# Town Hall Meeting Simulation

**Step 1:** You have been assigned and will assume the role of a historical figure and re-create a 1776 colonial town meeting at which they will debate whether or not to declare independence from Britain. Loyalists and patriots will each try to persuade neutralists to join their cause.

**Step 2:** Read the description of your character to understand the character's views of independence.

**Step 3:** Introduce your character to the class to create camaraderie among the loyalists, patriots and neutralists.

**Step 4:** Students will prepare the following materials to use in their town meeting:

- ***Loyalists and Patriots***
  1. Nameplate: These must display your character's name in large, easy to read lettering. Must contain a quotation that represents the charter's view on independence. Color, illustrations, or other graphics may be added. Will be placed on your desk during the town meeting.
  2. Propaganda: This must communicate key beliefs held by your historical figure. Must use striking graphics and/or clever words or slogans to influence and sway the neutralists. Must be visible from a distance of at least 10 feet.
  3. Key Ideas: List of 3 to 5 key ideas supporting your historical figure's view on independence. Must be written clearly on the back of your nameplate. Key ideas will be used in short speeches your historical figure will give during the town meeting.
- ***Neutralists***
  1. Nameplate: These must display your character's name in large, easy to read lettering. Must contain a quotation that represents the charter's view on independence. Color, illustrations, or other graphics may be added. Will be placed on your desk during the town meeting.
  2. Two-sided Loyalist/Patriot Sign: You will create simple, visually appealing graphic symbols for loyalists and patriots, one on each side of a large piece of paper. These signs will be used to indicate which way you are being swayed during the town hall meeting.
  3. Key Questions: Prepare at least 3 questions to ask each side during the town meeting. For example, as a neutralist you might ask patriots, "If the colonies declare independence, how will they govern themselves?" Key Questions should be written on back of your nameplate.

**Step 5:** You will work in teams as you prepare for the town meeting. This is the time when loyalists and patriots discuss among themselves and develop propaganda and key ideas, strategize for the meeting, and build unity. Neutralists may want to visit both sides to get ideas for their two-sided loyalist/patriot signs and to develop their key questions.

| Rubric | 4 | 3 | 2 | 1 |
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| **Required Elements** | Nameplate and propaganda are extremely neat, creative, and have both visuals and a slogan. Included more than 5 key ideas | Nameplate and propaganda are neat, creative, and have either visual or slogan. Included 3-5 key ideas | Nameplate and propaganda are not neat, creative, are missing more than one of the requirement. Less than 3 key ideas | Does not have a nameplate, propaganda, and/or key ideas |
| **Preparedness** | Student is extremely prepared, participates, and can answer all questions about their character | Student is somewhat prepared, participates, and can answer most questions about their character | Student is not prepared, doesn't really participate, and can answer a single question about their character | Student is not prepared, does not participate, and cannot answer a question about their character |