

30-Day Nation Simulation Unit

A homeschool & classroom unit plan using SFC Nations

This 30-day unit uses SFC Nations as the spine for a hands-on civics, economics, and geography block. Students play 10-20 minutes daily, journal one decision, and complete a weekly reflection. Designed for grades 6-12.

How it works

- **Daily play:** 10-20 minutes. One in-game day = one real day.
- **Daily journal:** 3 sentences. What did you decide? What was the tradeoff? What do you predict will happen?
- **Weekly reflection:** One short essay or discussion (questions provided below).
- **Final project:** A 1-page "State of the Nation" report at day 30.

Week 1 — Foundations

- **Day 1:** Create your nation. Pick a real-world location and explain your choice.
- **Day 2:** Choose 3 starting resources. Research what each enables.
- **Day 3:** Set your first tax rate. Predict revenue vs. happiness impact.
- **Day 4:** Review your budget. Identify your biggest expense.
- **Day 5:** Reflection essay: "What does a government actually do?"

Week 2 — Government & Civics

- **Day 6:** Research your chosen government type. List 2 strengths, 2 weaknesses.
- **Day 7:** Read the in-game effects of 3 other government types.
- **Day 8:** Make a small policy change. Track the effect for 2 days.
- **Day 9:** Compare your nation's happiness to a classmate's. Discuss why.
- **Day 10:** Reflection: "What government type fits your values, and why?"

Week 3 — Economics & Trade

- **Day 11:** Open the trade panel. Identify what your nation needs.
- **Day 12:** Propose a trade deal with an AI nation.
- **Day 13:** Calculate your gross income vs. your military maintenance.
- **Day 14:** Adjust tax rate. Test the Laffer curve — go too high, watch revenue drop.
- **Day 15:** Reflection: "What is comparative advantage?" (use your trade history)

Week 4 — Diplomacy & Geography

- **Day 16:** Identify your 3 closest geographic neighbors.
- **Day 17:** Build reputation with one neighbor. Track diplomatic standing.
- **Day 18:** Consider an alliance. Research the 12 in-game alliances.
- **Day 19:** Respond to a random world event.
- **Day 20:** Reflection: "How does geography shape foreign policy?"

Week 5 — Synthesis (4 days + final)

- **Day 21:** Switch government type for the week. Predict outcomes.
- **Day 22:** Track all changes since the switch.
- **Day 23:** Compare two government types using your own data.
- **Day 24:** Final project work: draft your "State of the Nation" report.
- **Day 25:** Present or submit. Discuss what surprised you most.

Assessment rubric (1-page summary)

Component	Weight	What to look for
Daily journal	40%	Consistent entries, identified tradeoffs, predictions tracked
Weekly reflections	30%	Evidence from gameplay, real-world connections, clear reasoning
Final report	20%	Synthesis of 30 days, comparative analysis, specific data
Participation	10%	Discussion contributions, peer feedback, curiosity

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