



Welcome to the Lonely Planet Kids

YOU RULE FOR A DAY!

Event planning kit

Inside is everything you need to hold an inspiring, educational event where kids can build brand-new nations within your library! By choosing a government, creating laws, designing a flag, and more, kids will learn about civic education in a fun environment.

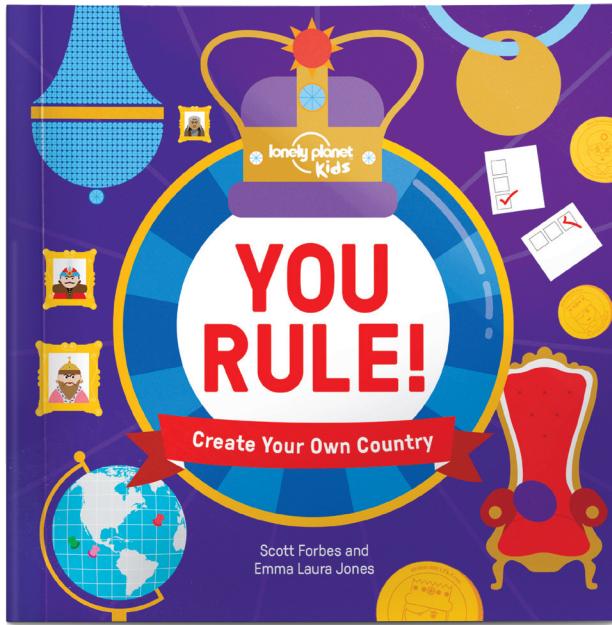
This event kit includes:

- Event overview and planning checklist
- Social media asset for event promotion
- Script for the event leader
- Reproducible sheets
 - Pack A: flyer, promo code coupon with raffle ticket
 - Pack B: introductory activity packet
 - Pack C: craft station activity sheets
- Event poster
- Balloons and streamers
- Paper crowns
- Raffle prizes: Lonely Planet Kids books
- Bags with bookmarks and calendars to give to all attendees
- The Travel Book poster as a thank you gift to you!

If you have questions, don't hesitate to contact britney.alvarez@lonelyplanet.com.

THANK YOU FOR HOSTING. WE HOPE YOUR EVENT IS A GREAT SUCCESS!





About the book

You Rule! is an exciting new nonfiction title from Lonely Planet Kids that shows children how to design their very own nation from scratch. For rulers aged 8 and up!

September 2015 | 9781743607848 | 96 pages | Full Color | 7.9" x 7.9" | Hardback



Available through Baker & Taylor, Ingram, Brodart, Follett, and Quality Books.

Or contact Lonely Planet directly!

150 Linden St., Oakland, CA 94607
 Email: customerservice@lonelyplanet.com
 Tel: (800) 275 8555
 Fax: (510) 893 8572



lonelyplanetkids.com

@lpkids

facebook.com/lpkidstravel

Introduction

page 2

Event overview:

There are several unclaimed pieces of land, ocean, virtual space, and planets that your young library patrons have the opportunity to claim for themselves! In groups, attendees will claim and name their new nations; choose their governments and rulers; declare their rights and independence; create maps; write national anthems; design their emblems, mottos, flags, and postcards; invent ways to attract citizens and tourists; and go home with a passport indicating their new citizenship.

Event details:

The event is designed to last around an hour, though there are plenty of ways to adjust the activities to make it shorter or longer. It is also designed for kids aged 8-12.

Ideally, you will set up the space so that when the kids come in, they sit down in one of five prearranged groupings. During your whole group time, there will be multiple opportunities for the kids to work within their groups to create their own nations. You could have the groups already set up at the five craft table stations, but arrange them so that the chairs are facing you with the craft supplies out of sight, so they don't distract the kids. If you have the craft stations separate from the whole group area, you can set clipboards on the chairs or carpet squares so the kids can write on the introductory packets during the whole group time.

During craft time, each group will have a few minutes at a station to work on a craft together, rotating around to each station until they complete all the crafting activities. Ideally, you will have five adults helping with the event to tend to each activity station; however, one event leader can easily circulate from station to station. You could ask if any of the parents present want to help and be a station leader. They don't have to be trained—they only have to monitor behavior and help direct groups to their next station.

Gather supplies:

- Large poster pad or whiteboard and proper markers for writing key vocabulary during the whole group time
- 5 dice for the naming game
- Container of pencils with erasers
- Coloring pens, pencils or crayons
- 5 large blank white posters (draw two lines on each side of each poster to create six equal spaces per poster, three each side)
- Rulers (optional)
- Scissors for creating postcards and passports
- Clipboards for writing in activity packets when not at a table (optional)
- Camera (optional)
- Name tags (optional)

References to have on hand to inspire your band of nation-builders:

- *Lonely Planet Kids Amazing World Atlas*, Lonely Planet Kids, 2014 / 9781743603895 / 8+
- *The Lonely Planet Kids Travel Book*, Lonely Planet Kids, 2015 / 9781743607718 / 8+
- *Great Maps*, DK, 2014 / 9781409345718
- *Maps*, Big Picture Press, 2013 / 9781848773011

Suggested pacing:

To keep this event to about an hour, keep the pace swift as you go through the script and activities, keeping discussions brief. If you are able to extend the event length, it could easily go for an hour and a half if you allow more time for discussions and crafts.

Scripted whole group time (24-34 minutes):

The script for the event leader includes questions to prompt lively discussion and brainstorming. You don't have to stick to the script if you don't want to – it is simply a guide to help you conduct the event.

The introductory activity packet to be utilized during the whole group time (see **Reproducible pack B**) addresses the following concepts (you can leave this stapled packet ready on the seats/tables/clipboards before the event begins and pass around a container of pencils at the beginning of the event.):

- **Group sheet 1:** Choosing your place, government, and leader
- **Group sheet 2:** Deciding your values, rights, laws, and name



Craft station rotation time (32-52 minutes):

Set up the five craft stations before the event. When the whole group time is complete, explain and orchestrate a rotation system to move the groups from station to station every 6-10 minutes. Before rotations begin, hand out one poster to each group. They will bring the poster with them to each station to draw or write their final creations on it.

Make enough copies of each craft activity sheet (see **Reproducible pack C**) for the total number of expected attendees and place them in a stack at its respective station.

- Craft activity sheet 1 - MAP STATION (will need rulers and coloring supplies)
- Craft activity sheet 2 - NATIONAL ANTHEM & PLEDGE STATION (will need extra pencils)
- Craft activity sheet 3 - FLAG & EMBLEM STATION (will need rulers and coloring supplies)
- Craft activity sheet 4 - POSTCARD STATION (will need scissors and coloring supplies)
- Craft activity sheets 5 & 6 - PASSPORT STATION (will need scissors and coloring supplies)

Round-up time (4 minutes):

End the session by reviewing your new nations' creations. Also, do a quick raffle drawing to give away included raffle prizes.

Tailor the event for your group:

Here are a few ways to tailor the event to suit your needs:

- **"My event will be shorter than the script suggests":** You could skip the whole group section and just do the craft station rotation section, or vice versa. Or, you could pick and choose which elements of each section you want to include.
- **"I'm running the event for a small group":** Instead of breaking the group into five nations, the whole group could create one nation together, or the nation groups could consist of fewer kids.
- **"I want to extend the event":** You could make a series out of the event by doing only the whole group section on the first day, the craft activity section the next event day, and any of the following activity ideas on subsequent event days:
 - Design a capitol building
 - Establish a budget – eg, how much should go toward things like fun, school, doctors, and roads?
 - Determine an energy plan – eg, innovate a new method of getting/creating/using energy
 - Establish an educational system – eg, what kind of subjects are required/how many years are required?
 - Find plenty more ideas and prompts in You Rule!

