

Economic InterStudent

Basic Rule #1: "Do not allow yourself to become a victim"

Basic Rule #2: "The higher the risk, the greater the reward."

The Inter-student Economics Program will help you find out:

About your character

How well you cooperate with others;

How well you accept victory;

How well you face defeat;

How well you confront a tough decision.

About Your Skills

How well you can reason;

How well you can talk;

How well you can persuade;

How well you can refute an argument

About your Scholarship

How well you use the library;

How well you research a project;

How well you prepare an advocacy;

How well you learn and recall information.

During InterStudent, you compete for grades. The competition is hard, yet you can handle it by cooperating with your Group. You are allowed to cheat, but those who cooperate and work usually win over those who cheat and goof-off. Best grades are earned by those who tough it out. Determination and drive count in InterStudent - and in real life.

Your grade depends on how you work with others. For the first Cycle, your Group is chosen by chance. You may not be comfortable with the result, but accept it -just as you must throughout your life. When you've worked with your Group, you may find they aren't so bad. Your Group could be burdened with a real nuisance. Try to get him/her to grow up and join your common effort. If that doesn't work and he/she continues to play around, get rid of him/her. They are an obvious choice to be 'Cut' at the end of the Cycle.

RULES & PROCEDURES

1. Recorder: Each group must pick a recorder at the start of each cycle. You can change recorders or substitute for an absent recorder. If you do so, inform the Arbiter. The duties of the recorder are as follows:

1. Take roll for the group. Get a roll sheet on the desk. Fill it out within 3 minutes of the start of class and place it on the desk of the Arbiter. **-5** if late, incomplete, or not done.
2. Pick-up one copy of each hand-out for each group member present. If a member is absent, pick a copy up for them when they return to class.

3. Hand in all things for the group. Put in the box on the table by the desk of the Arbiter.
4. Bring the group up for page grading and/or page testing.
5. Make any communications, as needed, for the group with the Arbiter

2. **Time with Arbiter:** When a group comes up to get a page graded or tested the group can do two things, maximum, while up in front of the Arbiter. They can get a page graded and then tested, or they can get a page tested and grade the next page, or they can just get a page graded or tested and comeback at another time to do more. When two or more groups wish to come-up at the same time the recorders will set the order. There will be no diving, pushing, shoving, or any other impediments to stop groups.

3. **86 RULE-** if you wish to socialize in your group, with members of other groups, or you create a distraction to the learning environment the Arbiter will invoke the 86 Rule by calling out the group name and saying 86. This is a warning. The next disruption will cause loss of points. The Arbiter will do this by calling out the name -of the group and saying "Bingo for 10." The group has lost 10 points. The group decides how the points are deducted; from group score, from an individual, or split amongst the group. The group must inform the Arbiter by the end of the period how they want the deduction; otherwise it comes out of the group score.

4. **WATERGATE RULE-** if someone or another group is interfering with, annoying, disrupting, harassing, or paying unrequested attention to another group the offended group can have their recorder go to the Arbiter and call for a Watergate on the offending group. The Arbiter will then call up each group involved to present evidence to support or refute the Watergate call. The Arbiter will then make a decision and assign penalties, if warranted. The penalties can range from a simple warning to loss of points to referrals to the office.

5. **Information Acquisition**, sometimes called cheating or stealing- it is the responsibility of the group and its members to acquire the information needed for successful completion of assignments. This can be done in many ways, such as, observation, listening, reading, sharing, making deals, etc. **You ARE NOT** to take or handle the SuperTests, pages, or other materials of another group without their permission. Doing so will earn penalties determined by the Arbiter. If you do not want other groups getting your information then develop ways to protect the information.

6. **Settlement of Disputes-** the Arbiter will settle disputes that arise in the class. The Arbiter will determine the method of settlement. It will be done in one of the following ways:

1. Let the parties involved figure-out and enforce the settlement
2. The Arbiter and the parties involved will figure-out and enforce the settlement
3. The Arbiter will settle the dispute and enforce the settlement

7. **Rule/Procedure Changes-** the Arbiter reserves the right to change the rules or procedures of the class, at any time, to deal with problems that may influence the functioning of the class. The students may also change the rule/procedures of the class in the following way:

1. Must propose the change in writing
2. The proposal must state what the change will be and how it will be enforced
3. The proposal must be signed by 1/3 of the class and submitted to the Arbiter for preliminary approval. The Arbiter will not approve any changes that interfere with the basic structure of the class and/or require the Arbiter to enforce.
4. Approved preliminary changes then are presented to the class for discussion. Any discussion more than 5 minutes must be done in groups informally.

