

You Rule! KS2 Activity Pack

Run a nation-building event in your school

This pack will help KS2 teachers use *You Rule!* – the exciting new title from Lonely Planet Kids – to inspire curiosity about the world and its people.

It includes resources to help you run a series of lessons or a themed day based on nation building. The fun, hands-on activities will get your KS2 pupils thinking about democracy and the differences between nations.

Curriculum links

The activities link to the national curriculum for Geography, English, and Art and Design at KS2. They also provide a fun and engaging way for primary schools to promote British values by “*includ[ing] in suitable parts of the curriculum, as appropriate for the age of pupils, material on the strengths, advantages and disadvantages of democracy.*” – Department for Education, November 2014

You will also find ideas for extending the activities to support the national curriculum for Citizenship at KS3.

inside the pack:

The resources include:

Instructions and scripts

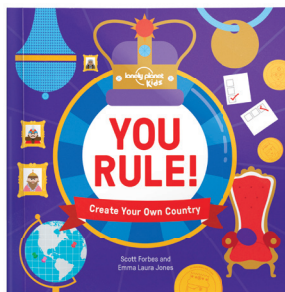
Ideas for tailoring the activities to your class or school

Templates for creating maps, flags and emblems

Activity passports

Ideas for follow-up activities

All of the resources are free to download, print and photocopy.



About the book

You Rule! is an exciting new non-fiction title from Lonely Planet Kids, which shows children how to design their very own nation from scratch. Establish your borders, design your flag and take charge. You can be king, queen, big chief, emperor or president. Because right here, right now, **you** rule!

Get ready

These notes will help you get ready to run an event based on *You Rule!* in your school. The resources could be used in a series of lessons over several days, or as part of a themed nation-building day involving multiple classes.

Overview

1. Introduce the challenge

The nation-building day begins with the premise that an undiscovered piece of land has been found near your hometown, and your school is about to claim it.

Challenge each class (or group of pupils) to design their own nation from scratch. Nations will compete to attract the most new 'citizens'.

2. Whole-class discussion

The script includes questions and quizzes to prompt lively discussion, with excerpts from *You Rule!*

This will help each class to name their country and establish the key rights and rules before beginning the hands-on activities.

3. Hands-on activities

Split the class into groups, each one focusing on one aspect of nation building. Here are some ideas. You will find more activity suggestions in *You Rule!*

Group	Jobs
Ministry of Cartography	Map the new country
Ministry of Heraldry	Write a motto Design a coat of arms
Ministry of Vexillology	Design a flag
Ministry of Culture	Design a national costume, or compose a national anthem
Ministry of Sport	Invent a national sport
Ministry of Fun	Design a public holiday
Ministry of Finance	Invent a currency and design notes and coins
Ministry of Media	You could also ask one group to be in charge of coordinating the presentation. They would work with the other teams to write a script, plan a running order, and deliver the presentation at the end of the event.

Create an activity station for each team. The resources includes printable templates and instructions to support three activities:

- Draw a map
- Design a flag
- Create an emblem and motto.

4. Present the new nations

End the day by asking classes to present their new nations.

Presentations could include:

- A tour of the new country, using the map
- A reading of the declaration of independence, including the key rules and rights
- Singing their national anthem
- Modelling their national costume
- Sampling their national food
- Demonstrating their national sport

5. Hold a vote

Ask pupils to vote for the nation they would most like to live in. This could be done in several ways:

- by a show of hands
- by pinning up the flags around the hall, and voting with their feet
- by placing marbles into containers and weighing them.

6. Hold a flag raising ceremony

The winning nation could celebrate by raising their flag, following the instructions in *You Rule!*

Tailoring the event for your school or class

“I’m running the event for a single class”

- Split the class up into teams. Each team could design a competing nation.
- Teams could work through all the activities in turn, spending 30 minutes on each.

“I would like children to work in small groups”

- If you have more than three groups, you could assign extra activities from the Activity Passport. For example, you could establish:
 - o Ministry of Fun, to design a national holiday
 - o Ministry of Sport, to create a brand new sporting event
 - o Ministry of Finance, to create a currency and design coins and notes
 - o Department of Tourism, to design a postcard and stamp
 - o Ministry of Culture, to write a national anthem and/or design a national costume
- You’ll find plenty more ideas and prompts in *You Rule!*

“I would like to run follow-up activities”

- Work together to scale your 2D map up to create a huge 3D map of your new country! This could be built from any materials you have to hand. Here are some ideas:



Lego Collage of old maps
Natural materials Junk
Digital map
(e.g. using Google Maps New Life)
Collage of textures

- Ask each pupil to complete and fold an activity passport as a record of his or her new nation.
- Create an A-Z of your new country, with one entry per letter, to give a fuller picture of what life there would be like.
- Write a tourist brochure, encouraging people to visit your new nation.
- Write a postcard, describing what life is like in your new nation.
- Invent a myth or legend from your new country.
- Write a rhyming national anthem.
- Create a currency, design coins and notes, and calculate conversions with existing currencies.
- Make a display for each new nation, including the flag, map, declaration of independence and anything else you create.

Adapting the event for KS3

The ideas in this pack could be adapted and extended to support the national curriculum for Citizenship at KS3.

Ask each class (or group) to designate their classroom (or an area of the school) as their new nation. The initial nation-building activities could lead into discussions about access to resources, trading and international relations. E.g. What happens if your territory does not include toilets or a water supply? What happens when you need to cross someone else's territory?