Social promotion:

Contact britney.alvarez@lonelyplanet.com to receive the JPEG of the following image, then share it on your social channels, website, blog, and newsletter with the event information and [#lpkids @lpkids](#) to spread the word about the upcoming event.

For Facebook (472 x 394 pixels; 100 KB)



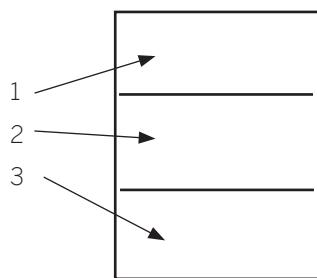
For Twitter (1024 x 512 pixels; 5 MB)



Planning checklist:

Before the event:

- Review this party pack to ensure you understand all the elements involved.
- Determine when you want to hold the event and which staff members will help run it.
- Fill in the blanks on the flyer (see **Reproducible pack A**) with the necessary info—date of event, library name, contact info, etc.—and make copies of these. Also, fill in whatever information you think is necessary with a large marker in the white box of the Lonely Planet Kids event poster, for example “**Create your own country** at the YOU RULE FOR A DAY! Event | Date: | Time:”
- Hand out, hang up, and/or mail flyers around town to let your community know about the event at least two weeks in advance. Also, hang the large poster at your library in a very visible location.
- Contact britney.alvarez@lonelyplanet.com to receive the JPEG of the social media image on page 4, then share it on your social channels, website, blog, and newsletter to spread the word about the upcoming event.
- In the days leading up to the event, make sure the event leader has carefully read through the event instructions and script to determine how he or she wants to organize and run the event.
- Based on expected attendance, make any necessary extra copies of the included promo code coupons/raffle tickets and cut them out. (see **Reproducible pack A**).
- Based on expected attendance, make copies of the introductory activity packet (see **Reproducible pack B**), which will need to be stapled, and the craft activity sheets (see **Reproducible pack C**), which will need to be organized into stacks for each respective craft station.
- Purchase any craft necessary supplies (see page 3).
- Split each side of each of the five posters into thirds by drawing two lines across the shortest width of the posters. Each poster should have six total spaces, three on the front and three on the back. The spaces will be used for drawing and writing a group’s name on a banner, and their map, flag, emblem, national anthem, and pledge of allegiance.



On the day of the event:

- Gather a whiteboard or large poster pad (for writing vocabulary during whole group time) and craft supplies (see supply lists on pages 3 and 4), and set them up in their respective stations.
- Set out your script, five dice, name tags, raffle baskets (one filled with the blank promo code coupons/raffle tickets and one set aside for collecting the filled-in raffles), bookmarks, calendars, and raffle prizes, as well as a timer, watch, or clock (to ensure you stay on pace).
- Decorate the event area and perhaps the library entry with the balloons and streamers that are included in the event kit.
- Set out chairs or carpet squares in five small semicircle groupings or set out five tables to help establish the five nation-building groups. At each seat, place the copied introductory activity packets (from **Reproducible pack B**)—on a clipboard if feasible or necessary—and paper crowns which the kids can put on upon seating to get into the spirit of the event right away.
- When setting out chairs, be sure to account for parents and guardians.
- Set copied craft activity sheet stacks (from **Reproducible pack C**) at their respective craft stations.
- Number the craft station tables to make it easy to direct the groups to specific tables. You could create small paper signs by folding a sheet of paper into thirds and taping the ends together to form a triangular prism that sits flat on the table. Number them from one to five and place one on each craft station.
- Optional:* Incorporate costumes and props into the event. The event leader could dress up in a regal robe or presidential suit, and/or you could set out a costume box with ties, jackets, royal dresses, or plastic scepters for the kids to put on at the start of the event.

During the event:

- Be sure to have pictures and video taken of the event.
- At the beginning and end of the event, direct the parents/guardians to fill out, tear off, and turn in the raffle ticket section and keep the promo code section for themselves.
- Go through the script or the order of events that you have organized. Remember, you don't have to read the script verbatim; feel free to ad-lib and conduct the event in a natural, engaging manner. The script is simply there as a guideline to help you keep track of where you are as you go along.
- When the whole group section of the event is complete, hand out one poster to each group and explain how the rotations and crafts are going to be conducted.
- At the end of the event, draw two or three raffle tickets. Give the included raffle prizes to the winners.
- Let attendees know to come up and grab a goody bag with a bookmark and calendar inside before they leave. Suggest that they put their crowns, prizes, activity packets and sheets, and promo codes inside.
- Collect the groups' posters if you'd like to display them in the library. Make sure everyone has put their names on their posters.

After the event:

- Share pictures and videos of the event on your website, in your newsletter, and on your social channels with **#lpkids** and **@lpkids**.
- Put the collected posters on display in your library.
- Please mail the collected raffle tickets to **Lonely Planet, Attn: Britney Alvarez, 150 Linden St., Oakland, CA 94607**.



Event Script:

This script is merely a guideline to give you a sense of how the event could flow, but what you include and exclude is up to you. You may also choose to improvise as you conduct the event. This event has **three separate sections**. To start, the kids are together in a group with the event leader, following his/her prompts. Then the kids split into stations and work without the event leader's involvement until told to rotate to the next station. To conclude, the kids come back together again under the event leader's direction.



Section 1: WHOLE GROUP TIME

1. WELCOME

(3 minutes)

Welcome [insert your city/town's name] citizens!

GROUP QUESTION:

Do you ever wish you could be the ruler of your own space and be the one to make the rules?

Well, now's your chance! It's time to design your very own nation, completely from scratch.

There are several unclaimed pieces of land, ocean, virtual space, and planets out there that we have the opportunity to claim for ourselves!

You will notice you are already sitting in groups. The people sitting in your group are going to be your fellow nation-builders today. Together you will:

- Decide what you will claim
- Choose your government and rulers
- Declare your rights, laws, and independence
- Name your new nation
- Create a map, flag, postcard, national anthem, and more
- And invent ways to attract citizens and tourists

Because right here in this library, right now, you all are in charge!

On your chair, you should already have found a crown, which you can wear right now if you haven't already put it on. There is also a packet to help us make important decisions about our new nations. Quietly take a pencil and pass along the container [hand the pencil container to child nearest you]. Please put your name at the top of the first page of the packet.

There are two important rules by which we all need to abide in order to make this nation-building go smoothly:

- 1) We need to remember to raise our hands quietly when we want to share an idea or ask a question.
- 2) We need to remember we are in a library and need to keep our voices down to a reasonable level.

Before we get too far along, parents and guardians, I just want to let you know we will have a raffle drawing at the end of the event and will be giving away some great prizes. So, please find the promo code/raffle tickets in the basket [direct where the basket is]; fill out, tear off, and turn in the raffle ticket part into this basket [direct where that basket is]; and then keep the promo code to get some Lonely Planet Kids books at a discount when you get home.

[Note: If you are a school librarian and there are no parents/guardians involved, adjust the language here to suit your situation, ie "Kids, I am also going to pass around a basket with promo code/raffle tickets. Fill out, tear off, and turn in the raffle ticket part and then keep the promo code to take home to your parents to check out some other Lonely Planet Kids books tonight."]