5. Once discussion is complete the class will vote on the proposal. 2/3 vote of all class members on the rollsheets must vote for the change for it to be enacted.

6. If passed, the sponsoring person(s) will make a sign, with letters at least 2" in height, stating the new rule/ procedure, consequences for violation, and method of enforcement. This sign is to be posted in a place designated by the Arbiter. The change does not take effect until the sign is posted.

8. Work Areas- each group is assigned a work area in the room. It is the responsibility of the group to set-up the area and keep it neat. If you do not want other people coming into your area you can do one of two things; ask them to leave or call a Watergate. Desks are used on a first come, first served basis.

9. Questions for the Arbiter- the Arbiter will answer questions, but each answer will come at a price. This price will be stated or negotiated. Generally, the Arbiter will ask "What is it worth to you to find out?" This means you and/or your group can find the answer with some effort on your part, but if you do not wish to put-out the effort, thus letting the Arbiter do it for you, you will pay a price for the answer. Sometimes the Arbiter will slip and give you the answer for free, but do not count on this happening often. Many times the Arbiter will give you hints on finding answers rather than charge you.

10. CYCLES- there are 9 cycles in the semester. Cycles can either be 10 class periods in length. Block days count as 2 class periods. The schedule is as follows.

10 DAY CYCLE

Day 1- Go over previous Supertest grade and test pages. Will also hand out new vocabulary and new cycle worksheet. Introduction lecture on Cycle.

Day 2- Grade and Page Tests

Day 3- Assign & turn in SuperQuiz 1, grade and test pages

Day 4- Return SuperQuiz-ShowTime 1, Assign Debate topics, grade and test pages

Day 5- Vocabulary quiz, SuperQuiz 2, grade and test pages

Day 6- ShowTime 2, if assigned, Debate outlines due, grade and test pages

Day 7- SuperQuiz 3, if assigned, grade and test pages

Day 8- ShowTime 3, if assigned, first 3 debates

Day 9- last 3 debates, turn in cut list .

Day 10- Announce Cycle Winners, Turn in Supplemental Vocabulary, Draft, if not done on Day 9. Cycle SuperTest.

11. PageTests: Oral test are taken as a group. You decide how you want to gamble for points. The main goal is that everyone (or at least someone) in each group knows the material enough to answer off the top of their head without help. Each pagetest will have a time limit of 3 minutes.

1. **Turkeys-** anyone or the whole group can answer the question. +1 if correct -2 if incorrect

2. **Helps-** the member called upon answers the question, if stuck the question can be passed to the next member. A question can be passed only once. 2 if correct, -3 if incorrect

3. **Thrills-** the member called upon must answer the question, no help or passing. +4 if correct. -5 if incorrect.

*When all questions are answered or time expires points for the Page Test are recorded by the Arbiter.

12. SuperQuiz- these are short group tests given 1-3 times a cycle. The group completes them and turns in all copies on the due date. All group members' copies are turned in and stapled together. The copy to be scored is placed on top. Questions are scored +4 if correct, -5 if incorrect, and -10 if not answered. In addition,

there is an -ID penalty for each group member, who is present on the due day, not turning in his or her completed copy. Scores will be posted the next day.

13. **ShowTime**- these are oral tests on the SuperQuiz. They occur the day after the SuperQuiz is turned in and graded. The answers to the SuperQuiz are read to the class. The class is given 5-8 minutes of review time. The Arbiter selects a member of each group to come up to the Arbiter and answer one of the SuperQuiz questions to either keep their SuperQuiz score or turn it into a zero. If the group has positive points a correct answer lets them keep the points, incorrect answer gives them a zero. If group has negative points a correct answer gives them a zero, incorrect answer keeps the negative points. At the end of ShowTime the recorders will turn in all group SuperQuiz for individual credit. Not all SuperQuizes will have a ShowTime.

