MODULE 1 – AVATAR GAME DIRECTIONS

Students need an avatar for the Module 1 activity. For greatest effect, avatars need to be assigned as closely as possible based on the approximate percentage of the population that actually had voting rights at each point in history. Those percentages are shown in the chart below.

In-person, print the avatar cards on 3x5 index cards so you can hand them out. You will need to know the approximate number of students in the classes you will meet. Sort the avatars ahead of time so you include avatar cards based on the percentages below. (Cards are color-coded to aid in this process.)

For remote presentations, send the appropriate schema from below to the host teacher/leader. Ask that the leader fill in the names of the students in the blank column to the left. Then,

- Ask them to send the copy of the schema (with names filled in) to you
- Ask them to send the copy of the schema with the names filled in to their students <u>along with</u> the avatar file so students can find their avatar and learn the characteristics of that person along with the following directions:
  - **Find your name in the list to the left. Then use the <u>avatar cards file</u> to locate the number and name of your avatar. Write down the attributes of your avatar so you have them handy when the activity begins.**

When greeting students as the class begins, randomly check to be sure students know who their avatar is and what the characteristics are of that avatar.

Schemas follow for classes of 10, 20, and 30. (If your class has a different number of students, please adjust your assignments based on the percentage chart below.)

% of Class	Code letter/color	Voting Requirements
10%	A/light blue	White, male, 21 years and up, property owner
15%	B/orange	White, male, 21 years and up
15%	C/green	Male, 21 years and up
40%	D/purple	Female, 21 years and up
10%	E/yellow	18 years and up
5%	F/blue	Under 18
5%	G/gray	Not a citizen

SCHEMA FOR ASSIGNING AVATARS – class of 10

		Student Name	Ava.#	Avatar
1	A		1	George
2	B		10	Bill
3	B		11	Ted
4	C		15	Martin
5	C		21	Vincent
6	D		30	Peggy
7	D		23	Mary
8	D		23	Jill
9	D		35	Kalyan
10	E		41	Shanna
11	F		47	Ali

SCHEMA FOR ASSIGNING AVATARS – class of 15

		Student Name	Ava.#	Avatar
1	A		1	George
2	A		5	Arthur
3	B		10	Bill
4	B		11	Ted
5	C		15	Martin
6	C		20	David
7	C		21	Vincent
8	D		24	Jill
9	D		27	Oretha
10	D		28	Michelle
11	D		30	Peggy
11	D		32	Rose
12	D		31	Cristina
13	D		34	Angelica
14	E		41	Shanna
15	F		47	Ali
15	G		49	Samai

SCHEMA FOR ASSIGNING AVATARS – class of 20

		Student Name	Ava.#	Avatar
1	A		1	George
2	A		5	Arthur
3	B		10	Bill
4	B		11	Ted
5	B		13	Bob
6	C		15	Martin
7	C		20	David
8	C		21	Vincent
9	D		23	Mary
10	D		24	Jill
11	D		27	Oretha
12	D		28	Michelle
13	D		26	Lisa
14	D		30	Peggy
15	D		37	Cara
16	D		32	Rose
17	E		43	Jaden
18	E		41	William
19	F		47	Ali
20	G		49	Samai

SCHEMA FOR ASSIGNING AVATARS – class of 25

		Student Name	Ava.#	Avatar
1	A		1`	George
2	A		2	James
3	A		3	Arthur
4	B		11	Ted
5	B		10	Bill
6	B		13	Bob
7	C		15	Martin
8	C		20	David
9	C		18	Robert
10	D		24	Diane
11	D		28	Michelle
12	D		27	Oretha
13	D		31	Cristina
14	D		28	Lisa
15	D		33	Helen
16	D		32	Rose
17	D		35	Kalyan
18	D		38	Mai
19	D		36	Joanna
20	E		43	Jaden
21	E		38	Ellie
22	F		46	Nicole
23	F		47	Ali
24	G		49	Samai
25	G		50	Lily

SCHEMA FOR ASSIGNING AVATARS – class of 30

		Student Name	Ava.#	Avatar
1	A		1`	George
2	A		2	James
3	A		3	Arthur
4	B		11	Ted
5	B		10	Bill
6	B		12	Peter
7	B		13	Bob
8	C		15	Martin
9	C		20	David
10	C		18	Robert
10	C		21	Justin
11	C		21	Vincent
12	D		24	Jill
13	D		23	Mary
14	D		24	Diane
15	D		28	Michelle
16	D		27	Oretha
17	D		31	Cristina
18	D		28	Lisa
19	D		33	Helen
20	D		32	Rose
21	D		35	Kalyan
22	D		38	Mai
23	D		36	Joanna
24	E		43	Arthur
25	E		38	Ellie
26	E		44	Betty
27	F		46	Nicole
28	F		47	Ali
29	G		49	Samai
30	G		50	Lily