GROUP QUESTION:

Nation-builders, are you ready to rule?!
Has anyone here ever set up a country from scratch before?

It seems like a lot of work, but luckily, Lonely Planet Kids has sent us this brilliant book called *You Rule!* [hold up the book] and activity sheets to go along with it. These will help us decide how to run our new countries. The book has lots of advice from other people who have set up their own tiny countries called **micronations** [quickly write as you say this word, and all bolded vocabulary words that follow, on the whiteboard or large paper pad, then include a short definition for each word, which in this case could be something such as "tiny countries"].

Even children have done this! **You Rule!** tells us that one of them was 14-year-old Robert Ben Madison, who created a kingdom in his bedroom. He called it Talossa, and named himself King Robert I. When he created a Talossa website, 250 people from all over the world applied to become citizens of his country (while continuing to live in their own bedrooms, of course).

2. CHOOSE YOUR PLACE

(2 minutes)

First you've got to decide where your country is going to be and what it will be like.

It can be large or tiny. It can be in an unclaimed piece of land or even in a country that already exists—within this space, by all means, stake your claim! It can be one of your bedrooms, attics, backyards, or schools, this library, the local park, another planet, or even a place you dream up.

GROUP TIME:

I'm going to give you **one minute** as a team to discuss and decide where or what you want your country to be. Use the first page of your stapled packet to get some ideas and to write down your brainstormed ideas.

3. CHOOSE YOUR GOVERNMENT

(5 minutes)

The next important step is deciding who's in charge of your nation. Everyone look on the back of your packet's first page.

So, I didn't tell you this, but I am part of this group [point to a group], and I think I should be in charge and make all the decisions on my own.

GROUP QUESTION:

Does that sound fair?

It doesn't sound very fair, but there are countries run like this, by just one person. They're called **autocracies** [write "rule by 1 person"].

Ok, I've got a new idea. Instead of one person making all the decisions, we'll let _____ [point to a random kid] choose only his/her best friends or family members, and they get to rule together over everyone else in the nation

DISCUSSION QUESTION:

Who thinks that's fair? Why? And who thinks it's unfair? Why?

Countries where a small group of friends or one family makes all the decisions are called **oligarchies** or **monarchies** [write "rule by small group of friends" and "rule by 1 family," respectively].

DISCUSSION QUESTION:

Does anyone know what kind of government the United States has?



Our country is a **democracy** [write “rule by the people”], which means the nation’s citizens get to have a say in the government decisions.

Since our country has so many people, we can’t all be involved in the government—things would be too crazy and nothing would get done. So, we vote for who we want to make the decisions. The representatives we choose are supposed to then listen to the voters’ needs and desires and represent those voters when making decisions at the government level. Having elected representatives means it is a **democratic republic** [write “rule by representatives of the people”].

DISCUSSION QUESTION:

What do you think about democracy? Does it seem fair?

Let’s try out democracy by holding a vote within each of your groups to decide how you guys want to run your new countries. The tally marker for each group will be the person on the far left end of each group and that person will count the votes for A, B, and C [begin pointing out one child from each group to ensure the correct person is paying attention and knows his/her duty]. Tally markers, you get to vote too. Each person gets to vote only once. At the end, tally markers, circle the letter that had the most votes.

VOTE TIME: Hands ready! Who wants to run your new country as:

- A. An autocracy, where one person has all the power? Tally markers, find the A line and write down how many people vote for A.
- B. A monarchy or oligarchy, where one small group has all the power? Tally markers, write down how many people vote for B on the B line.
- C. A democracy, where the power is shared equally between everyone? Tally markers, now write how many people vote for C.

REPRESENTATIVE REPORT:

Now, tally markers, stand up please. First group, what type of government did your group choose for your new nation? [And go on like this with each group, but keep the pace quick.]

4. CHOOSE YOUR LEADER

(3 minutes)

[Add the bold words to the board/pad under or next to each respective government term:]

If your group chose A, an autocracy, your leader could be called an **emperor** or **czar**.

If your group chose B, a monarchy or oligarchy, your leader could be called a **king** or **queen**, and there could be **princes**, **princesses**, **dukes**, and **duchesses** assigned who will all be part of the small ruling group.

If your group chose C, a democracy, your leader could be called a **president** or **prime minister**.

GROUP TIME:

I’ll give you **two minutes** to determine who your leader is. If you have a democracy, remember to vote—tally markers, you still have a job to do! Those of you interested in leading your country, raise your hands and the tally marker will write your name on one of the “candidate” lines. Candidates, give a quick statement about why you would make the best leader. Then tally markers, hold a vote and count how many votes each candidate received. The candidate with the most votes obviously wins. If you don’t have a democracy, what might happen is the most convincing person or group of people will establish themselves as the leader or leaders, even if others don’t agree.

Record your leader’s name and title.

5. DECIDE YOUR VALUES, RIGHTS & LAWS

(4 minutes)

We need to get people excited about your new countries and make them truly magnificent. To do this, we need to decide on some ideals and rights that make your countries nicer places to live than anywhere else.

You should first figure out what your country's values are—these are what your country believes are the most important things for every human to have in his or her life. For example, the United States values freedom; our founders believed all humans should have the freedom to live their lives the way they want to. Most countries at the time did not allow much freedom for their citizens, so many people were excited to move here to finally experience freedom.

Your country could be founded on the value of fun, such as "everyone in your country should be able to have fun every day." Or your value could be happiness or health.

Once you know what your values are, it is pretty easy to decide what rights your citizens deserve because many rights are based on the country's values. Rights are the things that your country believes every citizen should be allowed to have and that the country cannot take away from its citizens. We, in the US, have many rights involving the value of freedom, such as the right to speak freely, or the right to gather in groups freely. These are things no one can take away from us. If we want to say something negative about the president, we are allowed to do that. No police officer can punish us for that.

Some rights can be silly like "the right to stay up late" or "the right to eat dessert before dinner," which are both based on the values of fun and happiness. Also think of some serious ones, like the right to be free to choose what job you want or where you want to live, or the right to be healthy and get the medical help you need to do so.

GROUP TIME:

I'm going to give you **two minutes** to brainstorm together in your group what is going to be important to your country and what rights you will grant to every citizen. Use the next page of your packet to write down your ideas. When you are done, circle the right your group decides is the most important.

It's time to establish some laws to keep your country running smoothly. Laws are rules that we have to follow, and if we break the rules, a police officer actually could arrest or fine us. Laws should make sense and be fair to everyone. They should be there only to make sure people don't cause harm to each other or to make sure all your citizens have equal opportunities. For example, it's the law to drive under the speed limit so we don't accidentally hurt anyone. You could also have some silly laws such as "everyone must have a trampoline in their backyard."

GROUP TIME:

On that same page, as a group write down your brainstorm of the laws you want, and circle the most important law when you are done.

6. DECIDE YOUR NAME

(3 minutes)

So, what's your country going to be called?

GROUP TIME:

Let's brainstorm some words to describe your new countries. I'll give your groups **one and a half minutes** to write your ideas on that same page and to decide on an official name.

If your group needs help deciding, you can use a die [hand one out to each team] to help. Roll three times to select one word from each of the three columns. So, for example, if you roll a 1, 2, and 3, and your leader's name is Alex, your country name would be Grand Alexistan. That's one very official sounding name. Remember, one and a half minutes!



