Start by writing the following URL on your white board

www.verto.global/edu

Ask students to use their own devices to follow the link and play the game (two minutes). If people don’t have a smart device, ask students to share devices once they have completed. This gets people warmed up and forming their own opinions.

Please explain that the data is anonymous and Play Verto will only use the insights to present evidence to parliament about the views of young people. If students share their age, gender preference and the first part of their post code, we can ensure their local representatives are aware of the issues that matter to them.

Once people are done, bring them into the middle.

or type in this URL
https://verto.global/intro
START

VOYF – ROUND ONE

Click to play game 1
or type in this URL
https://erto.global/voyp

Call out your first statement and instruct students what side of the room they should move to if they agree or disagree with the statement (L = Agree, R = Disagree and those unsure stay in the middle).

Statement Examples:
"All prisoners should not have access to TV or Internet"
"Abortion should be made illegal"

Remind participants that they can change their mind and switch sides. Wait until any one of them have done so.
Ask students to justify why they chose that side and get a discussion going. hand out stickers or post its to.

VOYF – ROUND TWO

UNPAUSE VIDEO

In round two of this game, the statements should get more divisive, to encourage forming and sharing of opinions.

Statement Examples:
"The UK government should bring back the death penalty"
"The UK should ban flying for the next 5 years to support the sustainability of the planet"

After students have discussed their views, call the debate to a close by asking everyone who does not have a sticker/post-it to move

"Those left at the front are those registered to vote and who actually vote - so for the rest of you, your views and opinions don't count - you're not being heard."

UNPAUSE VIDEO

Think of any closing remarks you may want to share with your students, like:
"When you’re on the register you have a voice, and if you don’t speak up, other people will speak for you".
START

SMTM - ROUND ONE

Ask students to get into groups of 5-6 and to sit at tables or on the floor. Each group will need a crib sheet and a pen or pencil. When you are ready, press play on the link below:

CLICK TO PLAY GAME 2

or type in this URL
https://verto.global/smtm

The students have 5 mins to assign 100 coins to government budget lines. You can move around the classroom to see what they are prioritising, who are the dominant voices, if they are agreeing or not. Try not to interfere - if groups are struggling to decide, it will make your session’s conclusions more powerful. Just ensure they stick to the time.

“Hands up”: after the 5 minutes and before pressing play, ask students to put their hands up if their crib sheet would have been different if completed on their own. Allow a few to answer.

SMTM - ROUND TWO

UNPAUSE VIDEO

The students now have three minutes to cut their budget by 30 coins. Why? Well, all this generation have known is cuts so we want them to have a go at it. Keep the pressure on by only giving three minutes and remember to ask students to see if they can agree?

At the end of this activity you can ask groups to give an overview of their (fictitious) governments priorities. Asking each group how they found the task? Was it easy to agree?

UNPAUSE VIDEO

Before playing the conclusion video you can ask students if they see the connection between being active citizens and ensuring the government considers their views.
CONCLUSION: CALL TO ACTION

CLICK TO PLAY CONCLUSION

or type in this URL
https://verto.global/cta

CALL TO ACTION!

Invite participants to register to vote at

gov.uk/register-to-vote

IT TAKES 2 MINUTES

END