

# ELECTING A RULER OF DAVEYLAND

Daveyland 1828 Modern Day 2025

It is 1828. King Davey is preparing to step down from his throne after twenty years of incredibly successful rule of the country. Since King Davey only has daughters, and women cannot become queen, he has decided to demonstrate his love for the people by allowing the entire population to vote for a new leader. Each of your teams will be running one of your members for ruler of Daveyland.

Each team will be assigned one ISM that affected the nineteenth century. Your team will create a political campaign to support a candidate (one of your team members) who embodies the beliefs and values of the ISM that you have been assigned. This political campaign will include the creation of political speeches, a logo, and a campaign rally that all persuade the citizens of Daveyland to vote for your candidate.

## HERE ARE THE CURRENT CONDITIONS IN DAVEYLAND (1828):

- King Davey is generally recognized as one of the best kings in human history and the world's pre-eminent historian and teacher
- There are ethnic Daveylanders who live outside of Daveyland (see map on page 3)
- Discordia is a free province made up of 60% Palmalanders, 30% Daveylanders and 10% Frendlies
- Friendville is a land of peaceful people who have been under the protection of Daveyland. Palmaland's parliament just voted to annex it by force if necessary
- Daveyland is a great power on the continent, but it is not yet as strong as Palmaland
- Currently, only males making over \$50,000 can vote in elections
- Free public schools are available to all children up until the sixth grade
- The country has just entered the industrial revolution and is quickly strengthening its manufacturing power, but at great cost to the nation's natural landscape
- Daveyland has a small group of wealthy aristocrats and a large group of poor factory workers and farmers.
- There is a 10% tariff on all foreign goods
- 90% of Daveylanders are Catholic. Catholicism is encouraged but not mandatory. The Catholic church supports the government wholeheartedly. Non-Catholics are taxed 10% extra
- There has been a terrorist attack this year opposing the government and killing 19 people

This is a map of Daveyland and the surrounding nations.  
(Ethnic groups are also listed)



# 19<sup>TH</sup> CENTURY ISMS

## ANARCHISM (THERE ARE NUMEROUS OFFSHOOTS LIKE NIHILISM)

1. Background: reaction against the abuses of the Russian government & Eastern Orthodox Church
2. Main Philosophers: Friedrich Nietzsche
3. Major Beliefs: rejected all authority, and supported propaganda of the deed to effect change (this included violence when necessary)

## CONSERVATISM

1. Background: reaction against the violence and rapid changes which swept across Europe during the French Revolution. Preferred slow change
2. Main Philosophers: Thomas Hobbes, Edmund Burke, Benjamin Disraeli
3. Major Beliefs: tradition, legitimacy, balance of power. Adverse to rapid change and innovation and strives for balance and order, while avoiding extremes

## DEMOCRATIC SOCIALISM

1. Background: a response to the growing gap between rich and poor in the 19<sup>th</sup> century
2. Main Philosophers: Eugene Debs, Charles Fourier, Louis Blanc, Sidney Webb
3. Major Beliefs: collective ownership of major industries of means of production, all people should be equal economically and in terms of rights

## LIBERALISM (19<sup>TH</sup> CENTURY)

1. Background: break with the past conception that certain individuals and classes were chosen to be above others. Instead, it assumed that free individuals could form the foundation for a stable society
2. Main Philosophers: Adam Smith, John Locke, John Stuart Mill
3. Major Beliefs: freedom, political freedom and the social contract, fundamental rights, Individualism, Laissez-faire

## NATIONALISM

1. Background: reaction against Enlightenment ideas that all people are of one family
2. Main Philosophers: Giuseppe Mazzini, Otto Von Bismarck, John L. O'Sullivan
3. Major Beliefs: a state is not geographic territory, but people of common history, common language, common religion, self-awareness of group status. People of this character should be unified in one nation. "Nations have national symbols, a national culture, a national music and national literature; national folklore, a national mythology and - in some cases - a national religion. Individuals share national values and a national identity, admire the national hero, eat the national dish and play the national sport."

