

# Diary of a Wimpy Kid

## SETTING UP THE ELECTION CHALLENGE

### TEACHING NOTES



#### Aims:

- Pupils are given the opportunity to explore one of the series of books to gather evidence as to why their book is the 'best' in the series. This will involve a range of activities including: character and text analysis, summarizing of key events and completion of writing response tasks.
- These findings will then be used to promote their given text through the production of campaign materials such as posters, cartoons and video clips. They will also be asked to present their materials in order to persuade others that their given book is superior to the others in the series.
- A simple vote will conclude the activities, with an opportunity to explore voting systems and processes.
- There are 8 books in the series and book 9 will be publishing on November 5th 2014.

BOOK 9,  
OUT  
NOVEMBER 5TH  
2014

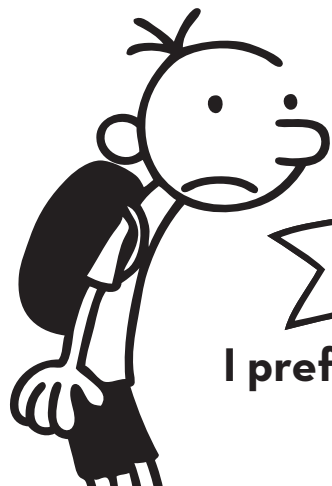


- Allocate one book and hence team colour, to each group. Set the following challenge: they are to persuade others (the whole school or just the rest of the class) that their book is the best in the series. Explain that they will be expected to complete a series of activities building up to a final vote!
- At this point you could begin exploring the election process with Greg's guide to voting (PowerPoint) or wait until you are ready to start holding your elections. The PowerPoint includes a ranking activity on how to make decisions, a voting methods activity and a closer look at how we make decisions.

#### Resources:

Greg's guide to voting  
Preferential voting  
Is it fair?  
That's not fair!





# Diary of a Wimpy Kid



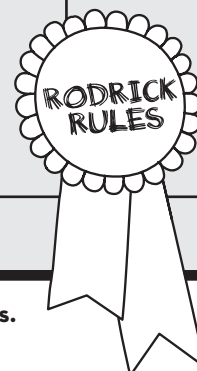
## PREFERENTIAL VOTING

### I prefer ... a guide to how preferential voting works

Thirty children were asked to vote for their favourite Wimpy Kid activities.

Activities were ranked from most preferred (1) to least preferred (5)

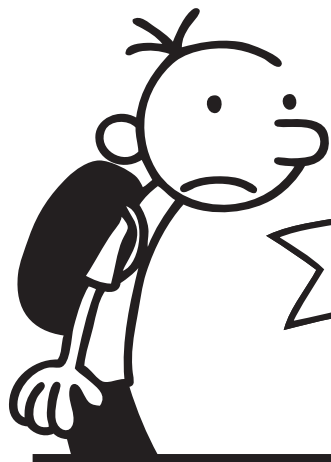
		Playing video games	Drawing cartoons	Reading	Swimming	Playing football
<b>Explanation!</b>	First favourite votes	<b>11</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>2</b>
Playing video games got the most votes but didn't get over half so that choice can't win. Playing football got the least votes so now we look at the second favourites of those people who chose 'football'.	Second favourite votes from 'football'	0	0	1	1	
<b>Now we total the results again!</b>		<b>11</b>	<b>7</b>	<b>8</b>	<b>4</b>	
Video games still have the highest number of votes but still haven't got over half! 'Swimming' now has the least number of votes so we now look at their second choices.	Second favourite votes from 'swimming'	1	1	2		
<b>Now we total the results again!</b>		<b>12</b>	<b>8</b>	<b>10</b>		
We still don't have a winner as no activity has more than half the votes! Now cartoons have the least number of votes so let's look at their second choices.	Second favourite votes from 'cartoons'	2		6		
<b>Now we total the results again!</b>		<b>14</b>		<b>16</b>		



So we now have a winning activity; **Reading, as this activity has over half the votes.**

Is this the same winner as with a standard voting system?

Try out this voting system with your class.



# Diary of a Wimpy Kid

## PREFERENTIAL VOTING



### Preferential voting - Voting forms

#### BALLOT PAPER

**Instructions:** mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5** to show your order of preference.  
Favourite (1) least favourite (5).