Each group could be given a card that tells them how to run their group using a particular style of governance: autocracy, monarchy/oligarchy or democracy. They must follow the rules on the card. Swap the cards around so that each group experiences each form of government during the day. At the end of the event, invite pupils to feed their experience into a discussion about democracy.

3. Gather resources

These resources will be helpful on the day:

- | | |
|---|---|
| <input type="checkbox"/> Large paper pad (or white board) for recording ideas | <input type="checkbox"/> Print and photocopy templates as necessary |
| <input type="checkbox"/> A dice for the nation naming game | <input type="checkbox"/> Materials for creating a 3D map (optional) |
| <input type="checkbox"/> Pencils and erasers | <input type="checkbox"/> Rule or metre-rule for scaling up your 2D map (optional) |
| <input type="checkbox"/> Colouring pens, pencils or paints | <input type="checkbox"/> Camera, for photographing 3D maps (optional) |
| <input type="checkbox"/> Sticky tape or sticky tack | |

Useful links and resources

Books and websites to inspire young nation-builders, and develop follow-up activities around democracy.

You Rule!

Lonely Planet, 2015 / 9781743607831 / 8+ / *Shows you how to design a completely new nation from scratch*

Amazing World Atlas

Lonely Planet, 2014 / 9781743603895 / 8+ / *Bringing the world to life*

The Lonely Planet Kids Travel Book

Lonely Planet, 2015 / 9781743607718 / 8+ / *Mind-blowing info on every country in the world!*

The Citizenship Foundation has links to a wealth of resources for schools.

<http://www.citizenshipfoundation.org.uk/>

Teaching resources and lesson plans from the UK Parliament

<http://www.parliament.uk/education/teaching-resources-lesson-plans/>

Assembly Script

Script for assembly

I've got great news.

An undiscovered piece of land has been found in _____, and our school is going to claim it!

NAME OF A BODY OF WATER
OR WILD AREA NEAR TO YOU

Q: Has anyone ever set up a country from scratch before?

Luckily, the school library has this brilliant book called *You Rule!* It's got lots of advice from other people who have set up their own tiny countries called micronations. Even children have done this!

One of them was a 14-year-old called Robert Ben Madison, who created a kingdom in his bedroom. He called it Talossa, and named himself King Robert I. After he created a Talossa website, people all over the world applied to join his country (while continuing to live in their own bedrooms, of course). Today, Talossa has about 250 'citizens' around the world!

I'd like to challenge each class to create a new nation that other people would like to live in!

You will need to choose a name, decide on the key rights and rules for your citizens, and make a map to mark out your territory.

At the end of the day, each group will have five minutes to tell everyone all about their new nation. Then we'll hold a vote to find out which nation you would most like to live in.

Script for class teacher or group leader

Before we start, we need to decide who's in charge. I think I should be in charge and make all the decisions on my own. Does that sound fair? It doesn't sound very fair, but there are countries run like this, by just one person. They're called **autocracies**.

NAME OF A CHILD
IN THE CLASS

Ok, I've got a new idea. Instead of one person making all the decisions on their own, we'll let _____ choose a group of his/her friends and they can rule together. Who thinks that's fair? And who thinks it's unfair? Why?

Countries where a small group of friends or family make all the decisions are called **oligarchies** or **monarchies**.

Q: Does anyone know how our government makes decisions?

Hands up if you think they:

- A. Roll a dice?
- B. Let guinea pigs decide everything?
- C. Talk about each new idea and then vote on it, so everyone has a say?

The answer is C.

A country where everyone has an equal say is called a **democracy**.

Lots of countries are run in that way, including the UK.

Let's try out democracy by holding a vote.

Hands up who wants to run our new country as an:

- A. autocracy, where one person has all the power?
- B. an oligarchy, where one small group has all the power?
- C. or a democracy, where the power is shared equally between everyone?



Autocracy



Monarchy



Democracy



Oligarchy

use these diagrams to help represent how different countries are run

Write down the result where everyone can refer to it. The activity notes assume that children will choose democracy so they all get a say!

Brainstorming rights and rules

Now, we need to get people excited about our new country and make it truly magnificent. To do this, we need to decide on some rights and rules.

A **right** is something that every citizen has or does, for example the right to read books for free in a library. Or it could be something silly, like the right to dress as a unicorn on Friday.

A **rule** is something that citizens *have* to do, for example, you must pick up your litter. We could also ban something, such as Brussels sprouts!

Q: Tell me your ideas for rights and rules.

Record children's ideas on a large paper pad, or whiteboard. When they have finished brainstorming, lead a vote on the top 3 rights and top 3 rules, and leave these in a prominent place so everyone can refer to them during the activities.

Name your country

Hang on, though, what's our country going to be called? Let's see what the book *You Rule!* says about naming countries:

First you need to pick a word as the basis for your country name. If you're feeling lazy, this could just be the first name of the leader: 'Emmland', 'Tomland' or 'Kimland', for instance. Or, if you prefer not to be the focus of attention, you could use a simple descriptive name, like 'Longland' or 'Forestland'. It worked for Iceland after all! But perhaps you do have a theme for your country – be it noble, romantic or just plain daft – such as harmony, happiness, music or fish. Fishland? Hmm, maybe not ...

It is a good idea to start with one word though. Let's brainstorm some words that describe our new country.

Take six suggestions from the class and write them down on a paper pad or whiteboard for all to see. Lead a vote to choose the favourite.

Now we're going to use a game from *You Rule!* to turn our word into a country name

Ask for three volunteers. Each rolls the dice once, and you write the chosen name out on a large pad of paper or a whiteboard so it can be seen throughout the session.

