

# Rules for 1960 Simulation

## *Teacher Instructions*

The students will be recreating the exciting 1960 Presidential campaign which remains one of the closest political contests in history.

### To Do:

- Provide historical background information to the students concerning American in 1960
- Distribute the political map of the United States
  - Have the students fill in all of the states and their electoral votes for the 1960 contest
- Obtain a pair of dice for use in the election result phase
- Have several envelopes for students to develop their campaign strategy
- Copy all student materials for distribution
- Review the election results but keep this information secret

### Directions:

- Divide the class into two groups—one supporting Kennedy/Johnson and the other, Nixon/Lodge
- Have the students decorate the room to give it the appearance of a campaign headquarters with posters, streamers, balloons, patriotic displays, etc.
- Go over the class assignments with the students and schedule due dates and deadlines
- Give each campaign **FIVE** one vote + percentage cards; **ONE** key state card; **ONE** – percentage card to start the simulation
  - Additional vote + cards will be awarded through assignments
- The students will analyze the electoral map and determine where they are going to use the percentage cards
  - Students will place the percentage cards into envelopes and label the state they are intended for
  - They may use as many cards as they wish for any state
  - The Key State card is used in a state that the campaign believes is critical to their election chances. It will increase their vote percentage by +5% in that state's final toll
  - The Minus -1% card will reduce their opponents final total in the state by that percentage and should be used strategically



*Do not tell the students how the election results will be determined. You do not want them looking at the actual results to determine their strategy.*

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### Determining Election Results:

- All of the students' envelopes must be sealed and labeled with the appropriate state before the election process begins
- Have a student from each campaign keep an electoral tally on the board or on an overhead
- Using either the PowerPoint electoral results or available online at <http://raven.jmu.edu/~biglerpb> or your teacher handout, determine the victor for each state based upon poll closings of 8:00, 9:00, & 10:00 PM.
- For instance: Florida projects according to your teacher chart as follows  
**Nixon: 52% to JFK: 49% 10 Electoral Votes**

If the Kennedy campaign has not used any of its percentage cards to increase their portion of the vote, Nixon carries the state and adds 10 votes to his total in the quest to achieve the 269 votes necessary for election.



**HOWEVER**, if the Kennedy campaign has an envelope labeled Florida with its KEY STATE card enclosed, it would add 5% points to its total making the final result: Nixon 52%/JFK 54%. Kennedy would carry the state and its 10 Electoral Votes. (*Note: It will be possible to have over 100% for the popular vote totals for the purpose of the simulation*)

- Ties: If a state projects at 50% to 50% and neither candidate has added any percentages to the state, have the campaigns roll the dice to determine the winner.
- Continue the process until all states have been projected. The winner is the candidate who received 269 or more votes in the Electoral College.



*Have the students seal their envelopes and keep them in the front of the room during the election result phase. Students will open them when the appropriate state projects its popular totals.*



*Feel free to adapt the assignments and point totals to your individual classes. Try to avoid having more than 25 additional points in the simulation in order to keep it realistic.*



**Brochure:** (5 Points) Prepare a three panel brochure for your candidate using the templates provided. Copy and distribute the material to the class.

**Campaign Button/Sticker:** (1 Points) Develop a slogan for your candidate and design a campaign button/sticker. Have all members of your campaign wear them during the simulation.

**Timeline/Headline File:** (3 Points) Develop a timeline for the period 1950-1960 illustrating major political, cultural, and historical events for the era. Research old newspapers/magazines from the year 1960 and select 10 newspaper headlines to include in a poster for the campaign.

**Debate:** Winner (3 Points)/Loser (2 Points/1 Point/0 Points determined by teacher) Topic: *“What are the great issues facing America in 1960 and why are you the best candidate to address them?”*

Other assignments to be determined