

DAY 2 Work Period

Party must begin to work on the tasks at hand.

DAY 3 Election campaigning

All Candidates will make their rounds and try to win votes. They make little speeches and also try to convince each class member that they are the best candidate for Class PM. This takes place in the Cafeteria. Here cookies, cakes, and election paraphernalia are distributed, provided by the campaign manager.

DAY 4 Election Commercials and Debate

All candidates will present their commercials to the class, taped or live. Each should be 30 sec to 1: 30 in length. After, all candidates will stage a debate. All candidates will sit at the front of the classroom facing the audience. They will take questions about World, Canadian and Classroom politics.

DAY 5 The Vote

All brochures are due. PM is chosen by a direct vote in the class. Ballots provided by teacher. Leader appointed plus acceptance speech. 2nd place becomes Leader of the Opposition. New PM must compose Throne speech to be read on Day 6 by the Governor General (teacher).

DAY 6 Parliament Begins /Laws are passed

Mock Parliament is created in Lecture Hall. Students there may pass laws on how to change class rules and policy. For example, they may decide on a Fun Day (last day of class). The Teacher, as GG, has final say and can override inappropriate laws. Bill must go through 3 readings to become law.

Assignments

Obviously, the Brochure will take the most time. It must look professional and reflect the platform of the party.

Brochure	20 marks
Campaign	10 marks
PM Debate	5 marks
Commerical	10 marks