The name game (p29 of *You Rule!*)

Simply roll a dice three times to select one name from each category. So, for example, if you roll 4, 3 and 2 and your name is Tom, your country is the 'Most Noble Principality of Tomlandia'. Not bad!

1. Grand	Empire	of NAME	-land
2. Great	Kingdom	of NAME	-landia
3. Immortal	Principality	of NAME	-istan
4. Most Noble	Duchy	of NAME	-ania
5. Sovereign	Federation	of NAME	-topia
6. United	Republic	of NAME	-ica



Introduce the activities

You've done an excellent job so far, but our work as nation builders has only just begun. Next we need to map our country, and make a flag and emblem so we can start telling the world about it.

Introduce the tailored activities and direct children to the appropriate work stations e.g.

To do this we are going to split up into three teams...

The Ministry of Cartography is going to create a map of our new country.

The Ministry of Vexillology is going to design a flag.

The Ministry of Heraldry is going to design a coat of arms, and come up with a motto.

You may want to split the class up into more than three teams. You'll find lots of suggestions in *You Rule!* including:

The Ministry of Culture – Design a national costume, or compose a national anthem

The Ministry of Sport – Invent a national sport

The Ministry of Fun – Design a public holiday

The Ministry of Finance – design a currency

The Ministry of Media

You could also ask one group to be in charge of coordinating the presentation. They would work with the other teams to write a script, plan a running order, and deliver the presentation at the end of the event.

Craft activities

This is one idea for setting up the activities, but can be varied to suit your resources and group size.



1. Map making

Provide children with:

- Map instruction sheet
- A3 map template
- Pencils and colouring pens or pencils, erasers
- A selection of books with maps in different styles, for inspiration (see the list of recommended reads)
- Scrap paper for sketching ideas

2. Flag making

Provide children with:

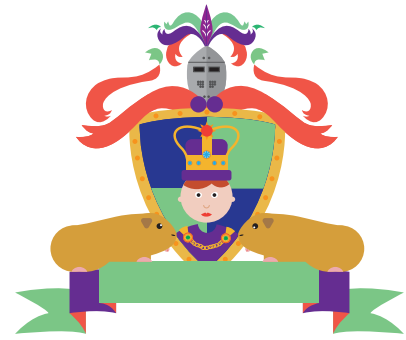
- Flag instruction sheet
- A4/A3 flag template
- Pencils and colouring pens or pencils, or glue and materials to tear or cut to make a collage, erasers
- A selection of books with flags, for inspiration (e.g. *Lonely Planet Kids Travel Book*)
- Scrap paper for sketching ideas

3. Coat of arms

Provide children with:

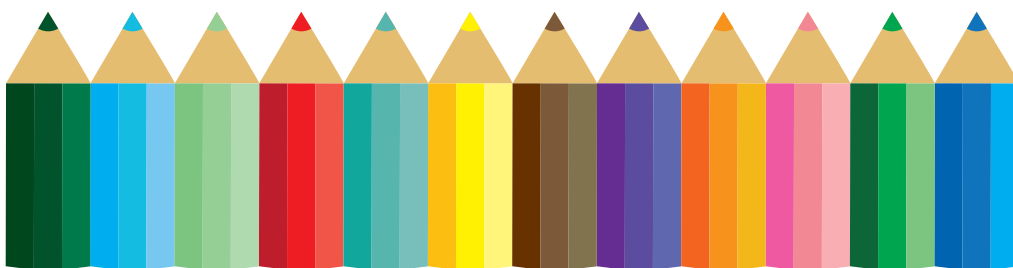
- Heraldry instruction sheet
- A4/A3 heraldry template
- Pencils and colouring pens or pencils, erasers
- Scrap paper for sketching ideas

Set up extra work stations as required..



The Ministry of Vexillology should complete the Declaration of Independence, with your country's name, rules and rights.

The Declaration of Independence will be read out at the end of the session.



Presentation and voting

Before the end of the event, gather the class back together to look at the finished map, flag and emblem, and read your Declaration of Independence.

If you are running a whole-school event, ask the Ministry for Media group to rehearse their presentation

Round-up assembly

Tell pupils that they are going to hear about all of the new nations.

Give each class five minutes to present their new nation to the rest of the school.

Once the pupils have heard all the presentations, ask them to vote for the nation they would most like to live in. See page 3 of the activity pack for ideas about how to run the vote.

Tell pupils they are not allowed to vote for their own nation.

Once a winning nation has been chosen, ask the founders to read their Declaration of Independence.

This is a document that announces that we have created a separate, independent state. Many countries began with documents like this, most famously the United States. Their Declaration of Independence was proclaimed in 1776, on 4 July – now US Independence Day.

If you have time, you could accompany the reading with an official flag raising ceremony, following the instructions on page 34 of You Rule!

Well done on your hard work today, and remember – **You Rule!**



Ministry of Heraldry

You are the Ministry of Heraldry. Your job is to choose a national emblem and motto, and turn them into a coat of arms for your new country.

Emblems and symbols were used by ancient empires, but it was in the Middle Ages that they became all the rage. Every wealthy family, city and state wanted its own stylish symbol, and strict rules for designing them were written down and are still used today. The study of such symbols is called 'heraldry' and the symbols are known as 'heraldic symbols'. Most real countries have at least one, and yours should be no exception.

A heraldic symbol is usually made up of the same bits and pieces. At the centre is a shield with patterns or images on it – the coat of arms. On either side of the shield are animals that look like they're holding it up, the supporters. Above the shield is a helmet (helm) with a fancy top (crest) and below is a banner bearing a motto, or short saying.

