Appendix 1: Implementing Common Core Standards

Competency Goal 4 The learner will explore active roles as a citizen at the local, state, and national levels of government.

Objectives

- **4.01** Examine the structure and organization of political parties. Students will examine the beginning of political parties and how the parties have morphed into the major Two Party System that we have today.
- **4.02** Describe the election process and the qualifications and procedures for voting. Students will write platforms, give campaign speeches, and campaign to have other students vote for their running candidate.
- **4.03** Analyze information on political issues and candidates seeking political office. Each student running for office will give a campaign speech on the issues they wrote in their platform. Students will be seeking political office by convincing the other students that their plan for the school is better than the other candidates.
- **4.04** Demonstrate active methods of promoting and inhibiting change through political action. Students will be promoting their party with campaign posters, propaganda, and voting.
- **4.05** Analyze consequences of compliance or noncompliance with laws governing society. Students will react to negative and positive propaganda and influences of the media onto their specific campaign party.
- **4.06** Describe the benefits of civic participation. Students will be engaging in the voting and election process.
- **4.07** Analyze costs and benefits of jury service, voting, seeking office, and civic action at the local, state, and national levels. Each group will nominate a candidate seeking office and try to convince the other class members that he/she will be the best candidate to run their current school and be named "President" of the school Students will work primarily on Objective 4. Objective 4 outlines civic participation in voting and understanding the role of political parties and voting in the United States. Students will bring these objectives to life by participating in the project.