7. DECLARE YOUR INDEPENDENCE

(4 minutes)

GROUP TIME:

The last page of your packet is where you will write your declaration of independence. Fill in the blanks with the information you have decided as a group. You have **one minute**. Be sure to have everyone sign it to make it official.

REPRESENTATIVE REPORT:

Leaders, now is your chance to officially announce your nations' existence. Each leader will stand up one at a time and read your declaration with authority and enthusiasm (don't worry about reading the rights and laws at this time). You each have 30 seconds to share. [Direct each group in turn to have the leader stand up and read.]



Section 2: CRAFT STATION ROTATION TIME

8. EXPLAINING THE ROTATIONS

Now, it's time to do some crafts at the five stations. Your nation group will have six minutes at each station. Before beginning the rotations, each nation's leader should come and grab a poster to bring to each station. Each craft station has some activity sheets that give you instructions on what to do and space for you to each sketch or write out your ideas. Don't forget to put your name on each sheet.

After sketching out your ideas on the sheets, your group will need to come to a decision about how you want things to look, and then you can draw or write the final version on your nation's poster. One side will have the name of your country on a banner, and your anthem and pledge. The other side will have the map, flag, and emblem.

Make sure you bring the packets you've already been working on with you, along with each station sheet, as you move from station to station so that you can go home with the important documents you've created that make your new country official. Also, make sure you leave the craft supplies at each station so everybody has what they need when they arrive at the next station.

I'm going to give your nation a number and then when I say go, your team will head to the table station with that number as your starting station. [Point to each group and assign them a number.] When your six minutes are up, I will say "rotate" and you will move as a group to the next station on your right.

- **At Station 1** [point to the respective table], you will draw a map of your nation and decide how you want to protect it. There are some books at the table to use for inspiration.
- **At Station 2**, you will write your national anthem and pledge of allegiance.
- **At Station 3**, you will create your motto, emblem or symbol, and your flag to represent your country. There are some books at the table for inspiration.
- **At Station 4**, you will come up with ways to attract new citizens and tourists and make a postcard featuring the most exciting parts of your country.
- **And at Station 5**, you will decide your foreign policy and create a passport that you can take home to show your friends and family your new citizenship.

DISCUSSION QUESTION:

Any questions about how this will work?

Okay nations, head to your assigned stations!



Section 3: ROUND-UP

9. ASSEMBLY OF THE NATIONS

(3 minutes)

REPRESENTATIVE REPORT:

Now that we are all done with our crafts, I want each group to stand up and share your creations with the rest of us, one group at a time. Each group has less than one minute to share, so be sure to share your most important or exciting parts only. [Point to the first group nearest to you, then continue to direct each group in turn.]

10. RAFFLE

(1 minute)

Lastly, it's raffle time! I'm going to pick one of your names from this basket. And the winner is _____! You win your own copy of Lonely Planet Kids' **You Rule!** We have time for one more drawing. The winner is _____! You win a copy of Lonely Planet **Not For Parents Rome**. [Depending on supply, there may be an additional prize included in your package, for which you could hold one more drawing.]

Congratulations everyone! Well done on your hard work today. Great team work, great new nations. Remember...YOU rule! Thank you for being a part of this historic nation-building event! Be sure to pick up one of these goody bags before you leave. They already have a bookmark and a calendar inside, but you can also put your activity packet and sheets inside, along with your crown, prizes, and the promo code your parents are holding onto.

Also, please make sure everyone in your group has put his/her name on the posters you've all created, and if you would like, you can turn them into me and I will put your beautiful creations on display in this library!



Tired of following everyone else's rules?

Create Your Own Country

at the Lonely Planet Kids
You Rule for a Day!
event at _____

Date: _____

Time: _____

You're in charge

 CUT OUT

COUPON

Take this side home!

Check out the book **You Rule!** and more great
Lonely Planet Kids books at
lonelyplanetkids.com



Use this promo code to get a 25% discount!
LPKIDS25

Terms & Conditions: Offer available from www.lonelyplanet.com and may not be combined with other special deals, discounts or promotions. Excludes pre-orders, print guide bundles and delivery charges. Offer is available until 31 January 2016.

 @lpkids  /lpkidstravel

RAFFLE

Turn this side of the ticket into the raffle bin for a chance to win a **Lonely Planet Kids** book at the end of the event.

Name: _____

Check here if you'd like to join the **Lonely Planet Kids** newsletter!

Email: _____

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Use this promo code to get a 25% discount!
LPKIDS25

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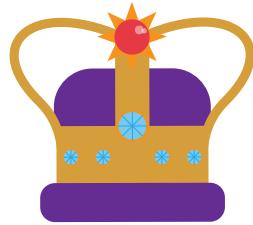
RAFFLE

Turn this side of the ticket into the raffle bin for a chance to win a **Lonely Planet Kids** book at the end of the event.

Name: _____

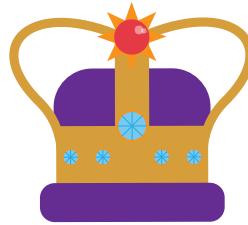
Check here if you'd like to join the **Lonely Planet Kids** newsletter!

Email: _____



Lonely Planet Kids

YOU RULE!



**Do you ever wish you could be the one to make the rules?
Well, now's your chance!**

**Get ready to design your very own nation, completely from scratch.
RIGHT HERE, RIGHT NOW, YOU RULE!**

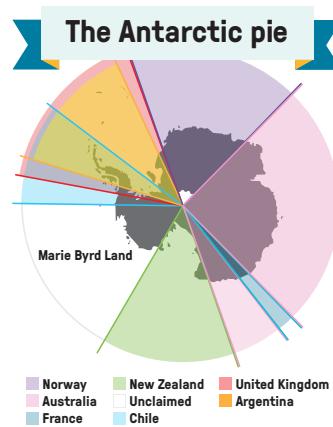
Throw on your robes, dust off your crown, and start nation-building!

Who needs land? Nation ahoy!

While unclaimed land might be hard to come by, sea platforms – solid structures anchored to the seabed – will do. In 1966, a former British soldier seized an abandoned military platform off the coast of South East England. He designed a flag, made up laws, penned a national anthem, and printed passports. Roy Bates died in 2012, but Sealand is still “ruled” by his son, Prince Michael.

Up for Grabs

The Norwegian sector of Antarctica has no defined southern boundary, so the part near the South Pole could be up for grabs!



Choose your place

First you have to decide where or what your country will be.

It can be in an existing country, one of your bedrooms or schools, this library, an island that's just popped up in the ocean thanks to a volcano, another planet, or even a place you dream up – stake your claim!

Write down your group's ideas:

Where/what has your group decided to claim?

What makes it a great place to establish a country?



Virtually yours

In the age of the internet, you don't need land at all – why not set up a country online? Established in 2008, Wirtland claims to be the world's first virtual nation. More than 4,000 people have become Witzens of Wirtland, or Wirtlanders.



Choose your government



VOTE TIME: Hands ready! Who wants to run your new country as:

A. An autocracy?

Tallies: _____

B. A monarchy or oligarchy?

Tallies: _____

C. A democracy?

Tallies: _____

Tally markers, circle the letter that had the most votes.

Losing the plot

Being an autocrat is all very well if your country is small. But if it starts to grow, it will become almost impossible to manage everything by yourself. You'll probably be exhausted, and a bit grumpy. If that happens, you could even start behaving like a tyrant – ordering people around, ticking them off constantly, and much, much worse!