1. Use these instructions to create a coat of arms, supporters and a helm or crest. Record your ideas in pencil on scrap paper before drawing the final artwork on the template. If you can't agree, take a vote – remember, your new country is a democracy!

2. Start by drawing your coat of arms, you can use one of the images on the template or design your own. To create your own, choose a shape and decorate the inside with patterns and images. Once you've designed your coat of arms draw it in the centre of the template.

3. Now you need to choose which animals you want to be your supporters. Choose from the examples or think of your own. Draw them on both sides of the coat of arms.

4. Next, you have to add the helm or crest. Choose from the examples or create your own and draw them above your coat of arms.

5. Finally, you need to write a motto to let everyone know what your country is all about. Once you've decided what your motto will be, write it in the banner below the coat of arms and colour the banner in.

A motto is meant to sum up the ideals of your country. Traditionally, mottos were in Latin, but if your Latin is a bit rusty or you think none of your subjects will understand, stick with English. A motto could be something like 'Happy together' or 'With honesty and decency'. Greece has 'Freedom or death', which at least gives Greeks a simple choice! The African country of Botswana, a parched land where a downpour is always welcomed, favours just one hopeful word, pula, meaning 'rain'.

Turn to page 33 of **You Rule!** to read mottoes from other micronations!

Ministry of Vexillology

You are the Ministry of Vexillology. Your job is to design a flag for your new country.

After a country name, the next essential thing for any new ruler is a flag. You'll need one for ceremonies, for claiming new territories, for rallying your troops and for your citizens to stick on their car bumpers.

1. Start by choosing the colours for your flag. Record your ideas in pencil at first on scrap paper.

Most flags consist of simple blocks of colour, so it makes sense to start there. Perhaps you could use your favourite colour, or something that you feel represents your country: blue for an island in a vast sea, green for land cloaked with forests or purple for the colour of your bedroom walls!

Play around with blocks of different colours. You could opt for a two-colour, flag like Ukraine's plain blue and yellow design. Or the very popular tricolour (three colours) style favoured by the likes of France and Italy. Just make sure it hasn't been done before.

2. Decide which shapes to include. If you can't agree, take a vote – remember, your new country is a democracy!

For a bit more style and variety, get away from simple squares or rectangles and add a few curves and angles. You could throw in a circle, try some stripes or a cross, maybe even a star or two. Or why not have your lines run diagonally, in all sorts of colours, like the Seychelles? Now does that not just say 'fun place' to you!?

3. Add a symbol that represents your country.

You can make your flag more distinctive by adding a symbol that represents your country. It could be a strong and powerful looking animal – Albania's flag has a two-headed black eagle, and Bhutan's has a seriously cool looking dragon. Or how about a symbol that relates to the landscapes of your country, like Canada's maple leaf, or something that refers to your nation's theme? Beaming out from the flag of the African Empire, a micronation devoted to silliness, is a huge smiley face.

4. Turn your ideas into a finished artwork by drawing your flag in the template you've been given. Make sure you write your new country's name in the banner above the flag to declare it as official.

5. If you have time, flip to page 34 of You Rule! and find out how to organize an official flag-raising ceremony. Practise so you can do this if your new nation wins the vote.

Ministry of Cartography

You are the Ministry of Cartography. Your job is to map your new country.

The map must be magnificent. It must make people want to visit, and even become citizens themselves.

1. Start by recording ideas in pencil on scrap paper. Think about how you could show:

- Natural resources
- Settlements (such as towns, cities and villages)
- Landforms (such as hills, lakes or mountains)
- Boundaries
- Wildlife
- Human-made elements (such as transport networks and monuments)
- Leisure activities (such as swimming pools and parks)

2. Decide which features to include in the final map. If you can't agree, take a vote – remember, your new country is a democracy!

3. Turn your ideas into a finished artwork using the map template you have been given. First you need to write your new country's name in the signpost and draw a boundary if this hasn't been done for you.

4. Now you need to draw the major features of your country, in the correct positions and, as far as possible, at the right scale onto your map.

Normally, maps show different kinds of natural or physical features with different colours; for example, deserts are brown or pale yellow, waterways are blue, paths may be dashed lines. On simple maps, mountain peaks or hilltops can be drawn as a line of peaks or marked with a triangle. Why not make up your own colours and icons to show the different features?

5. Once you've drawn all of the major features on your map you need to fill in the key which you will find on the template. In here you need to write down what each colour and icon you've used on the map means.

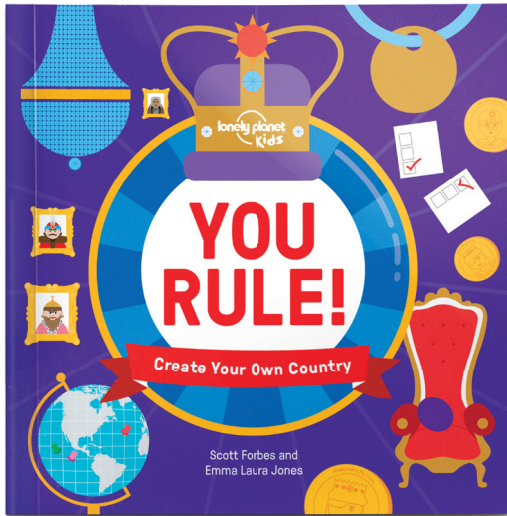
6. Complete the compass rose.

7. Complete the scale to show the size of your country.

Turn to page 26 of **You Rule!** for more map-making hints and tips!



You Rule!



About the book

You Rule! is an exciting new non-fiction title from Lonely Planet Kids, which shows children how to design their very own nation from scratch. Establish your borders, design your flag and take charge. You can be king, queen, big chief, emperor or president. Because right here, right now, you rule!