14. **Debate Topics**- Topics will be posted on the third day of the current cycle. The Arbiter will determine order of selection by groups and topics or topic being used. It will change each cycle.

15. **Debate Outline**- each group will turn in an outline for their debate. It MUST be an outline, not your speech. The outline will be graded on a 0-10 point scale. Outlines turned in late or not turned will get a -20 score. Graded outlines will be posted on the wall after the scoring. They will remain there until the completion of all the debates of the cycle.

16. **Debates**- each group will make a 2-4 minute speech on their topic. The speech should be based on the outline. The 3 groups with the lowest group totals going into the debates will go on the first day of debates. The three highest scoring groups will go on the second day of debates. Speeches are graded as follows;

- 5 if speech is too long or short
- +5 if speech is on topic and within time limits
- +5 if person reading the speech looks up towards the class during speech
- +5 if speech is clear, well organized, concise

Once the speech is read, then the reader of the speech sits down. The remaining group members must now defend the speech. The other groups then question the group. Each group is allowed at least 1 minute to question. This amount of time may vary by cycle. The questioning groups are trying to score points by "CREAMING" the group in front of the class. Each group must ask at least one question. -10 penalty for no questions. Each group can ask a question only once, if they get a response. If they do not get a response they can keep asking the question. Groups can ask the same questions other groups have asked. The questioning group is trying to get the group defending to commit one of four types of errors. These are called "CREAMS." They are as follows:

1. **BALK**- no response, words coming out of mouth, for 3 or more seconds
2. **STALL**- the group is answering but is not on the subject of the question or is responding to something not covered by their speech or outline
3. **CONTRADICTION**- the question is answered in two different ways
4. **FACTUAL ERROR**- the response to the question is factually incorrect

How to call creams, how to provide proof of calls, how to defend against the calls, voting on creams, and scoring will be explained to the class before the Cycle 1 debates. If a group does not wish to use all of its time it may pass. The next group will then start. Each group gets to question the presenting group once. Any member

of the defending group can answer any or all questions. Each member must contribute something to at least one question response during the defense. -5 for each member who does not respond in some way.

16. Group Problems- periodically groups will be assigned problems/question sheets. They are to be completed just like SuperQuizes. The scoring of each will be printed on the sheets. There is no ShowTime with these assignments.

17. Cycle SuperTest- a test on the materials and presentations of a cycle. It is done on an individual basis. School rules on cheating apply.

18. Confessional: At the end of each cycle we will hold a confessional for each group. The confessional will be a group evaluation of its own members. Each member of the group will score themselves and the other members based on a ten point scale based on; work ethic, participation, attitude, etc. The Arbiter will then modify group grades based on these scores. Once a group grade is lowered or raised they will not be changed unless a grievance is filled in writing. If a grievance has merit, An arbitration hearing will be scheduled in class to allow the individual the opportunity to argue their side of the case. The Arbiter will select four members from other groups to rule on the case with him.

19. Cut & Draft: At the end of each cycle and the beginning of the next, the first place group will be disbanded and each group will vote out one member of the group. This can be for any reason but it is usually reserved for the member who contributed the least to the group. Reasons to be cut can be for a member who consistently do no work, goof around talk, play on the computer, argue, lose their packets therefore costing the group points, being tardy, etc. The “Loser” or cut members will form a new group and will assume the name of the group that will be broken up. One group will be broken up, usually the best performing group (but not always). Those members will be drafted by the other groups starting with the “Losers” group first and then the last place group, etc

HOW SUPERTEST GRADE EFFECTS GROUP GRADE

Your score on a SuperTest can change your individual group grade. This adjustment of the group grade is only for you and no other people in your group.

90-100% on a Supertest automatic A on the group grade.

89-86% group grade moves up 5 half grades.

85-83% group grade moves up 4 half grades.

82-79% group grade moves up 3 half grades.

78-74% group grade moves up 2 half grades.

73-70% group grade moves up 1 half grade.

60-69% group grade does not change.

59-50% group grade drops 1 half grade.

49-40% group grade drops 2 half grades.

39-30% group grade drops 3 half grades.

29-20% group grade drops 4 half grades.

19-10% group grade drops 5 half grades.

9-0% group grade drops 6 half grades.