

50 Discussion Questions

Socratic-style prompts for civics, economics & geography

Use these as journal prompts, class discussions, or essay topics. Each ties directly to gameplay students will already have experienced.

Civics & Government

1. What is the most important thing a government does?
2. Should leaders be elected or inherit power? Why?
3. Is freedom or security more important?
4. What happens when a government runs out of money?
5. Can a small nation be more powerful than a big one?
6. Who should decide what's legal?
7. What rights should every citizen have?
8. What makes a government "legitimate"?
9. When (if ever) is rebellion justified?
10. Should the rich pay higher taxes? Why or why not?

Economics

1. What is wealth, really?
2. Why don't all countries become rich?
3. Is trade always good for both sides?
4. What's the point of money?
5. Why do prices change?
6. Can a country be too generous with welfare?
7. Should countries be self-sufficient or trade-dependent?
8. What's the difference between income and wealth?
9. Why don't governments just print more money to fix problems?
10. Is competition between countries good or bad?

Geography & Diplomacy

1. How much does location decide a country's fate?

2. Why do most major cities sit near water?
3. Is it better to have many neighbors or few?
4. Should countries always honor their alliances?
5. When is war justified?
6. Can two countries with different governments be friends?
7. What makes someone an "ally" vs. a "friend"?
8. Should small countries band together against large ones?
9. Why do some countries become refugees of others?
10. Is global cooperation possible?

Critical Thinking & Ethics

1. If you had to choose between your nation's good and a neighbor's, which wins?
2. Is it ethical to spy on other nations?
3. Should a leader ever lie to citizens?
4. Who is responsible when a government fails?
5. Can a bad person be a good leader?
6. What's the difference between strength and bullying?
7. When should a country apologize?
8. Is it ever right to break a treaty?
9. Should we judge past leaders by today's standards?
10. What does "justice" mean to you?

Personal Reflection

1. What surprised you most about running a country?
2. What's the hardest decision you've made in the game?
3. What real-world country reminds you of yours?
4. If you started over, what would you do differently?
5. What did the game teach you that a textbook couldn't?
6. Who in real life makes the kind of decisions you've been making?
7. Would you want to be a real-world leader? Why or why not?

8. What's one belief you held that changed during play?
9. What's one skill you've used that you didn't know you had?
10. What would you tell a friend just starting out?