

How CITIZEN Engages the NCSS National Curriculum Standards Themes

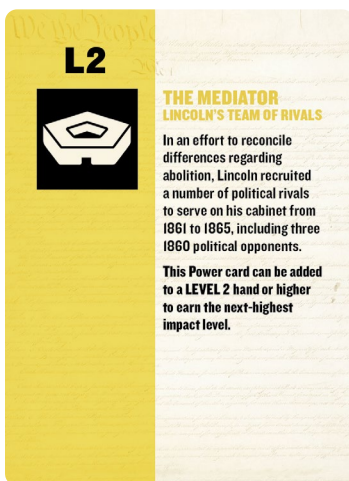
Citizen is a hands-on, interactive Legislative Branch simulator built on an engaging board game platform that brings together multiple balanced, non-partisan perspectives on more than 30 of today’s front page issues along with everyday heroes, institutions, and events from across our history. The Icon Library on page six of the rulebook shows topics specific to today’s issues, industries, and institutions.

Instead of dice, Citizen offers every member of the 117th Congress, whose voting behavior is influenced by actual voting history and campaign support.

Citizen components and play experiences inspire student discussion, and offer grades 7-12 educators (and beyond) an array of lesson and extracurricular opportunities across multiple aspects of the ten National Curriculum for Social Studies Themes, using real world examples from our history, infused with a reality-based play mechanism that reflects the interplay of different forces in our democratic republic.

“CITIZEN is an outstanding tool that leads to deeper student understanding of how Congress works, where influence is exerted, and the dynamics of power. Every classroom needs to be utilizing this resource!”

Randell Trammell
CEO, Georgia Center for Civic Engagement




An example of a Citizen card that depicts people and groups that impacted today’s culture.

I. CULTURE

- Cards in all categories from the “Bill of Rights” suit explore multiple perspectives of the rights of American citizenship, and how they have evolved over time.
- Cards in the “Power” and “Citizen” categories explore people and groups from our history that had significant impact on today’s culture.
- Our country’s founding members define the original concept of “Patriotism”, as outlined in Patriot “Power” cards. These cards have significant impact during game play.
- The changing definition of our patriotism is examined over time, as is seen in “Citizen” cards of historic and current citizens, pundits, and politicians.
- Multiculturalism, Immigration, and their relationship to human rights are explored.
- “Circumstance” cards demonstrate how events and people changed or affected culture and policy outcomes.

L2



**THE FOURTH ESTATE
THE YELLOW KID**

In 1895, Richard Outcault introduced "The Yellow Kid" in his "Hogan's Alley" adult satire cartoon. "Yellow Journalism" emerged to describe the pursuit of profit over truth; "ad hominem attacks" directed at a person, rather than the argument in question, work to subvert the discussion.

This Power card can be added to a LEVEL 2 hand or higher to earn the next-highest impact level. Post in your YEA splay, as future votes are vulnerable to attack.

**FUTURE VOTES
VULNERABLE**

This Citizen card is an example of journalism having an effect over public opinion.

2. TIME, CONTINUITY, and CHANGE

- Cards from all categories explore multiple perspectives of our rights – as outlined in The Bill of Rights - and how they have evolved over time in context with our industrial evolution.
- United States' history of core institutions and their inception or evolution are demonstrated in the "Citizen" card library
- "Fourth Estate / Yellow Kid" media power cards demonstrate a variety of different ways that journalism is used to affect public opinion.
- "Circumstance" cards prompt students' review of reliable news and historic resources to better understand events and people that helped shape America.
- Game play demonstrates vast and varied events and people as drivers of change.

3. PEOPLE, PLACES, and ENVIRONMENTS

- The House of Representatives card deck reflects the broad geographic diversity of our country and the industries represented by members of the House.
- Cards across the Citizen library demonstrate the individual's influence in answering environmental challenges, and the impact of industry.
- "Citizen" lobbyist cards show the influence of industry and topics that guide Congressional votes.
- "Circumstance" cards depict people, places, and environments that are affected by human settlement and population growth.



BIGGEST BUCKS = LOUDEST VOICE

The Journal of Law and Politics found in 2009 that U.S. lobbying created massive return on investment, as much as 22,000% in some cases. The industry spent almost \$3.5 billion in 2020 to influence Congress. Why? Because it works.

This Citizen card is an example of a lobbyist card that influences congressional votes.



A

Nancy Pelosi

45

(D-CA)
U.S. REPRESENTATIVE



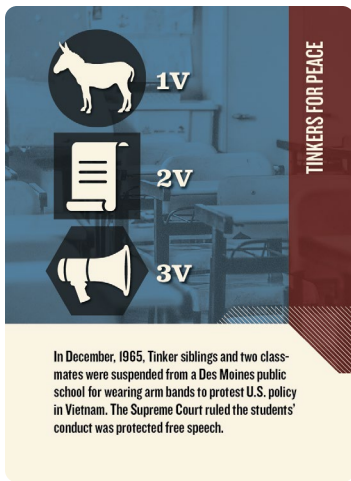
A

Kevin McCarthy

30

(R-CA)
U.S. REPRESENTATIVE

The broad geographic diversity of our country is reflected in the industry support of the members of the House of Representatives.