ISBN 9781743607831 | £9.99 | For Kids 8+
Available where books are sold

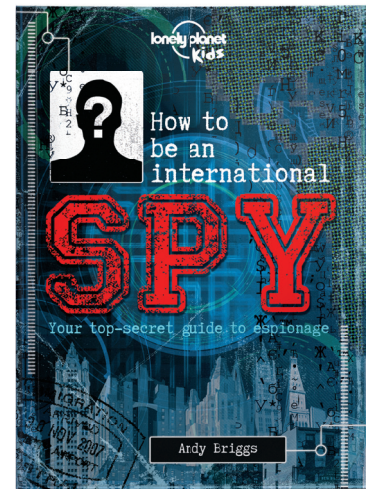
Check out more fantastic Lonely Planet Kids books, visit: lonelyplanetkids.com



9781743607824, £9.99



9781743607718, £14.99



9781743607725, £12.99

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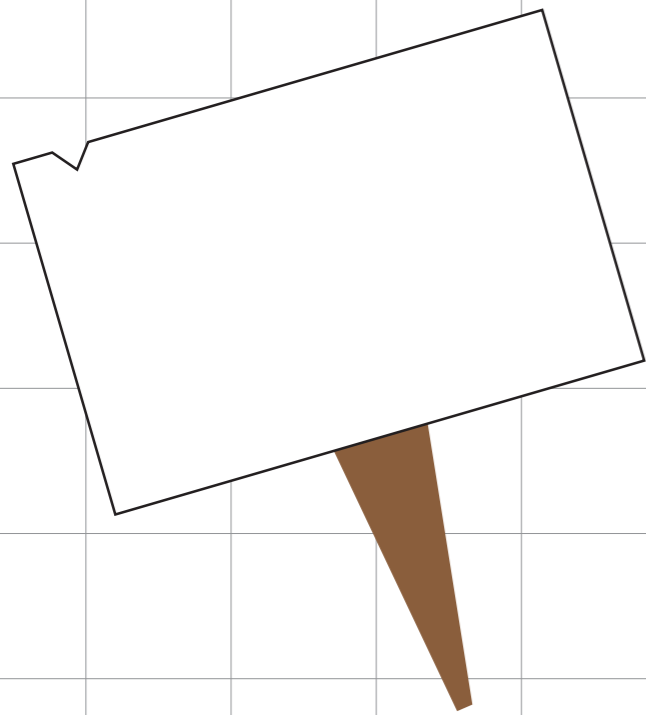


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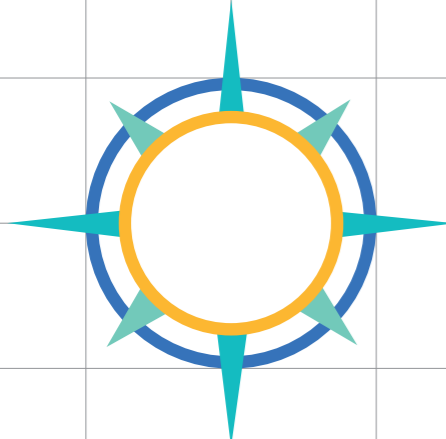
Map of your country



