

Workshop: Voting for dummies

Agenda

(for exact timings and materials, among other things check the SessionLab!) :

Introduction

- 1) We introduce ourselves (GLL and Project WakeUp!)
- 2) Why are we here? Why should you go to vote? (Arguments bring, Brexit address)
- 3) Announce local elections and ask the class who is going to vote

Information on the local elections (quiz and PPP)

- 1) Hand out quiz questions and answer cards (two people each)
- 2) Give 5-10min time to complete quiz
- 3) Discuss questions in sequence, students should hold up cards; go through PowerPoint while doing so (topic by topic)

Interactive part

- 1) Divide into groups (3-4 per team)
- 2) Task: What are you interested in? What moves you? Changes in your city? (Tip: 4 topics)
- 3) Collect the interests of the students at the blackboard (We call and write down)
- 4) Groups stay. We assign a party to each group (here: 8 parties)
- 5) We give each group 4 statements from the respective party (one statement on each topic)
- 6) The students summarize the respective positions of the parties on a piece of paper
- 7) We ask the students one after the other to write the results on the blackboard and present them
- 8) We compare the positions of the parties with the interests of the students

Test election

- 1) Using examples (PPP), we explain the individual rules for filling out the ballot (crossed lists, variegation, accumulation)
- 2) We distribute the sample ballots (mayor and city council)
- 3) Pupils should fill in the ballot papers in pairs
- 4) We check the ballots and give feedback

Ending

- 1) Question and answer session
- 2) Feedback
- 3) Again, the question of whether the students intend to vote to go
- 4) Announce cooking evening with the OB candidates