Ivan the Terrible

Power sharing

A fair option is to involve all of your citizens in government. This is called 'democracy' and was first introduced in Greece in the 6th century BC. Today, most nations are democracies. It's easy to see why they are so popular. Citizens feel they have some influence on their government and, as a result, are usually happier about its decisions. But there is one thing that aspiring leaders should know: even in a democracy, you can't please everyone all of the time.



Choose your leader

If your group chose **A**, an autocracy, your leader could be called an **emperor** or **czar**.

If your group chose **B**, a monarchy or oligarchy, your leader could be called a **king** or **queen**.

If your group chose **C**, a democracy, your leader could be called a **president** or **prime minister**.

ATTENTION DEMOCRATIC NATIONS,

IT'S VOTE TIME: Hands ready! Who wants your leader to be:

Candidate #1 name:

Tallies: _____

Candidate #2 name:

Tallies: _____

Candidate #3 name:

Tallies: _____

Candidate #4 name:

Tallies: _____

Who won the most votes or asserted themselves as your leader?

What is his or her title?



Decide your values

What makes your country truly magnificent and attractive to potential citizens? What does your country believe are the most important things every human should have in his or her life?

Choose from the examples below, or brainstorm your own:

**freedom health fun happiness
tolerance individualism unity**

Our country values:

Circle the most important value.

Decide your rights

Many rights are based on the country's values. Rights are what your country believes every citizen should be allowed to have and cannot be taken away.

Some rights can be silly like "the right to stay up late." Some can be serious like "the right to choose what job you want." Brainstorm the rights you will grant to every citizen (see if you can base your rights on your chosen values):

All citizens should have the right to:

Circle your most important right.

Decide your name

We hereby announce our nation to be called

Here are some ideas for naming your country:

- Include a word that describes the place like Iceland did. Or describe it in a way that will make people want to go there, like Greenland did.
- Use adjectives such as "great," "grand," "magnificent," or "most powerful."
- Use a word that describes your country's government, such as "kingdom," "republic," or "empire."



If your group needs help deciding, use a die to help. Fill the blanks in column 2, then roll the die three times and record the result each time.

1 First roll is for column 1 of the name box. If you roll a five, circle the fifth line in column one.

Result: _____

2 Second roll is for column 2. Circle the line that matches the result of your second roll.

Result: _____

3 Do the same for the third roll and column 3.

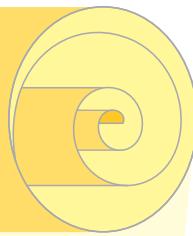
Result: _____

Roll 1	Roll 2	Roll 3
1 Grand	Place description: _____	-land
2 Great	Leader's first name: _____	-landia
3 Magnificent	An important value: _____	-istan
4 Most Noble	Type of government: _____	-ania
5 Immortal	A favorable description: _____	-topia
6 Sovereign	Any word you just really like: _____	-ica

Combine the three circled words to create one official-sounding country name:

Roll 1

Roll 2 + Roll 3



Declaration of Independence

We, the former citizens of

(write country/state/city the new nation is breaking from)

declare the birth of a new nation.

(write country name)

..... is now officially

a separate and independent country. We declare our
independence because

..... . We believe in the values of

This will be a, and

(write type of government)

..... will be the

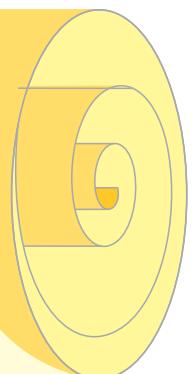
(write leader's name)

..... . Every citizen will be
(write what type of leader he/she will be)

granted the right to

Official law decrees that all citizens shall

Signed by



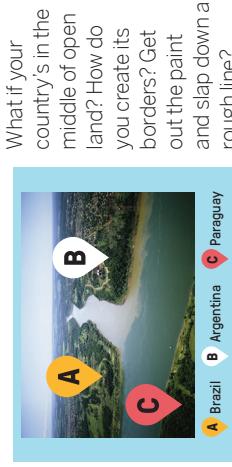


Establish your borders

If your country is a bedroom, the boundaries are clear. If it's a backyard, a fence or wall may act as a border. If it's an island, the job is done for you by the sea.

In South America, the Paraná and Iguazu rivers separate three nations: Argentina, Brazil, and Paraguay. You can stand on a river bank and wave to people in two other countries.

Are there natural features that mark the edge of your country?



Usually lines are marked on the ground with posts or pillars. If your country is small, you could use string and pegs or stakes to mark out its boundaries, or even mark it with a mower!



Assessing the threats:

Answer these questions to find out what level of protection your country requires.

Who are your neighbors?

1. A few nice families.
 2. Annoying brothers/sisters/neighbor's kids.
 3. Lots of people we don't even know.
- Have you had disagreements with them in the past?**
1. No, we get along well with everyone.
 2. Hmm, we have a few upset neighbors.
 3. They're out to sabotage our country!

Do they look friendly?

1. Yes, somebody even waved.
2. Sort of, but we don't trust them.
3. No, and we've been getting some really dirty looks.

How did you score?

Add up the numbers of your answers, so if you picked option '1', score one point, and so on. Design your borders according to your total score:

3-4: No one's likely to bother you. Have a few 'Welcome!' signs at strategic points.

5-6: Best to have a fence. Place checkpoints on all access routes. A checkpoint can be a simple gate where people have to ask permission to enter.

7-9: Start building a wall, and build it tall. Get a big dog.

BORDER SECURITY



BORDER SECURITY

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Mark your territory

On the back of this sheet, sketch a visual of what your country will look like, where your country's boundaries and checkpoints will be, and what cities, roads, buildings, tourist attractions, or landmarks (or furniture!) will be within your borders.

Then as a group, draw your final map on the poster. (If you haven't already done so, don't forget to draw at the top of the poster a banner with your country's name first.)