## RADICALISM

1. Background: a response to the growing gap between rich and poor in the 19<sup>th</sup> century
2. Main Philosophers: Thomas Paine, Maximilien Robespierre, Jeremy Bentham, Jean Jaurés
3. Major Beliefs: all people should be equal economically and in terms of civil rights
  - a. Government should provide a social safety net for all its citizens
  - b. Perception on equality (Attitude towards social classes & women)
  - c. Redistribution of wealth from rich to the poor

## REACTIONARIES (ISM)

1. Background: developed as the French Revolution became more violent and monarchists desired a return to a previous condition of affairs (Old Regime)
2. Main Philosophers: Prince Klemens Wenzel von Metternich, Charles X (of France)
3. Major Beliefs: tradition, legitimacy, balance of power. Wanted to replace existing state with the previous social and political system. Idealized serfdom and absolute monarchy

## ROMANTICISM

1. Background: reaction against the Enlightenment and the Age of Reason
2. Main Philosophers: Jean Jacques Rousseau, Monet, Wordsworth, Schelling, Madame de Staël
3. Major Beliefs: feeling for one's country and history was promoted along with feeling for birds, trees and nature. Take a look at:
  - a. Assessment of peoples' rights and capabilities of human beings and human nature
  - b. Attitude toward church (and God)
  - c. Attitude towards revolutions in France and Greece
  - d. Nature: Attitude towards industrialism (opposed soulless individualism and economic egoism)

**This is a map of Daveyland and the surrounding nations. (Ethnic groups are also listed)**



# PRESIDENT OF DAVEYLAND: THE CAMPAIGN RALLY

For the Daveyland project, your group will create a rousing introduction of your party and deliver a series of persuasive speeches promoting your candidate at a campaign rally on Thursday, October 7<sup>th</sup>.

Your group will have between 6-7 minutes to introduce your party and give your speech. **Every single person on your team must deliver a portion of the speech. You must MEMORIZE your speech - you will only be allowed to have a notecard with FIVE key words on it.**

The speech and campaign rally will be assessed on the following criteria:

**Historical accuracy and application:** Your speech should demonstrate an understanding of the key principles of the ISM your candidate represents and an understanding of some of the other ISMs. Your speech should imaginatively apply your ISM to the situation in Daveyland to show how your candidate would improve the country more than candidates from other ISMs.

**Persuasive and Propaganda techniques:** Your speech should effectively employ a multitude of persuasive and propaganda techniques (see your persuasive and propaganda techniques packet for ideas).

**Delivery:** Pacing, volume, inflection, body language, and eye contact are all important aspects of delivery. Make sure to practice delivering the speech in order to master these elements. It is required that you memorize your speech.

**Rally Materials:** Before your speech, your team will introduce itself to get the audience hyped. This introduction should utilize props, costumes, visuals and music that relate to the core ideals of your ISM. You will also display the logo for your ISM.



# DAVEYLAND: STEPS TO GREATNESS

- 1) **Create a Google Doc:** Use this document so that your team can work collaboratively on the speech. Share this document with Mr. Davey . **The document should be titled the name of your ISM.**
- 2) **Research:** Your team must first learn as much information as possible about the main ideas, concepts, and beliefs associated with your ISM. You also need to find out as much as possible about the main figures associated with your movement. Create an outline that clearly brings together all of the information that you found. **Make sure to cite your sources on the outline.**
- 3) **Party Platform:** Decide what your party wants to do in Daveyland. What would you change and what would you keep the same? Create a concise document that bullet points your key proposals for the future of Daveyland. This **must** be cleared by Mr. Davey.
- 4) **Plan for your speech:** Think about the identities of the different speakers in your group - who do you want to speak on your candidate's behalf? (high ranking officials in your party, the candidate's spouse, a military officer, a "regular Joe", etc.). What part of your platform is each speaker going to cover to make sure that all of your ideas are communicated? How long is each speaker going to get?
- 5) **Draft your speech:** Once you know your identity and what key points you need to make, you will write your speech. Make sure to thoughtfully use plenty of persuasive and propaganda techniques. Pay attention to your time limit and word limit.
- 6) **Plan the introduction and atmosphere for your rally:** What will you do to get the crowd energized and involved? A skit? A chant? A song? Will you have signs, stickers, balloons or music? Who will do / bring what? Decide how each group member will dress for the event.
- 7) **Design your logo and poster:** The logo for your ISM is a symbol that represents your team. How will you visually represent the ideals of your party in a striking and symbolic fashion?
- 8) **Revise:** Revise your speeches and practice delivering them to your teammates.
- 9) **Memorize:** You must memorize your speech but you will get to have a notecard - shown to the teacher in advance
- 10) **Prepare:** Meet with your team (virtually) for final preparations and practice.
- 11) **Day Of:** Each team will present in under 7 minutes. (you will receive a grade penalty for going over 7 or under 5). During that time, the other teams will provide an active audience and take notes on the key aspects of each ISM.

