



Grading Recommendations

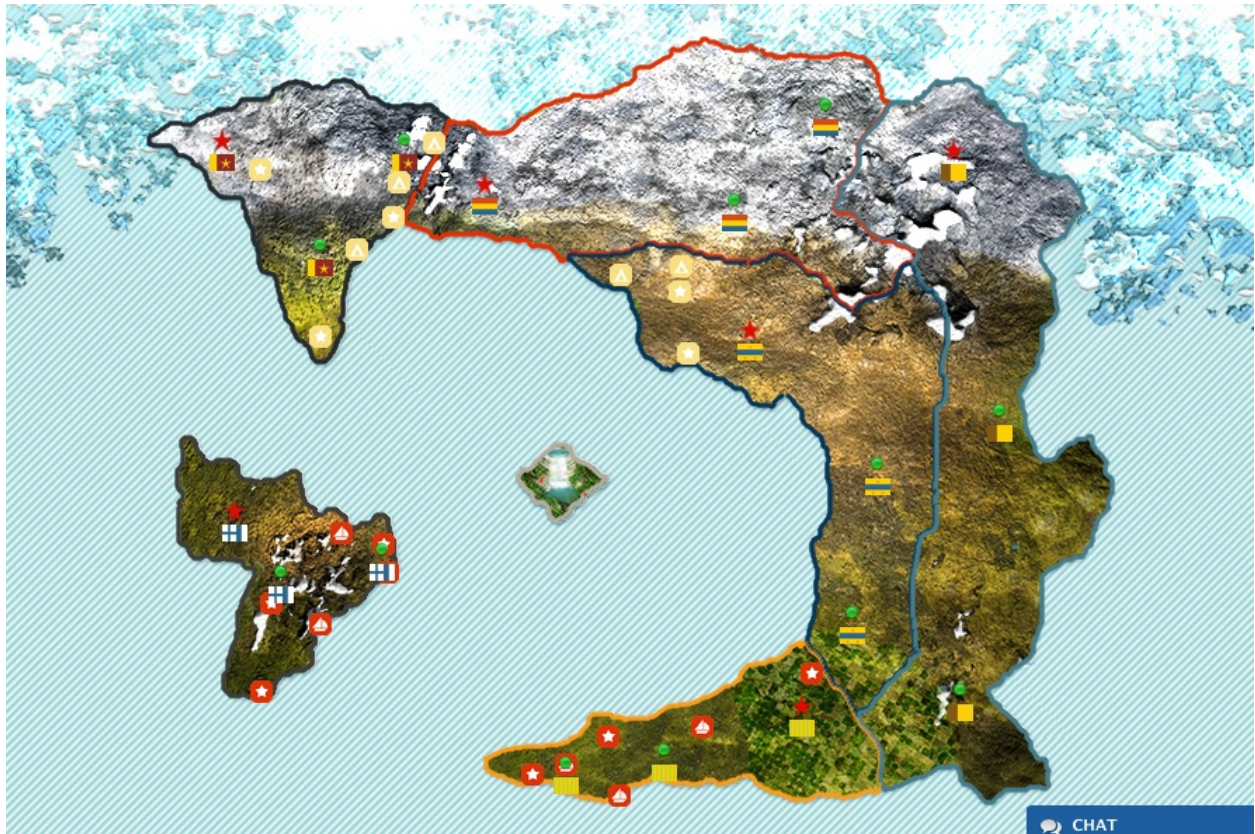


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Grading Recommendations

We have found that Statecraft is a powerful teaching tool when students are given credit for both *participation* and *performance*. Participation points are awarded individually based on each student's participation. The performance points are team-based points and are awarded to all members of each country that achieves particular goals. We have also discovered that when one of these components is missing, the simulation does not work well. So please be sure to make both participation and performance (both specified below) worth some part of students' course grades. The grading system is specifically designed to create the balance in Statecraft that maximizes the learning experience in the classroom. Statecraft will produce a set of scores for each student in both categories.

