

FRENCH REVOLUTION

VIOLENCE AND SOCIAL CHANGE SIMULATION

You will be split into an upper class and a lower class. The lower class will have a list of grievances that they will bring to the upper class in an attempt to gain more rights. The two groups will have to come to an agreement in order to resolve this dispute.

UPPER CLASS:

You make up a very small percentage of the population, but control most of the land, money, and power. You will first need to choose a leader. The leader will be chosen by rolling a die – the person closest to 6 wins and will become king/queen. It is up to the king/queen to make decisions on behalf of your group. They can choose for themselves how much they want to listen to the group in the decision making process.

LOWER CLASS:

You make up the majority of society and want to bring your list of grievances to the king/queen to gain more power and rights for the people. You will first need to choose a leader. Your leader will be chosen by a vote. Your leader will bring your list of grievances to the king/queen to negotiate. It is up to your leader to determine how much say the rest of the group has in the decision making process.

List of grievances:

- No arbitrary detention and/or punishment. There must be due process in arrests, trials, and imprisonment.
- The king/queen must live where the people live. Their palace will become property of the people.
- The king needs the consent of the people to enforce any new taxes.
- Taxation should be equal amongst everyone in society.
- The Estates General (people's representatives) should meet every four years.
- Everyone in the Estates General should have equal voting rights.
- Those nobles that have most exploited the common people must be put on trial.

PROCESS:

1. Choose your leaders.
2. Each group will rank the list of grievances and determine where they may be willing to compromise.
3. Negotiate. The groups will meet at the negotiating table. Only the leaders from the two sides are allowed to speak to one another. Other member of the group can speak to their leader during negotiations, but not to members of the opposing group.
4. Fight. If negotiations break down, you will fight. A maximum of three people can be killed in battle before you must attempt negotiations a second time.
5. You will repeat steps 3 and 4 until either a compromise has been reached, or all the members of one group have been killed.

FIGHTING:

Fighting will be carried out using the rules from the board game RISK. The upper class will get 3 dice, while the lower class will get two.

SCORING:

The Upper class will begin the game with 18 points, while the lower class begins with 2. For each grievance that the upper class gives up, they will transfer 1 point to the lower class.

For each member of the upper class that is killed in battle, the lower class will receive 2 points. For each member of the lower class killed in battle, the upper class will receive 1 point.

You can keep track of your score here:

Upper Class	18 pts.								
Lower Class	2 pts.								

QUESTIONS:

Answer on a piece of looseleaf and hand in to your instructor:

1. Why is the upper class leader chosen by a role of the die, while the lower class leader is chosen by vote? (1 mark)
2. Why does the upper class get 3 die, while the lower class only gets two? (1 mark)
3. Why does the upper class begin with 18 points, while the lower class begins with 2? (1 mark)
4. Using examples from this simulation and the French Revolution, at what point does the cost of a social movement outweigh the changes it is seeking? (10 marks)