On the grid

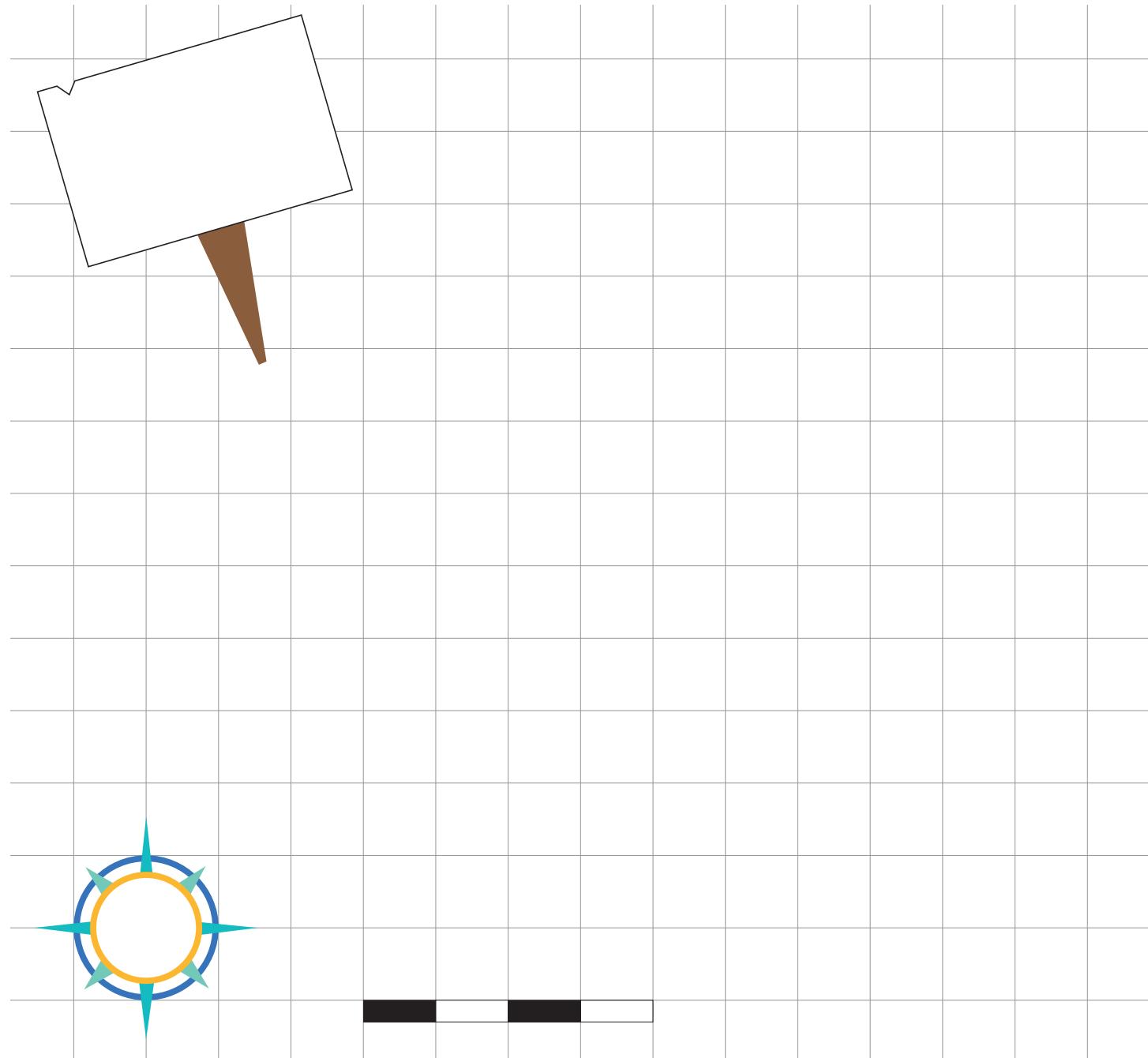
The grid on the back is made up of 1cm squares. If you decide a 1 cm square on the map equals 1 mi on the earth, then if two cities are 2 mi apart on the ground, then you would make sure there are two squares between the dots representing the cities on your map (1 cm square = 1 mi, so 2 cm squares = 2 mi). This is called scaling, because your map cannot be as big as your actual country!

On most maps the scale is shown as a bar, like this:



This helps the map reader to understand the actual distances between places when looking at the map. In this example, if 4 cm = 40 km, so 1 cm = 10 km.

Your grid has sixteen 1-cm squares across and thirteen 1-cm squares down. If your country is 160 mi wide and 130 mi long, then 1 cm could represent 10 mi. If your country is going to be 16 ft by 13 ft, then 1 cm could represent 1 ft. If your country is going to be 1600 km by 1300 km, 1 cm could then represent 100 km.



Often, maps show physical features with different colors or symbols, for example pale yellow for deserts, blue for waterways, dashed lines for roads, or triangles for mountains.

Use colored pencils to code the physical features of your country on the map, using the key to explain each color or symbol.

Key:





Write your national anthem

There's nothing better than a song or national anthem proclaiming what a wonderful nation you live in to get people all emotional and misty-eyed. So, compose a catchy tune with inspiring lyrics about how terrific your country is and get everybody singing along. Be bold: urge people to celebrate the country's values and the rights it protects. Praise its leader and noble beginnings.

Take note from a fellow micronation:

The Hutt River Province in Australia had famous musicians pen its national anthem:

*It's a hard land but it's our own land
Built with love and dedication
Self-assured is our small nation
One man's dream of independence
God bless the Prince of The Hutt River Province
God bless the man whose dream has come true*

Lend me your anthem

Music not your thing? Borrow a tune and match your lyrics to it. Some micronational anthems use the melody of God Save the Queen, the UK's national anthem. But you might like to use your favorite modern pop song.

If you're experiencing writer's block, borrow a few words from a familiar anthem, such as the US's anthem. Use the example below to help you get started.

Oh, say can you see,

What so proudly we hail,

This glorious land of _____

Whose bold flag of _____

Now gallantly flies

Above _____ lands

Representing _____

And the trumpets will call,

The drums will beat in time,

Stirring pride in us all,

That our country's still here.

Oh, say does that _____

Banner yet wave

Over the land of the _____

And the home of the _____



If you're musical, you could compose a tune to the lyrics you write below. Remember: it needs to be grand and stirring, with some big, bombastic sounds, like trumpet fanfares and drum rolls, but it's also got to be easy to sing along to.

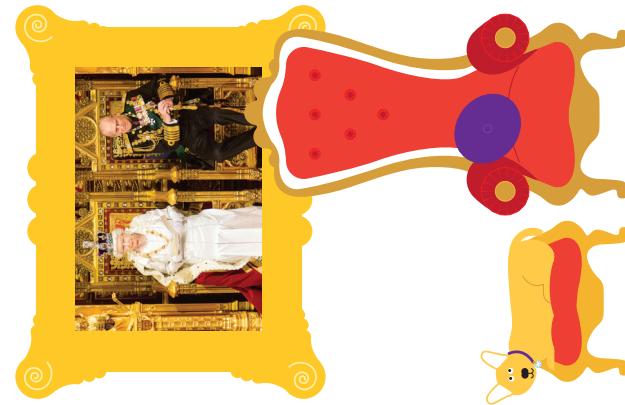
Brainstorm your ideas here, then as a group, on the poster write your final lyrics large enough to be seen from afar. (If you haven't already done so, don't forget to draw at the top of the poster a banner with your country's name first.)

Write your pledge

You want loyal citizens in your country. Write a pledge that they can recite, declaring their pride in their country and responsibility to help make it a great country.

Take note from another country:

I swear that I will be faithful and bear true allegiance to Her Majesty Queen Elizabeth II, Queen of Canada, Her Heirs and Successors, and that I will faithfully observe the laws of Canada and fulfill my duties as a Canadian citizen



Now it's time to write an oath that gets your citizens' hearts beating. Be sure to reference the great things about your country that citizens should want to protect. Use words like "beloved homeland" to remind them that this is a special place.

Again, brainstorm your ideas here, then as a group, write in large letters your final verses onto the poster.

Lend me your pledge

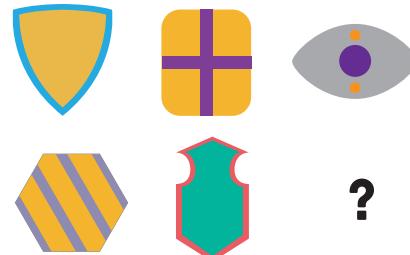
Again, nothing wrong with having writer's block. Borrow a few words from a familiar pledge of allegiance, such as the US's pledge. Use the example below to help you get started.

*I pledge allegiance, to the flag,
of _____, (republic/kingdom/
empire) for which it stands, one nation, indivisible,
with _____ (insert one of your values)
and _____ (insert one of your values) for all.*





Coat of arms



?