	PLAYING VIDEO GAMES
	DRAWING CARTOONS
	READING
	SWIMMING
	PLAYING FOOTBALL

#### BALLOT PAPER

**Instructions:** mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5** to show your order of preference.  
Favourite (1) least favourite (5).

	PLAYING VIDEO GAMES
	DRAWING CARTOONS
	READING
	SWIMMING
	PLAYING FOOTBALL

#### BALLOT PAPER

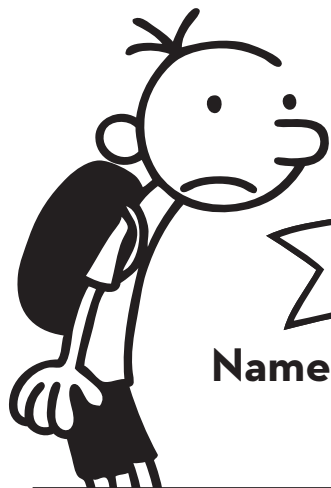
**Instructions:** mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5** to show your order of preference.  
Favourite (1) least favourite (5).

	PLAYING VIDEO GAMES
	DRAWING CARTOONS
	READING
	SWIMMING
	PLAYING FOOTBALL

#### BALLOT PAPER

**Instructions:** mark your vote on this ballot paper by placing the numbers **1, 2, 3, 4, 5** to show your order of preference.  
Favourite (1) least favourite (5).

	PLAYING VIDEO GAMES
	DRAWING CARTOONS
	READING
	SWIMMING
	PLAYING FOOTBALL



# Diary of a Wimpy Kid

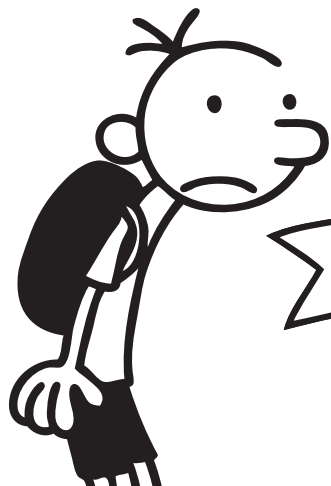
## PREFERENTIAL VOTING



Name: ..... Date: .....

Class results for Wimpy Kid activities – preferential system

		Playing video games	Drawing cartoons	Reading	Swimming	Playing football
Count the first choice votes	<b>First choice votes</b>					
If no choice has over 50% of votes. Look at 2nd choices	Second choice votes from least favourite choice					
	<b>Total the votes</b>					
If no choice has over 50% of votes. Look at 2nd choices	Second choice votes from 'new' least favourite choice					
	<b>Total the votes</b>					
If no choice has over 50% of votes. Look at 2nd choices	Second choice votes from 'new' least favourite choice					
	<b>Total the votes</b>					



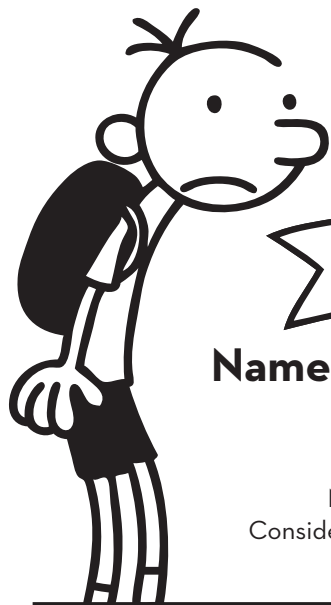
# Diary of a Wimpy Kid

## IS IT FAIR?

Voting for ... is it fair?



Voting for ...	How is it decided?	Does everyone get a say?	Do you think it is fair?
Electing a member of the school council			
Electing a member of parliament			
Choosing a new king or queen			
Choosing a new headteacher			
Choosing the number one record of the week			



# Diary of a Wimpy Kid

## THAT'S NOT FAIR!



Name: ..... Date: .....

### That's not fair!

Making decisions that affect the whole class can be done in a variety of ways.  
Consider the good and bad points about each of the decision making methods listed below.  
Rank the suggestions from 1 - 10 (1 being your preferred choice).

Method	Good points	Bad points	Ranking
Teacher decides			
Toss a coin			
Pick a choice out of a hat			
Everyone votes			
Girls only vote			
Boys only vote			
Headteacher decides			
Teacher picks one person to decide			
Fastest runner gets to choose			
Whoever got top marks in the last test gets to choose			