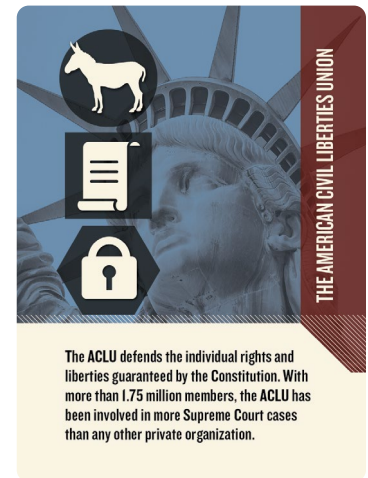


4. INDIVIDUAL DEVELOPMENT and IDENTITY

- “Citizen” Bill of Right cards depict institutions and individuals that support or oppose specific societal values.
- “Citizen” and “Circumstance” cards demonstrate the role of the courts in affirming, defining, or denying specific laws or institutions that influence individuals and culture, and the power of a single voice to create change.
- “Cause” cards stimulate discussion about proposed institutions or laws that establish or further define conflicting institutions, and give students the experience of engaging ideas that are different than their own.

5. INDIVIDUALS, GROUPS, and INSTITUTIONS

- The Citizen card library reflects a wide variety of American institutions – government, private, public, and religious, their influence on other institutions and individuals from history and in the present, and how alliances and opposition can form between them.
- Citizen cards in the “Commerce” suit show different industries, how they organize themselves, the topics they promote, and their influence in Congress.
- House and Senate card icons show industries, groups, or institutions and their influence on each member’s voting behavior.
- House cards include industries that are important each state.
- Industry lobby cards demonstrate the impact that institutions deploy with members of Congress.
- “Citizen” Bill of Rights cards demonstrate some of the grass roots social needs-based organizations that seek influence within the halls of Congress – historically and currently.



An example of a Citizen card showing an institution having influence on other institutions and individuals.



6. POWER, AUTHORITY, and GOVERNANCE

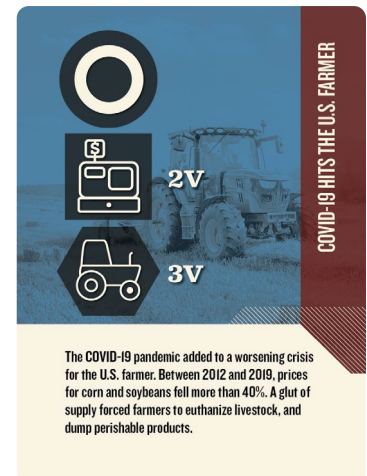
- Citizen game play demonstrates a precise model of our Legislative Branch in action.
- Citizen cards from the “Reform” suit explore multiple events involving authoritative power.
- “Power” Citizen cards demonstrate an historical perspective of the ongoing need for lawful review of those in governance, and how the role of government and public service has changed over time.

The CITIZEN game board

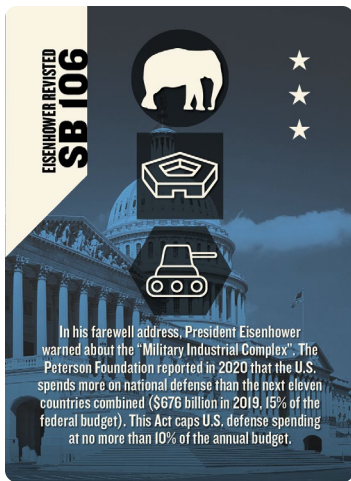
- “Citizen” and “Cause” Elections cards demonstrate the ongoing efforts to establish and maintain partisan majority rule in Congress, and how the success of our democratic republic is dependent on free and fair elections.
- Transparency, oversight, and checks and balances are demonstrated across the history of our safekeeping of democracy, and instances of abuse or lawful review of power are explored.
- Citizen play demonstrates the role of justice and the courts, and explores their role in limiting or expanding the breadth and scope of the power of individuals and authoritative institutions.
- “Citizen” and “Circumstance” cards depict whistleblowers, and show their roles in governance, past and present.
- “Citizen” and “Cause” cards show government reform or transparency issues from the past and present and how the role of government has changed over time.

7. PRODUCTION, DISTRIBUTION, and CONSUMPTION

- “Citizen” cards within the “Commerce” suit demonstrate supply, demand and labor issues.
- “Citizen” and “Circumstance” demonstrate the power businesses have in our political system.
- “Circumstance” cards invoke the effects that natural or man-made events, health care, and defense issues have had on U.S. and global economies.
- “Power” Citizen cards give an historical perspective of the power and authority of financial institutions and the benefits or disadvantages of that power.
- “Citizen” cards having the “Commerce” icon explore instances where individuals or industries answered an economic need.
- “Citizen” and “Circumstance” cards explore some of the ways that people’s rights have been impacted by corporate interests over time.
- “Cause” cards from the “Commerce” category offer perspective and possibilities for addressing issues of governance over economic policy.