Badge of honor

In the Middle Ages, every wealthy family, city and state wanted its own stylish emblem (symbol), and strict rules for designing them were established and are still used today. A fancy coat of arms will give your proclamations a seriously official look.

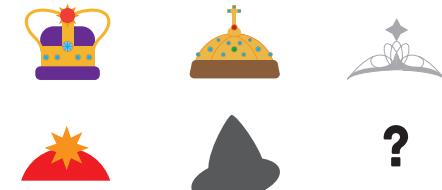
The supporters

Usually there's a banner bearing a motto, or short saying that is meant to sum up the values of your country. A motto could be something like 'Happy together.'

Herald a new nation

Sketch your ideas here, then as a group draw your final version on the poster.

Helm and crest



?

Above the shield is a helmet (helm) with a fancy feathery top (crest)—the fancier the better!

The supporters



?

Quite an achievement

Known also as an achievement, a heraldic symbol usually has a shield, or coat of arms, in the center. Use colors that represent your country's values or just pick your favorite colors. On either side of the shield are two identical animals. They look like they're holding the shield up, so they're called the supporters.

Emblem and motto



Ready to fly

The next thing you need is a flag. You'll need it for ceremonies, claiming new territories, rallying your troops, and for your citizens to stick on their car bumpers.

Keep it simple: choose a pattern you can confidently draw and can be easily copied by your subjects for their own homemade flags that they'll wave at you when you pass by.

Sketch out your ideas here, then together as a group, draw onto the poster your final design large enough to be seen by all. (If you haven't already done so, don't forget to draw a banner at the top of the poster with your country's name on it first.)

1. Most flags consist of blocks of color. You could use your favorite color or one that represents your country: blue for an island in a vast sea, red to represent power, or purple, the color of your bedroom walls!

2. You could opt for a two-color flag or the very popular tricolor (three colors) style favored by France and Italy. Just make sure it hasn't been done before (you'll need to check an atlas).

2. Decide which shapes to include. To stand out, avoid simple squares or rectangles and add a few curves and angles. You could include a circle, some stripes, maybe even a star or two. Or why not have your lines run diagonally, in all sorts of colors?



National flag of

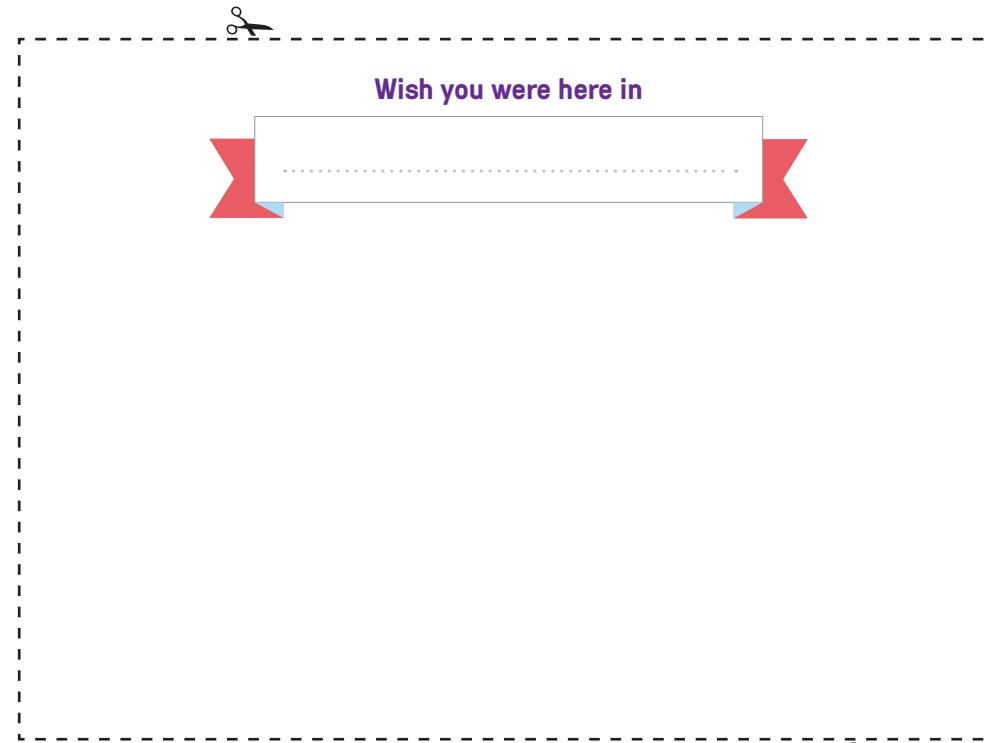


Bring a crowd

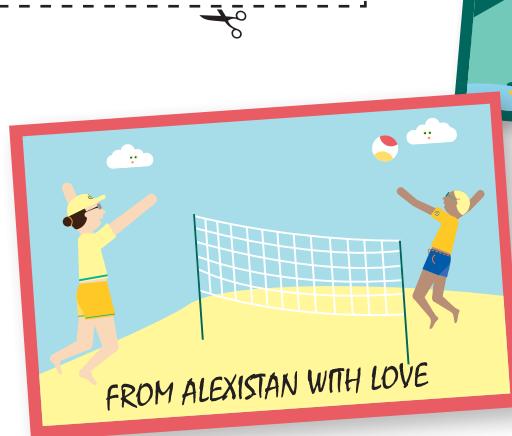
It'll never be much of a country if it doesn't have any people. If it's a cool place to be, word will soon spread and people will start turning up. Give it a few generations and you could have a proper population.

Make them jealous!

Design a postcard that depicts the beauty of your country or the fun activities you can do there as a tourist. Use phrases like "Wish you were here" and send it to friends and family to get them interested in checking it out. If they like it enough, they may just decide to come back permanently!



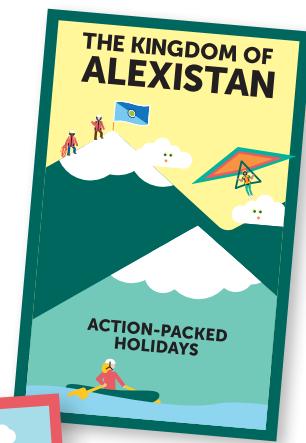
Wish you were here in



FROM ALEXISTAN WITH LOVE

Join the jet set

You could draw some pictures of your country – only the nicest parts of course – and write a short article about its attractions. Could it be a popular vacation destination? Make a brochure. Ask your teachers if you can hand it out at school to get more interest from your classmates.