STATECRAFT PREPARATION/PARTICIPATION

The simulation manual quizzes and simulation memos are very important to ensure that students are knowledgeable about the simulation rules and are actively participating and reflecting throughout the simulation. We recommend making participation count for between 5% and 10% of course grades.

Student Manual Quizzes

These two quizzes (each with 15 multiple choice questions) are administered online early in the simulation: the first during "Turn Zero" and the second during "Turn One." Students will click on their Quiz tab to take these quizzes and the scores for each will be reported as percentages in your Statecraft grade book. We recommend counting the manual quizzes for a total of 3% to 4% of students' course grades.

Simulation Memos

Students are required to post a memo of at least 300 words (This is can be changed by the instructor) during each turn, to get them thinking about the challenges facing their country in the upcoming turn and focusing on position-specific responsibilities (e.g., the Defense Secretary must include a defense budget for that turn). These will be due before each turn ends. We recommend counting simulation memos for a total of 10% of students' course grades. The system counts all memos submitted before the end of the turn as 'on time'. The default grading system (which counts words but doesn't grade content) gives students percentage grades for memos as follows:

Number of Memos Missed	Grade
Zero	100% (A)
One	85% (B)
Two	60% (D)
Three or more	0% (F)

Your Statecraft grade book will also show the raw totals of how many memos each student posted (if these were long enough and posted on time) so you can choose to use a different grading scheme than the one above if you wish. You (and the other team members) will be able to read these memos and grade the content if you wish, but usually just telling students you reserve the right to read their memos and not to count superficial ones will be sufficient to ensure students put considerable thought into their memos.

STATECRAFT PERFORMANCE

We recommend making performance points worth 5% to 10% of students' course grades, with the following important caveat: while students usually end up with point totals that reflect their effort and skill, once in a while bad luck or the malicious action of a foreign country can leave a country with fewer points than it probably deserves. (Suppose a country comes in second place in many competitive award categories, but wins none, or is the victim of an unprovoked nuclear attack, which will devastate their quality of life ratings). We recommend that you monitor your world's events and *consider giving some extra points to any country that clearly performed better than its point totals indicate.* However, we also suggest that you don't reveal your willingness to provide such a "safety net" until after disaster has struck, so as not to disrupt the intensity and incentives of the simulation.

Awarding points for simulation performance is essential for making students take the simulation seriously and behave as real world leaders would. Performance is measured by countries' achievement of specific goals, such as global peace or economic development. The Statecraft system generates several sets of scores automatically. It is up to the instructor to weight these scores as desired and include them in students' course grades. This manual provides some guidance and suggestions. *Note:* Faculty may also use additional assignments (papers, exams, etc.) linking Statecraft to course material—but this section focuses only on *how to use the scores produced by the simulation itself.* Points are automatically generated for the following categories:

- Cooperative Global Awards—encourages cooperation on key global goals
- Competitive Country Awards—encourages competition for key national goals
- Country Development (Quality of Life) Awards—encourages countries to satisfy their citizens' needs

Cooperative Global Awards

These are awarded to all countries if the goal is achieved; or awarded to no country if the goal is not achieved:

- Global Peace Award: 5 points
- Save the Planet Award: 5 points
- Wiping out Global Terrorism Award: 5 points
- Ending World Hunger Award: 5 points

Competitive Country Awards

Each award is *only* given to one country:

- Healthiest Country: 5 points
- Most Educated Country: 5 points
- Safest Country: 5 points
- Greatest Poverty-Fighting Country: 5 points
- Most Environmentally Friendly Country: 5 points
- Most Cultured Country: 5 points
- Most Scientifically Advanced Country: 5 points
- Most Militarily Powerful Country: 5 points
- Wealthiest Country: 5 points
- Most Politically Astute Country: 5 points

Country Development (Quality of Life) Awards

These are given to all countries that meet the criteria:

- Fair Quality of Life Award (final QOL 80 to 199) 3 points
- Respectable Quality of Life Award (final QOL 200 to 399) 6 points
- Superior Quality of Life Award (final QOL 400 to 699) 9 points
- Incomparable Quality of Life Award (final QOL 700 or above) 12 points

