



## **Congressional Simulation**

[Check Your Grades for the Simulation](#)

You will participate in a simulation designed to give you an idea of the workings of Congress. Since this is only a simulation, this will be a modified experience. Your grade will be determined by some required activities, and how successful you are in passing legislation. This is a major activity for the unit, and the grade for this simulation will reflect that.

### **Day 1: Pre-simulation activities:**

1. [Blind draw for political party & state to represent](#)
  - i. [Period 1](#)
  - ii. [Period 2](#)
  - iii. [Period 5](#)
  - iv. [Period 6](#)
  - v. [Period 7](#)
- b. [Click Here](#) to fill in your Name to your Role
- c. Pick a Representative you are modeled after (from the Blind Drawing)
  - i. [House of Representatives](#)
  - ii. [Senate](#)

### **2. Congressional Crusader Research**

- a. [Research the CongressPerson](#) Steps 1&2
  - i. For research you can go to their website
- b. [Congressional Crusader](#)
  - i. [Click Here](#) on how to find a bill for your Congressional Member
- c. Due by 1/24

## Day 2: Get Organized 1/26

- I. Committee chairmen selected in the House
- II. Vote for House/Senate leadership positions
- III. Find out what committees your Congress Member is in (by clicking on their name from the link above) and Push to be in one of those committees

A. [Selection of committee](#)

### Committee Options from #3

<u>House of Representatives</u>	<u>Senate</u>
<ul style="list-style-type: none"><li>• Rules</li><li>• Education and Workforce</li><li>• Energy and Commerce</li><li>• International Relations</li><li>• Ethics</li></ul>	<ul style="list-style-type: none"><li>• Appropriations</li><li>• Foreign Relations</li><li>• Commerce Science and Transportation</li><li>• Veterans Affairs</li><li>• Agriculture, Nutrition, and Forestry</li></ul>

IV. [Click Here](#) to find/fill out your Committee

- Due by the end of class for day 2

## Day 3: Legislation

- I. [State of the Union Video](#)    · [State of the Union Transcript](#)
  - A. Use this to see what the President's agenda is and what bills he is likely to sign
- II. [Using this Template](#) to write a Bill based off of one your Representative wrote (On the back of your Congressional Crusader). You should know it so well that you can spit it into this format. Additionally, you can add any provision or earmark legislation for your state that you would like.
  - A. **HARD COPY (Print it) Due before you walk into the classroom the following A or B day**

## Day 4: [Committee Hearings](#)

- Debate bill that are proposed in committee
- Amend bills to ensure successful votes
- Vote on bills to be pushed forward, and which bills are tabled.

## Day 5: Floor Debates

- Each House of Congress will get 30 minutes to discuss and pass bills. For the purpose of this simulation we will assume that if a bill gets passed in the House of Representatives it will also get passed in the Senate and if a Bill comes to the Senate, it was previously passed by the House of Representatives.
- Read through the procedures and plan your strategies using the links below for your respective houses.
  - [House of Representatives Rules and Decorum](#)
    - *Speaker's Script*
  - [Senate Rules and Decorum](#)
    - *President Pro Tem Script*

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### **Scoring Rubric:**

#### [Check Your Grades for the Simulation](#)

Below 115 points = F  
115 to 160 = D  
165 to 185 = C  
190 to 200 = C+  
201 to 230 = B-  
234 to 245 = B  
246 to 265 = B+  
266 to 275 = A-  
276 to 285 = A  
285+ = A+

