

Reader's Directions and Script for the Academic Game PROPAGANDA

1. A reader who is in command of the room and the players is the most important ingredient to the success of the PROPAGANDA Tournament. The reader must keep control and make sure that players are led carefully through the procedures for answering, checking answers, and scoring. Of course, the reader must read all of the examples in a clear, audible voice. Work with the Game Administrator to assign teachers to proctor and monitor.

2. Make sure that players are ready to begin.

Confirm from the Game Administrator that all players are seated properly. Confirm that each group of three has a PROPAGANDA Score Sheet, and that each player has a List of the Techniques and a PROPAGANDA Answer Sheet.

Say: *“Make sure that you print your name and your team name on the Score Sheet. Also, print your name and team name on your own Answer Sheet. Write clearly so that the Tournament Scorekeepers can read your names when you hand in the Score Sheet. Write your Table Number in the upper right-hand corner of your Score Sheet. At each table, make sure that you agree upon which player is the official scorekeeper for your group for this round. That player will record all scores for your group for this round.”*

3. Begin the first example and lead the players through the proper procedures.

Say: *“This round of examples is from (say) Section A. That means you will only have to consider the Techniques in Section A. Here is the first example.”*

Read the first example, pause, then read it again. If the example is visual, read only the words from the example that should be considered by the players in determining the technique.

Say: *“Select the Technique that you think is being used in this example and circle the **number** of the Technique on line 1 of your Answer Sheet. If you think that no Technique from this section is being used, you should circle **0** on line 1. You must also circle one of the two words –**BOLD or CAUTIOUS**. If you circle **BOLD**, your score will be either +4 for a correct answer or –2 for an incorrect answer. If you circle **Cautious**, your score will be either +2 for a correct answer or 0 for an incorrect answer. If you fail to circle either **BOLD** or **Cautious**, your score will be +2 for a correct answer or –2 for an incorrect answer.”*

Pause for about 20-30 seconds.

Say: *“You must answer within the next 10 seconds. Make sure that you have circled both the number of the technique AND one of the two words: **BOLD** or **Cautious**.” **PAUSE.** “Pencils down please. Pass your Answer Sheet to the person to your left.” {Note: Mix this up, sometimes asking them to pass to the right.}*

Say: *“I will now state the Author's Opinion, which is the correct answer for this Tournament. State aloud the correct answer (e.g., #6, Rationalization).”*

Say: *“Each of you is to score one of your opponent's Answer Sheets. First, circle either **YES** or **NO** under the column **ANSWER CORRECT**. If the answer **WAS** correct, then circle either +4 or +2, depending upon whether the person circles **BOLD** or **Cautious**. If the answer **WAS NOT** correct, then circle either –2 or 0, depending upon whether the person circled **BOLD** or **Cautious**. When you have scored the Answer Sheet, please initial the line to the right.”*

Say: *“Before you hand the Answer Sheet back to your opponent, make sure that the score is recorded on the Score Sheet by the scorekeeper at your table. When the score is recorded, hand the Answer Sheet back to your opponent. If you have any questions about these procedures, please ask a monitor.”* **Direct teacher/monitors to students who have questions.**

4. Read additional examples for the first round.

Repeat the process in step 3 for the second example and all subsequent examples in the first round. Be somewhat repetitive of directions for the second example and less so for each subsequent example, as the players catch on to how to play. However, **always insist that the players have a definite time to stop answering at the end of each example before you tell them to exchange their Answer Sheets. Give them a reasonable number of seconds to consider the example and answer, but no more than 30 seconds. Give them a 10-second warning, then tell them they must circle their answer at this time.**

5. Close out the round.

After the last example has been read and all players have answered and recorded the score of the last example:

Say: *“Your group’s scorekeeper should total up the scores of each of the three players in your group and write that total score in the SCORE box at the right of each player’s line. Then, make sure that each of you checks the totals to make sure that they are correct. When you are sure that the scores of all three of you are correct, then initial the Score Sheet at the bottom. Hold it up in the air for a monitor to pick up. Also, hold up your Answer Sheets.”*

Ask monitors to pick up the Score Sheets and the Answer Sheets and deliver them to the scorekeepers.

Note: If you are playing more than one round on a day, you will usually have duplicated the Answer Sheets on BOTH sides of the paper. Then, each player may use the back side of the Answer Sheet for the second round. If that is the case, then the Monitors should pick up the Score Sheets only after the first round, and pick up both the Score Sheets and the Answer Sheets after the second round. The Answer Sheets should be kept together as a Group so that questions arising from protests can be easily resolved.

6. Prepare for the next round.

If you are playing another round on this day, ask monitors to hand out fresh Score Sheets for the second round. The players should use the back of their Answer Sheets for the second round. Give the players a brief break, if time permits, then begin the next round. **Make sure that each group of three selects a DIFFERENT player to keep score for the second round. This discourages the temptation to cheat.**

7. Final Clean Up.

After the last round for the day, in addition to closing out the round as you did in Step 5:

Say: *“Make sure that all scrap paper and other debris are picked up around your table and deposited in a wastebasket. Make sure that your chairs are pushed in. Thank you.”*

Make other announcements as needed for your particular situation.

Do not let the players leave until everything is cleaned up and handed in.