Historians Verdict Award (optional but recommended)

This award is given to all countries that refrain from unprovoked nuclear attacks on other countries. The “Historians’ Verdict Award” is not something that is part of the simulation itself, but can be added to the syllabus, worth a suggested 10 points toward the students performance grade. The points are given to any country that does not launch a first nuclear strike against another country. Feel free to experiment with taking this award out but you might use it at least the first time you run the simulation. If you don’t want to make the Historians’ Verdict worth 10 points there are other ways of doing this (e.g., it could be a 10 point bonus points award—though this might be perceived as less of a constraint by some students).

Suggested Grading Scale

Most countries will earn between 20 and 35 “performance points” in a typical simulation. The following table provides a suggested scale for translating performance points into grades, with the basic guideline that scores below 20 are poor and those above 35 are exceptional. The table also provides three different grading models you might want to use:

- (1) Statecraft performance is worth a set percentage (5%) of students’ course grades.
- (2) Performance is worth a set percentage of students’ grades but exceptional performance can earn extra credit.
- (3) Performance is only worth extra credit (e.g., up to a 5% increase in students’ course grades for outstanding performance).

An advantage of models #2 and #3 is that extra credit seems to motivate students especially well (even if it isn’t substantial) and it helps to alleviate concerns about bad luck influencing outcomes (in an “all extra credit” scenario, students’ course grades can’t be hurt by actions beyond their control and the professor doesn’t have to try to make adjustments if outcomes

appear somewhat skewed).

Performance Points	Grade (and associated percentage)	Model #1: performance as 5% of grade	Model #2: performance as 5% of grade plus extra credit	Model #3: performance as extra credit only
0 to 5	F (0%)	0%	0%	0% extra credit
6 to 10	F (20%)	1%	1%	0.5% extra credit
11 to 14	F (40%)	2%	2%	1.0% extra credit
15 to 17	D (65%)	3.25%	3.25%	1.3% extra credit
18 to 19	C- (72%)	3.6%	3.6%	1.7% extra credit
20 to 23	C (75%)	3.75%	3.75%	2.0% extra credit
24 to 25	C+ (78%)	3.9%	3.9%	2.3% extra credit
26 to 27	B- (82%)	4.1%	4.1%	2.7% extra credit
28 to 31	B (85%)	4.25%	4.25%	3% extra credit
32 to 33	B+ (88%)	4.4%	4.4%	3.3% extra credit
34 to 35	A- (92%)	4.6%	4.6%	3.7% extra credit
36 to 39	A (95%)	4.75%	4.75%	4.0% extra credit
40 to 44	A+ (100%)	5%	5% plus 1% extra credit	4.3% extra credit
45 to 49	A+ (100%)	5%	5% plus 2% extra credit	4.7% extra credit
50 and above	A+ (100%)	5%	5% plus 3% extra credit	5% extra credit

****Note:** It is NOT recommended that you omit certain awards or change their worth until you have played the simulation at least once. These incentives have been carefully designed to

ensure that certain realistic dynamics occur. But if you choose to omit certain awards, be sure to modify the above scale (the first column) as follows:

- If you omit the 10-point Historians' Verdict Award, decrease the scale by 10 points (countries almost always refrain from nuclear war if this award is offered)
- If you omit the global goals, decrease the above scale by 5 to 10 points (on average countries will achieve one or two global goals, but there is tremendous variation here)
- If you omit the country development, or Quality of Life, awards, reduce the above scale by 6 points (which is what most countries will earn from country development)
- If you leave out the competitive country goals, reduce the above scale by 5 points (on average each country will win one of these awards, but there is tremendous variation here)

Students will be able to see their country's progress with regard to Quality of Life points, and will have a good idea about whether they have achieved the cooperative global awards, but will not know their standing with regard to the competitive country awards. Only the instructor will know that tally of the final points for each country team.