Reader's Directions and Script for the Academic Game PROPAGANDA

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 examples in a clear, audible voice.

Monitors (usually teacher/coaches) are needed to move about the room during the Tournament, proctoring, handing out forms, answering player questions, and collecting score sheets and forms. They should also diligently watch that all players keep their eyes on their own papers, and that they are not referring to any notes or books.

1. **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 or four has a PROPAGANDA Score Sheet.
   - Confirm that each player has a List of the Techniques and a PROPAGANDA Answer Sheet.
   - **Confirm that each player has a non-erasable pen for circling answers and marking BOLD OR CAUTIOUS.**

   Say: *"Make sure that you print your name and your team name on the Score Sheet.* [If you are using ID numbers, remind players to write their ID numbers on the Answer Sheet as well.] *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."*

2. **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."*
   Say: *"Place your pencils down. You may not answer until I have read the example TWICE. You must use a non-erasable pen to mark your answer and mark BOLD or CAUTIOUS. You may not change an answer or BOLD/CAUTIOUS once it has been marked. An erasure or scratch out of an answer makes the answer automatically wrong. An erasure or scratch out of BOLD/CAUTIOUS will be treated as not marking either one."*

You should explain at this time whatever procedure your league follows for players answering on the wrong line. The AGLOA rules do not call for a -1 penalty for doing so. However, local leagues may wish to enforce a penalty.

   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 or at least change each round.}**

Say: *"I will now state the Panel'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 circled BOLD or CAUTIOUS. If the answer was NOT correct, 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.*
"Remember, it is your job to play well yourself, and to insure that the other players in your group are playing fairly. If you need help, please raise your hand."
Direct teacher/monitors to students who have questions.

3. **Read additional examples for the round.**
   - Repeat the process in step **2** 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 give players 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.
   - **Frequently remind players (a) to mark each answer on the appropriate line and (b) that they may not change an answer once it is marked.**

4. **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 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 players at the table are correct, initial the Score Sheet at the bottom. One player should hold the scoresheet in the air for a monitor to pick up."*
   If Answer Sheets are being collected, also tell them to hold up their Answer Sheets.
   Ask monitors to pick up the Score Sheets (and possibly the Answer Sheets as well) 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 reverse side of the Answer Sheet for the second round. If that is the case, 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.

5. **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 selects a DIFFERENT player to keep score for the second round. This shares the responsibility and discourages the temptation to cheat.

6. **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.
    - **In particular, make sure that all scoresheets are accounted for before dismissing students.**