An example of a Circumstance card where manmade events and natural disasters have impacted local and global economies.



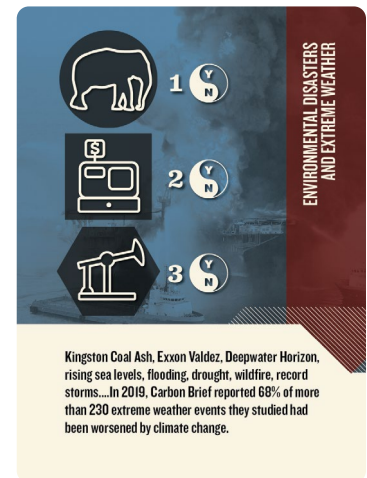
An example of a Cause card examining security issues for the United States, and how our global interests are protected.

8. SCIENCE, TECHNOLOGY, and SOCIETY

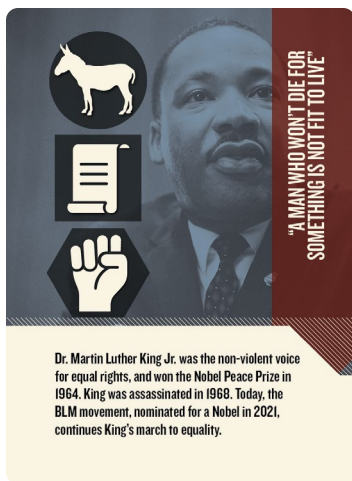
- Citizen cards across categories explore how advancing science affects health, education, privacy and other related topics that shape modern life.
- “Citizen” and “Circumstance” cards within the “Defense” category demonstrate security issues for the United States, and how our global interests are protected.
- Select “Circumstance” cards detail the progression or reversal of science and the resulting effect on society.
- Citizen play explores how technology advances have affected our security, privacy, industry, information, health, and multiple other topics.
- “Cause” play answers how current events, circumstances, or institutions can affect the understanding and acceptance of science and technology.

9. GLOBAL CONNECTIONS

- “Citizen” and “Circumstance” Global topic cards demonstrate numerous connections with the world, both historic and current, and how the security and prosperity of our nation and the world are affected.
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- “Cause” cards propose the roles the U.S. military presence has played, and could play, in the world.
- “Citizen” and “Circumstance” cards demonstrate how global forces can affect the workings of our Congress.
- House and Senate cards inform players of members whose campaigns were supported by foreign-related interests.
- Citizen play demonstrates how historic and current events and people were influenced by opportunities and uncertainties of global connections.
- “Citizen” and “Circumstance” cards offer current and historical perspectives of the effects of commerce and immigration in global interactions.



This Circumstance card demonstrates our connection with the world and how the security and prosperity of our nation and the world are affected.



An example of a Citizen card that demonstrates the how the voice of a private citizen can bring about change.

10. CIVIC IDEALS and PRACTICES

- Game play demonstrates numerous examples of the power of a private citizen to affect change currently and throughout the history of the country.
- “Citizen” and “Circumstance” cards show how community service institutions have evolved through the country’s past and present, and how individual ideals meet today’s national headlines.
- “Citizen” cards demonstrate how an individual activity has influenced public policy.
- The “Citizen Impact Chart” on page fourteen of the rule book shows the potential strength of political alliances by grouping people and institutions with similar principles.
- “Citizen Power” cards depict some of America’s founding principles, and how those principles today are reflected in today’s people, institutions, and government.

CLASSROOM AND EXTRACURRICULAR LOGISTICS

In a full length game setting, Citizen is designed for 2-4 players. Studies of alliance building and cooperation will require four players, or four teams of two players each. The “Tournament Play” option details how one copy of Citizen can accommodate up to eight students, situated around a four-sided table.

The time needed will vary across lesson plans, as some lessons involve the examination of subsets of Citizen’s components, and how they were researched. This information will be detailed in each downloadable plan, which will be available after publication. Citizen will also provide and facilitate the development and sharing of lesson plans within the educator community.

A full length play session with four players who are familiar with the rules, playing one-star Causes should take approximately one hour, depending on the style of play chosen by the players.

ADDITIONAL RESOURCES

Citizen was designed around the presentation of multiple perspectives of timely issues from today's headlines, and from across our history. Lively, informed discussion of these issues and events is to be expected. Resources for managing difficult topic conversations and "hard history" are available here:

<https://www.splcenter.org/20180131/teaching-hard-history>

The information used to research the campaign finance of each member of Congress comes from public FEC data published here:

<https://www.opensecrets.org/>

The information used to research the partisanship/voting histories of the members of Congress is available here:

<https://projects.propublica.org/represent/members/117/house> (House)

<https://projects.propublica.org/represent/members/117/senate> (Senate)