Simulation Overview

* The purpose of the simulation is to engage you in thinking about how opportunity and power is distributed in our society. Therefore, the classes are being given the authority to pass Laws that affect the rules of this class for the next few weeks. Your social class will have the ability to pass one law per day. Your laws may bestow a privilege to your own class or impose a restriction/duty on another class. Usual class rules are the default until/if they are replaced by an approved law.
* I am the Supreme Ruler and am the final say on all laws and punishments. I will approve/veto each law submitted to me by the Upper Class. Laws written by the middle class must be approved by the upper class before being submitted to me, and the lower class must get laws approved by the middle and upper class and me. There will be a time limit on how long you have to write your law and get it approved. If you fail to get a law passed by the end of the period, it does not roll over to the next day.
* Every few days, some people from each social class will draw from the Chance pile. This could make your situation better/worse or have no effect on you. If you choose to “marry” someone from another class you have to get approval by both classes and make a switch with another person so the ratios remain the same. As a married couple you must stay together throughout the simulation, so if you must move social classes due to a chance drawing it will affect you both. I will also then have the right to punish you both jointly.
* I have the authority to make any changes necessary to keep the simulation going and realistic. So I may have to say no to something if it starts to get out of hand. I will end the simulation when it has run its course or if it becomes too disruptive to instruction. You will then receive a Simulation Grade based on your participation, effort, and a written assignment at the end.

Laws

* Should reflect the basic values and attitudes of that particular social class
* Should be something that can occur during the class period without disrupting instruction
* Must only apply to one social class, not individuals or more than one class
* Must not involve money or purchase
* Will be vetoed/repealed if inappropriate, disrespectful, or unreasonable
* Once approved, a law must be written on your Rules sign and posted every day

Punishments

* + As the Supreme Ruler, I will carry out punishments from my own list. Students may submit suggestions.
	+ Laws will be enforced exactly as the law is written. You may also be punished for not wearing your armband, posting your signs, and moving your desks back properly at the end of the period. Punishments will be administered either when the offense occurs or at the beginning of class the next day.
	+ The Upper Class must hire a “police force” to help bring attention to violations of rules and impose punishments. Any incentives offered to the police must be approved by the Supreme Ruler.
	+ More serious punishments will be given for willful refusal to comply with punishment for a law, false accusation/police corruption, attempted bribery, behavior that is inappropriate or disrespectful. Range of punishments:
		- Lighter: go to “jail” in the corner or nose against the wall, 3 strikes and lose a privilege for whole your social class
		- Medium: point deduction on simulation grade, sit out for a day or two
		- Harsher: parent contact, removal to permanent observer status