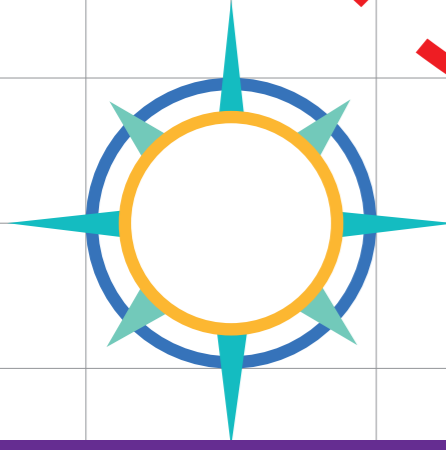
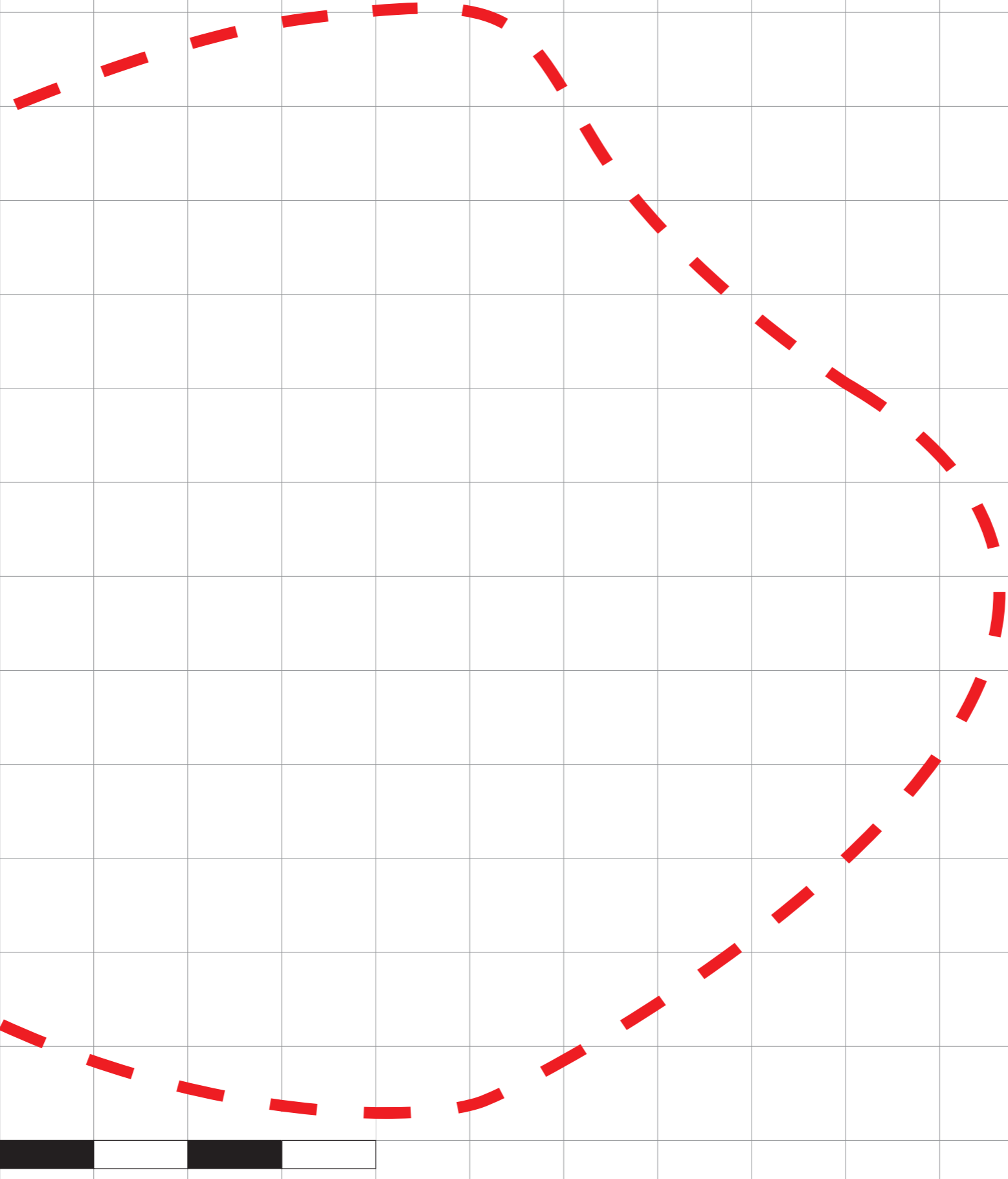
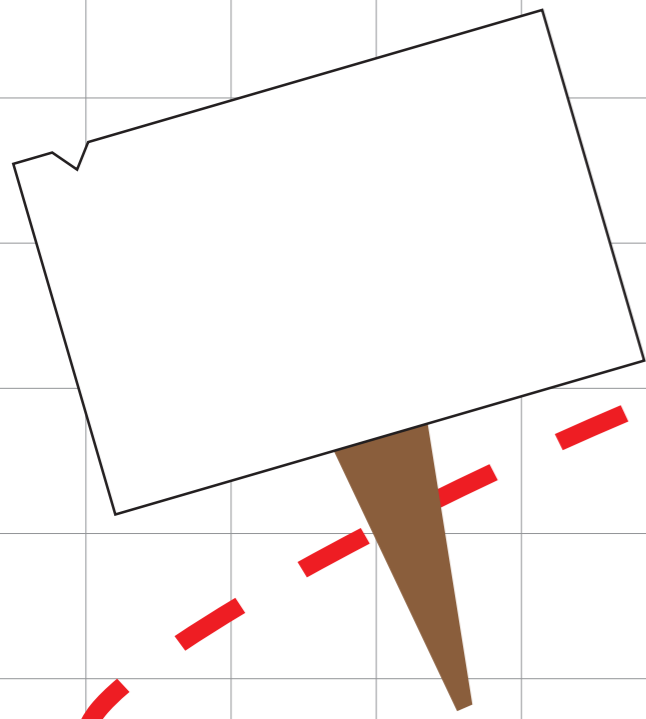
Map template

Key:

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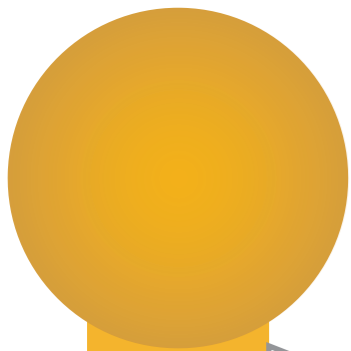
Map of your country



Key:

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Map template

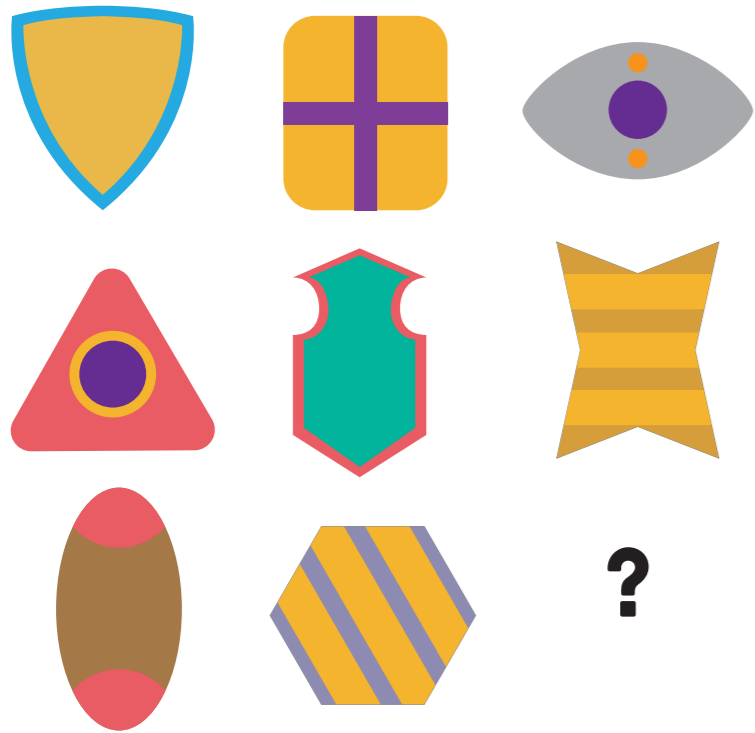


National flag of

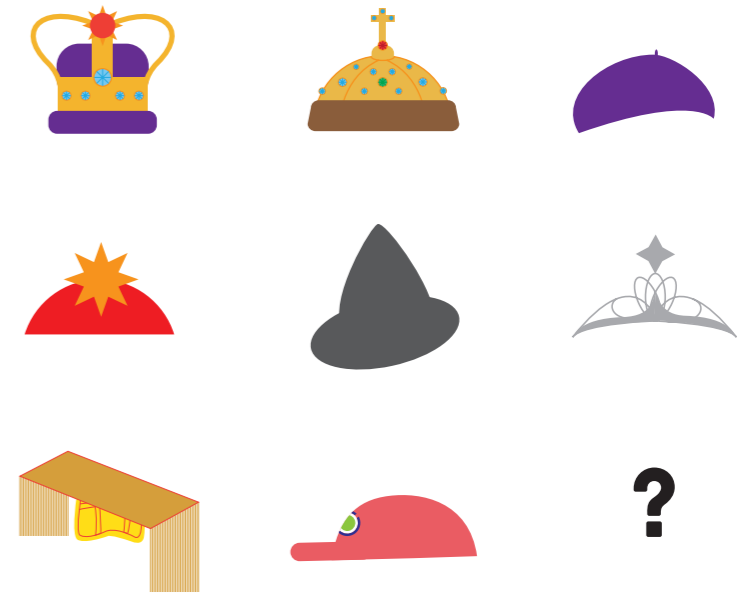
Flag template



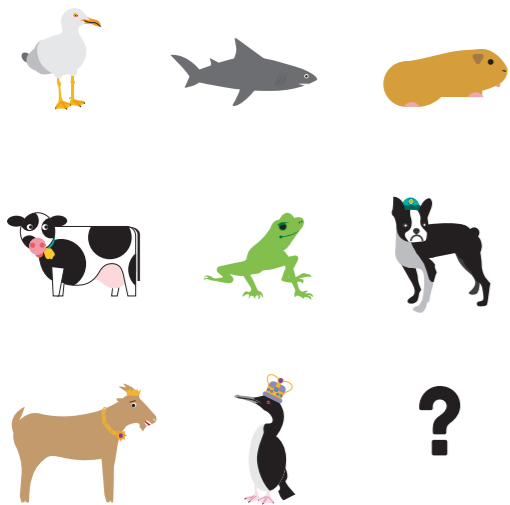
Coat of arms



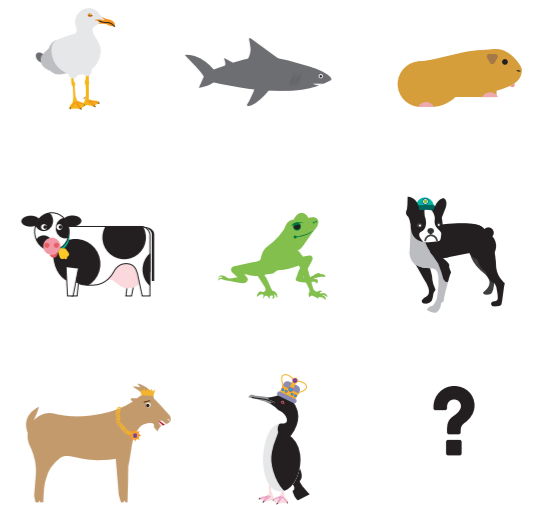
Helm and crest



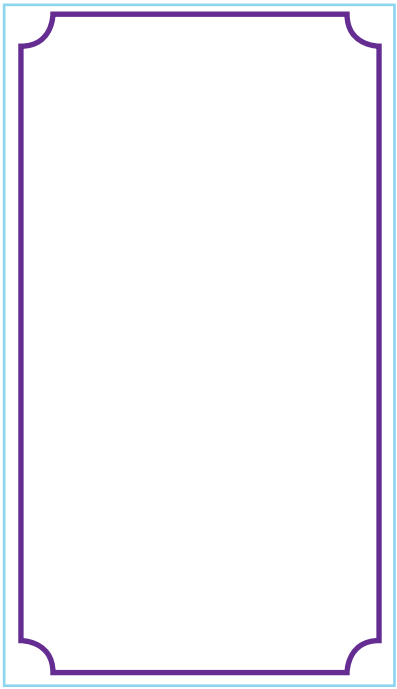
The supporters



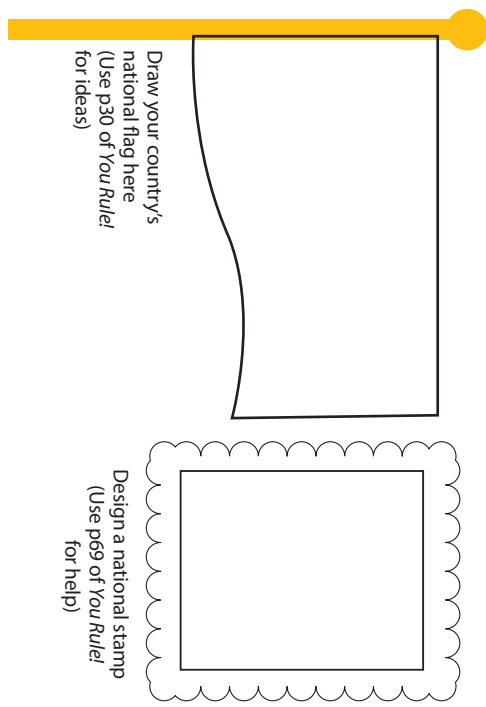
The supporters



Emblem and motto



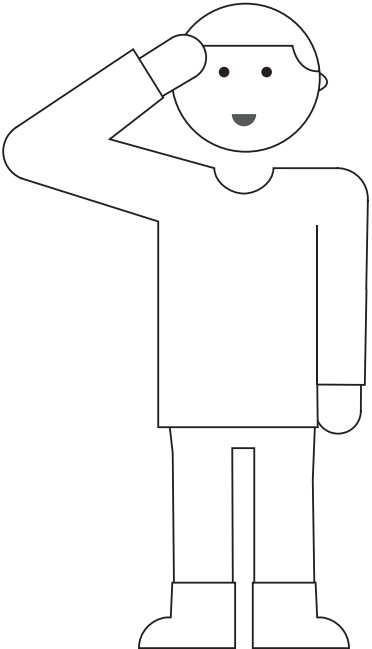
Design an official currency.



Draw your country's national flag here (Use p30 of *You Rule!* for ideas)

Design a national stamp (Use p69 of *You Rule!* for help)

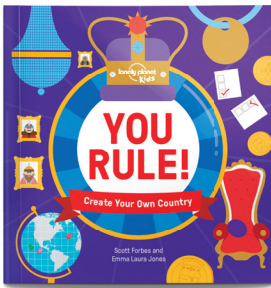
Design a national costume (Use p72 of *You Rule!* for ideas)



What is your:

National sport?

Official National Dish?



How to design a completely new nation from scratch!

Choose where your nation is located, what it looks like, how many people live in it, what they do and how they travel.

You decide, organise, govern and judge. You can be king, queen, big chief, emperor, president or dictator.

Because right here, right now, **you** rule!



lonelyplanetkids.com

Key rights and rules (mini constitution)

Motto (look at p54 in *You Rule!* for help)

Cut here from A to B



Passport No.: 3748910

Date of issue _____
Date of expiration _____

PASSPORT

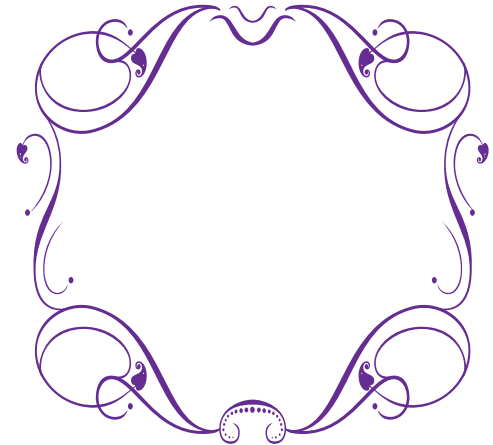
Last name _____
First name _____
Date of birth _____
Place of birth _____
Nationality _____
M/F _____
Signature _____

B
C

Fold along C and D

D

PASSPORT



OFFICIAL COUNTRY NAME

