.

### Results of Going to War

- To declare war- Costs 5 power units.  
To be attacked- Costs 3 power units.

- Lose first war- cost 50% of all power units  
Lose second and third war- cost 90% of all power units  
Lose fourth war- lose ALL power units

# RESOURCE ALLOCATION CHART

COUNTRY \_\_\_\_\_

Power Units \_\_\_\_\_

Growth Rate \_\_\_\_\_

CATEGORY	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6
<b>NATIONAL WELFARE</b>						
Power Units						
Percent Rate						
<b>ARMIES &amp; WEAPONS</b>						
Power Units						
Percent Rate						
<b>FOREIGN INTELLIGENCE</b>						
Power Units						
Percent Rate						
<b>RESEARCH</b>						
Power Units						
Percent Rate						
<b>COMMERCIAL SHIPPING</b>						
Power Units						
Percent Rate						
Power Unit Bonuses						
Gains/Losses from Riots						
Gains/Loss from War						
Total Power Units						
Total Growth Rate						

<b>Country</b>	<b>Power Units</b>	<b>Percent Growth</b>
<b>Cumbria</b>	<b>100</b>	<b>50</b>
<b>Calgon</b>	<b>90</b>	<b>40</b>
<b>Brutopia</b>	<b>80</b>	<b>30</b>
<b>Brandywine</b>	<b>70</b>	<b>50</b>
<b>Thrane</b>	<b>60</b>	<b>70</b>
<b>Hyperbole</b>	<b>60</b>	<b>30</b>
<b>Sfax</b>	<b>50</b>	<b>50</b>
<b>Ghingi</b>	<b>50</b>	<b>50</b>
<b>Euphoria</b>	<b>40</b>	<b>80</b>

**RIOT OR WAR DECLARATION**

Use this form to file a Riot or War declaration against other countries.

Our country \_\_\_\_\_

declares a RIOT against the following nation(s)

declares a WAR against the following nation(s)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Signature of Prime Minister \_\_\_\_\_

Signature of War Minister \_\_\_\_\_

**RIOT OR WAR DECLARATION**

Use this form to file a Riot or War declaration against other countries.

Our country \_\_\_\_\_

declares a RIOT against the following nation(s)

declares a WAR against the following nation(s)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Signature of Prime Minister \_\_\_\_\_

Signature of War Minister \_\_\_\_\_

## **League of Nations Simulation Negotiations Record**

**Directions:** Record any agreements that you make with other nations on this form. Possible agreements you can make are:

1. Alliances for mutual protection in war.
2. Non-aggression treaties.
3. Outlaw war as a tool of national policy
4. ?????? Use your imagination.

**Note:** All agreements must specify which countries are involved in the treaty, what the treaty is about, and signed by the Prime Ministers from each of the countries involved in the treaty. Please hand in to the teacher when completed.

Agreement

**Prime Ministers Sign Below**