# Lesson Plan: Running for politics

**Age group:** Teenage & adult learners
**Life Competency**: Creative Thinking
**Language focus**: Language for making promises and future plans, with modals like "will"

*Aim: This task aims to help teens develop Creative Thinking skills by inventing a political party. This involves encouraging them to come up with creative solutions to social problems. Learners form fictional political parties, try to come up with creative ideas and present how they would implement them at their school or organisation.*

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**Step 1:**
As a first step, it is important to give your class an opportunity to raise their concerns as "voters". The concerns can inform the policies the learners then create for their parties. These can be fun or serious and will most likely be a mixture of both. For example,

- our school/organisation needs to take environmental issues more seriously
- our school should have classes where we can watch our favourite YouTube videos

Collect these and put them in a handout for the class or for sharing online.

**Step 2:**
Put the learners into groups. Each group is a political party and will have to develop its name, policies, and roles for each member. They should choose one concern raised by the class and brainstorm creative solutions. The goal here is to decide as a group on their focus and responsibilities. In a physical classroom, you can put your learners into groups, while online you can make use of breakout rooms.

**Step 3:**
Each group now gets a chance to address their voters. They must present their policies in a persuasive way, justifying them. They must also outline what they intend to do and who among them will do it which will allow them to talk about future promises and aims. Every member of each "political party" must talk and you can set time limits depending on your class size.

**Step 4:**
**Now that each party has presented their policy, it is time to vote. Everyone gets one vote and learners cannot vote for their own party. This may require some trust or you could create polling cards for each group with their own party removed from it. When the voting is complete, you can announce the winner.**

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**For support whilst teaching this lesson, refer to either the *Teenage Learners* or *Social Responsibilities* booklet, from the Cambridge Life Competencies Framework.**