

★ ELECTION LAB™ ★



Cross-disciplinary: STEM meets civics

- ♦ Reveals the science of politics through game play.
- ♦ The game rewards mathematical thinking, not computation.

Hands-on: put your students in the shoes of a professional

- ♦ Students play a campaign strategist with only a few weeks before the presidential election.
- ♦ *Working in teams*, they must deploy their limited resources across the remaining swing states.
- ♦ *The decisions are strategic*: once voting begins, there is no going back.

Nonpartisan!

- ♦ Players have to look beyond the mudslinging and focus on strategy.
- ♦ Game play takes partisan emotions out of the picture.

Unforgettable

- ♦ Once you play this game, you will never forget the way we elect a president.

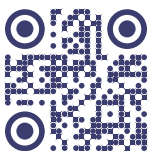
Strategic

- ♦ To win, teams must master the Electoral College mechanics.
- ♦ Demographic shifts to the electoral map become obvious.

Uniquely tailored for classroom play

- ♦ The game sets up quickly, and starts immediately.
- ♦ Up to 40 students can play with one classroom set.

ORDER NOW:



electionlab.org



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 INDELIBLE
LEARNING

* ELECTION LAB™ *

**13 MILLION students are 15-17 years old right now.
What will you do to prepare them to to vote?**

- ♦ Students will learn from your lesson; after playing the game, they will remember it forever.

The Lesson

- ♦ Steps through the mechanics of the Electoral College; and the rules of the game to follow.
- ♦ Give historical context to the election years just played.
- ♦ Customize the Keynote, PowerPoint, or Google Slides any way you like.

The Hybrid Board Game (Chromebook + Board Game)

Chromebook

- ♦ Classroom-supplied Chromebooks or other digital devices keep score for you.
- ♦ Reduces errors and speeds up play.

Eight Board Games in One!

- ♦ Relief maps of the United States are in stunning detail.
- ♦ Color coded by Republican-leaning, Democratic-leaning, and Swing States.
- ♦ Privacy screen, playing pieces, dice, and instructions.

Classroom Tested; wildly popular

- ♦ Over 650 games have been played by students and adults, from ages 10 and up.

"This game is insanely brilliant! It takes a highly-charged, emotional issue, [and by playing the game,] it takes the emotion right out of it! Great visuals, easy to understand, beautiful!" -Kim Fricker, Assistant Superintendant

"This was a wonderful learning lab! I have been raving about it. I will also pass the word to the other principals! Thank you! The program is very relevant and promoting student awareness to gain better civic awareness builds a strong society. Hooray!" -Julie Tarango, Principal

"Thank you so much for presentation! The department loved what you showed us, and is excited to implement it into our curriculum. Thank you both for your hard work and support." -Teacher, 7th Grade

"This is a very interactive course with interesting ways of teaching us things we didn't even imagine and it is VERY fun!" -Student

Real World: choose from these iconic election years

- ♦ 2016 and 2020
- ♦ 2000 and 2012
- ♦ 1960 and 1988
- ♦ 1860 and 1876

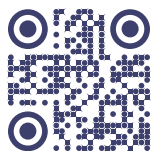
10-pack for Classroom Specifications:

- ♦ Ages 10 and up
- ♦ Serves up to 40 players (4 to a game)
- ♦ 10 complete sets of game pieces and dice
- ♦ 10 privacy screens
- ♦ Electronic web-based scoreboard

Included for Teachers:

- ♦ Specific lesson plans for grades 5, 8, 11, and 12
- ♦ Content built to History & Social Science Standards
- ♦ Presentations in PowerPoint, Keynote, or Slides
- ♦ Links to game setup videos
- ♦ Tips & tricks for a successful Election Lab session

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