# DAVEYLAND: THE RUBRIC

Group Members: \_\_\_\_\_

ISM: \_\_\_\_\_

CATEGORY	Exceptional	Strong	Capable	Developing	Weak
<b>Historical Content</b>	Accurately identifies the key aspects of their 19th century -ism and all key individuals of their ism and correctly applies them in the speech. Shows a full understanding of the topic. Team effectively covered all the key points of their 19th Century ISM. They also compared and contrasted it to at least two ISMS while demonstrating its superiority.	Identifies most of the key aspects of their 19th century -ism and some key individuals of their ism and correctly applies them in the speech. Shows a good understanding of the topic. They also compared and contrasted it to another ISM while demonstrating its superiority.	Identifies some of the key aspects of their 19th century -ism and a key individuals of their ism and correctly applies them in the speech. Shows a good understanding of parts of the topic. Team covered some of the key points of their ISM and tried to compare it to another.	Historical information too brief or inaccurate. Key individuals not mentioned. Team covered very few of the key points of their ISM and failed to compare it to another.	Team covered no key points of their ISM and failed to accurately contrast it.
Notes					
<b>Effective Use of Prompts</b>	Team effectively included all information than was required. They went over how each characteristic of Daveyland applied to their 19th Century ISM and how it would result in a better nation.	Team went over how most characteristics of Daveyland applied to their 19th Century ISM and how Daveyland would improve with their philosophy.	Team went over how a few key characteristics of Daveyland applied to their 19th Century ISM.	Team went over how at least one important characteristic of Daveyland applied to their 19th Century ISM.	Team failed to demonstrate the application of their ISM to the Daveyland prompts.
Notes					
<b>Persuasive and Propaganda Techniques</b>	Speakers thoughtfully and thoroughly appeal to logos, ethos, and pathos. Fluidly employs at least 3 additional persuasive / propaganda techniques in a thoughtful and convincing manner.	Speakers appeal to logos, ethos, and pathos. Employs at least 3 additional persuasive propaganda techniques in an effective manner or 1-2 techniques very convincingly.	Speakers appeal to logos, ethos, and / or pathos. Employs at least 2 additional persuasive / propaganda techniques in a reasonable manner	Speakers appeal to at least one of the following: logos, ethos, or pathos. Attempts made to use additional techniques but they may not be employed effectively.	Speakers do not appeal to logos, ethos, or pathos. No clear attempt was made to utilize additional techniques.
Notes					

<b>Delivery</b>	All elements of delivery consistently superb through the entire speech. Inflection conveyed emotions appropriately. Facial expressions and body language generate a strong interest and enthusiasm about the topic in others. Effective eye contact.	All elements of delivery were solid through the entire speech. Team had good volume and pacing. Clear attempts were made to use inflection effectively and body language. Makes deliberate eye contact.	A few minor problems with volume, pacing, or eye contact. Inflection or body language rarely utilized OR emotion they conveyed often did not fit the content. Problems with memorization of speech. Some eye contact.	There were major problems with volume, pacing, or eye contact. Inflection or body language were not used. Several sections of speech were not memorized. No eye contact.	All elements of delivery were problematic throughout the speech.
Notes					
Notes					
Notes					
<b>Introduction / Campaign Materials</b>	Team intro uses numerous props, costumes, visuals and music that relate to ISM.	Team intro uses props, costumes, visuals and music that mostly relate to ISM. Logo and poster are well designed – clear symbolism and use of visual elements. Fulfill all technical requirements.	Team intro uses props, costumes, visuals and music that somewhat relate to ISM. Message of logo and poster are somewhat unclear or do not fulfill all technical requirements.	Team intro uses props, costumes, visuals and music that barely relate to ISM. Message of logo and poster are very unclear or have severe technical problems.	The team made no clear attempt to relate intro to ISM. No logo or poster.
Notes					