

Government Types — Lesson Plan

Comparative government through nation simulation

Grade range: 7-12 · **Time:** One week (5 sessions of 20 min + final discussion) · **Subject:** Civics / Comparative Government

Objective

Students experience the practical differences between government systems by running their own nation under contrasting governments and tracking the effects.

Background

SFC Nations models 20 government types, each affecting happiness, growth, income, and diplomacy differently. Students don't read about Democracy vs. Monarchy — they live both.

Day-by-day plan

- **Day 1:** Pre-assessment. Have students rank 5 government types from "best" to "worst" and explain why. Save these.
- **Day 2:** Set nation to Democracy. Record happiness, growth rate, income.
- **Day 3:** Switch to a contrasting type (Monarchy or Theocracy). Record same metrics after 24h.
- **Day 4:** Switch to a third type (Anarchy or Totalitarianism). Record metrics.
- **Day 5:** Compile a side-by-side data table. Compare to Day 1 rankings.

Discussion questions

- Which government produced the highest happiness? Why?
- Which produced the highest growth? Is that the same as "best"?
- Did your real-world ranking change after the experiment?
- What's the tradeoff between freedom and efficiency?
- Can a single government type be "best" for every nation?

Extension activity

Have each student write a 1-page persuasive essay defending one government type as "the best" — but they must use data from their own gameplay, not opinion.

Standards alignment (general)

- Civics: forms of government, comparative political systems
- Critical thinking: hypothesis testing, evidence-based reasoning
- Writing: persuasive essay grounded in data