#### Example Grading:

Points	Day	Activity	Score	Grade				
15	1	<a href="#">Assign Leaders</a>	15	F				
30	1	<div><a href="#">Assign Committees</a><table><tr><th><u>House of Representatives</u></th><th><u>Senate</u></th></tr><tr><td><ul style="list-style-type: none"><li>• Rules</li><li>• Ways and means</li><li>• Energy and Commerce</li><li>• International Relations</li><li>• Agriculture</li></ul></td><td><ul style="list-style-type: none"><li>• Appropriations</li><li>• Foreign Relations</li><li>• Energy/Natural Resources</li><li>• Labor/Human Resources</li><li>• Agriculture, Nutrition, and Forestry</li></ul></td></tr></table></div>	<u>House of Representatives</u>	<u>Senate</u>	<ul style="list-style-type: none"><li>• Rules</li><li>• Ways and means</li><li>• Energy and Commerce</li><li>• International Relations</li><li>• Agriculture</li></ul>	<ul style="list-style-type: none"><li>• Appropriations</li><li>• Foreign Relations</li><li>• Energy/Natural Resources</li><li>• Labor/Human Resources</li><li>• Agriculture, Nutrition, and Forestry</li></ul>	45	F
<u>House of Representatives</u>	<u>Senate</u>							
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90	1	<div><a href="#">Research Representative</a> (1,2) 1 = 20 2 = 20 <a href="#">Congressional Crusader</a> Crusader = 30 Law = 20</div>	135	D				

50	2	<a href="#">Write a Bill</a> (Up to 4 Co-Signers)	185	C
25	3	Participate <a href="#">During Committee</a>	210	B-
15	3,4	Get an Amendment onto a Bill	225	B-
25	3	<b>Have your Name on a Bill</b> that passes Committee	250	B
25	4	Dress up during Floor Debates	275	A-
25 (75 for Speakers)	4	Participate During Floor Debates <a href="#">Senate Procedures</a> <a href="#">House of Representative Procedures</a>	300	A+
(15)	3,4	Get an Amendment onto a Bill		A+
25	4	<b>Have your Name on a Bill</b> that passes the Floor Debates	325	A+
10	5	President Signs your Bill into Law	335	A+
-25	5	President Vetoes your Bill	300	A+

Other Bonus Points: **Priority Bill** (Bill that must get passed)

Passes	Fails
<ul style="list-style-type: none"> <li>+30 to Leaders</li> <li>+20 to Whips</li> </ul>	<ul style="list-style-type: none"> <li>-20 to Leaders</li> <li>-10 to Whips</li> </ul>
+10 to everyone in the Party if everyone votes the same way for the bill	

Possible Speaker Points = 380

Possible Leader Points = 375

Possible Whip Points = 365

### **Detailed Point Summaries**

Simulation Activities and Points: **Numbers 1,2, and 3 typed and together.**

1. 25 points: What are their goals, aims, and current platform.
2. 25 points: Provide a brief bio of a House/Senate member from the state you drew.
3. 25 points: Research a bill. What does one look like? How is it constructed? How long is it? Did it pass? Why/why not?
4. 50 points: (Typed on a separate page) Write a modified bill. What will your bill do? Will it change or add to present law? How are we going to pay for it? Will your bill add money to the treasury? [Use this template](#)

**Anyone can help someone else write a bill, but your name can only be on one bill with a maximum of 4 co-signers.**

5. 25 points: Take an active part in committee hearings.

6. 25 points: Take an active part in full floor debate.
7. Bonus-15 points: Write an amendment to a bill in your committee or on the full floor of House/Senate
8. Bonus-25 points for House;25 points for Senate: Your bill and/or amendment passed in committee.
9. Bonus-25 points: Your bill as amended passes in House/Senate
10. Bonus-25 points: On the date established, dress up in a costume that represents something from the state you drew. Costume must be a recognizable effort by class.
11. Bonus-10 points: Your bill is signed by the President.

**Lose 25 points if the bill is vetoed by the President.**

12. Bonus-10 points: If the President's veto is overridden.

**Extra bonus points possible:**

25 points: Majority party picks Speaker/Majority Leader

15 points: Majority party picks Whips (**Two**)

25 points: Minority party picks Minority Leader

15 points: Minority party picks Whips (**Two**)

20 points: Leaders Choose Committees for Representatives

After bills have been presented, and before debate begins, Leader and majority whips must decide on **ONE** bill to make a priority. If the priority bill fails, the Leader loses 50 points, and each whip loses 30 points. If a priority bill passes, the Minority Leader gains 50 points and each whip gains 30 points.

10 points: If the House/Senate can get **every** majority member to vote **for a priority** bill, each member gets 10 extra points. If a minority party gets **every** member to vote **against the priority** bill, each member gets 10 extra points.