Decorate, design and write your passport before you fold it!

Folding instructions

(You will need a pair of scissors, make sure you have adult supervision)



1

Fold paper in half along the longest edge, making sure the side with your passport on is facing outwards (**A**). Fold in half another two times along the fold lines (**B, C, D**). Unfold the paper the whole way and you should see the folded lines create eight sections (**E**).

2

Now fold the paper down the middle widthways (**F, G**). Take your scissors and cut along the fold between A and B, where it says to “cut here” on your passport (**H**).

3

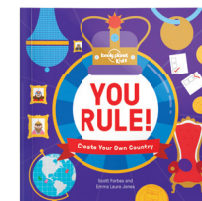
Unfold the paper completely and fold it once, lengthwise, so that the cut you made is at the top (**I**). Put your fingers at the top of both ends and push together; as you push the cut should open up to look like a diamond shape (**J**).

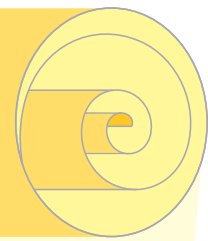
4

Keep pushing inwards until the ends of the cuts meet and the paper is flat.

5

Crease the fold with your fingers along the line between C and D to make your Passport booklet.





Declaration of Independence

We, the pupils of class declare
..... an independent country.

*It will be a magnificent place to live because citizens
will have these rights, and must follow these rules.*

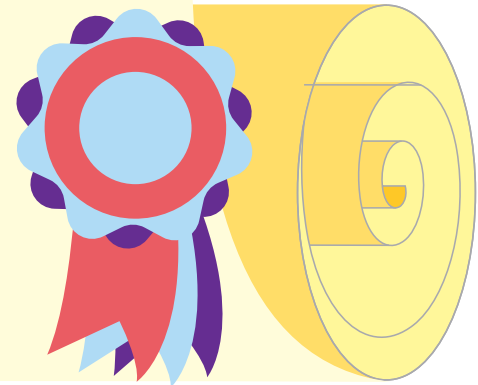
Rights

.....
.....

Rules

.....
.....

Signed by the citizens of



This Declaration of Independence tells people all about your new country!
Why not send it to Lonely Planet Kids?
You can email it to us: lonelyplanet.kids@lonelyplanet.com.