**THE KINGDOM OF
ALEXISTAN**

**ACTION-PACKED
HOLIDAYS**



Get the money rolling in

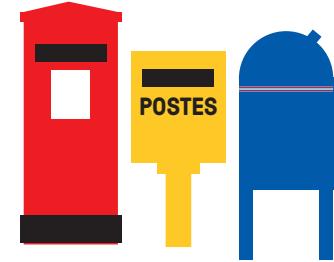
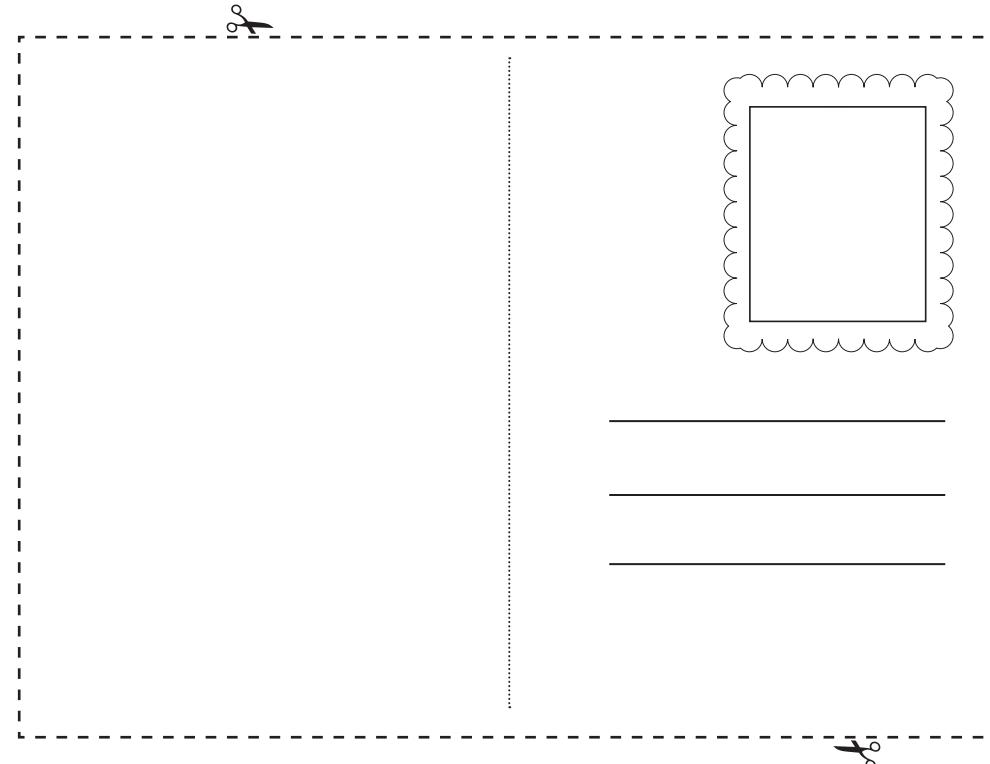
When it comes to making money, it's hard to beat tourism. Find ways to attract visitors and keep the tourist dollars rolling in.

Show off

Offer guided tours of your nation, including major landmarks and historic sites. People love hobnobbing with royalty, so they'll probably pay top dollar for a day with the nation's leader (yes, that's you).

Spread the news!

Cut this postcard out and make copies of it, so you can spread the news about the fun to be had in your country. After designing a stamp, write a message about the activities you have been doing and the sights you have been seeing.



Put your stamp on it!

It's wise to set up a national postal service. Selling stamps to citizens can be a good way to generate cash. Stamp designs often include national symbols or a portrait of the country's ruler, but can show landscapes or even wildlife.





Making the grade

Every new nation wants to gain official recognition, and be treated by other countries as an equal. However, it's so tricky that no micronation has yet managed it. But, hey, you like a challenge, right?

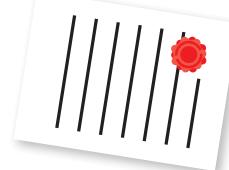
So, how do you get to be a real country? A famous treaty signed in 1933 in South America, the Montevideo Convention on the Rights and Duties of States, set out the following four requirements:

- 1. Defined territory**
- 2. Permanent population**
- 3. Government**
- 4. Relationships with other countries**

Start swearing in the population

Start with family and friends. Hold an official ceremony, where they read out the pledge, their oath of loyalty, and are presented with their citizenship certificate.

Another thing you can offer to gain nods of approval from other nations is a passport – a document stating that the holder is a citizen of your nation and thereby has the freedom to come and go from your country and enter others. There are usually blank pages to be filled with fancy stamps as a citizen passes through different countries. Issuing passports is a hallmark of a serious nation and could help you to become official.



Make nice with other countries

Countries often sell their goods and services to each other and allow citizens to move freely between their countries. Nations also agree to help each other in the event of war. Do this and you'll end up with a bunch of friendly nations – otherwise known as allies. See if you can talk with some of the other new nations here at this library and form some alliances.



World stage

The next step is to apply for membership of the United Nations. Based in New York, almost all the world's real countries belong to this organization. It is where their representatives hang out, discuss problems, and agree on solutions, and it's the closest thing we have to a world government. Gain membership here and you're made! The trouble is, they're a bit fussy about who they let in. Even some real countries haven't been accepted.

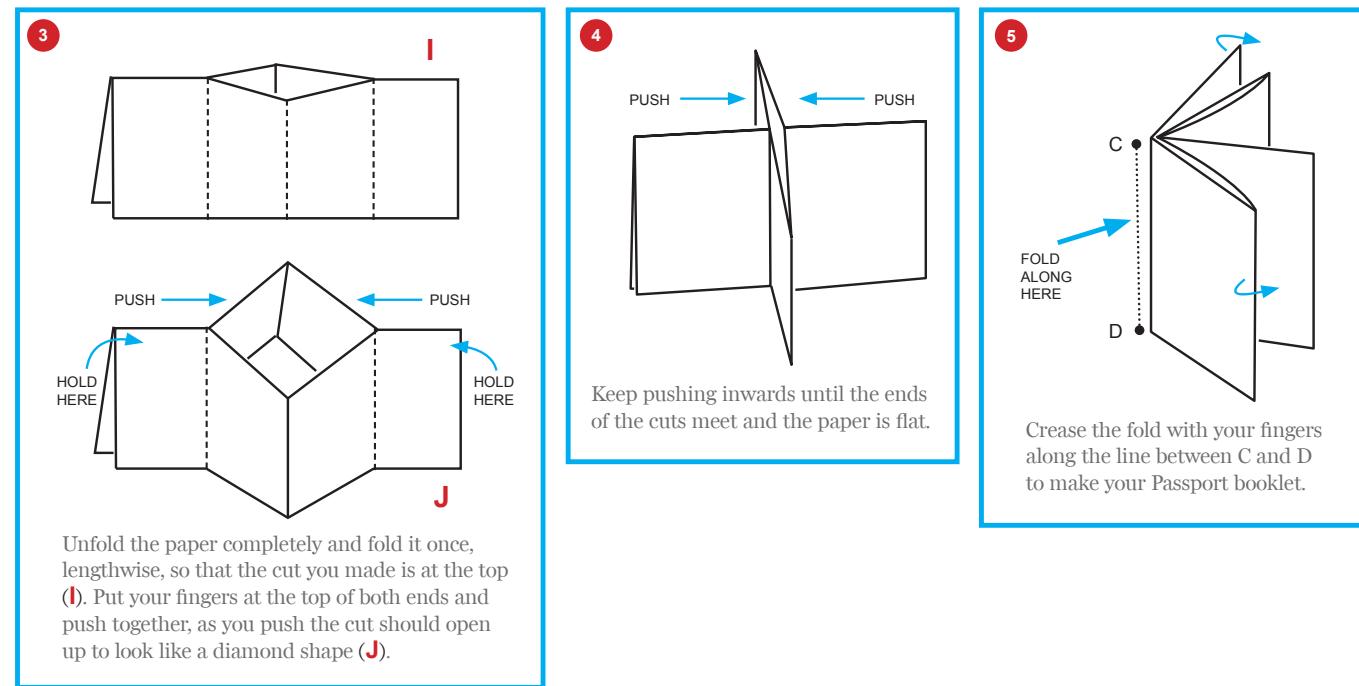
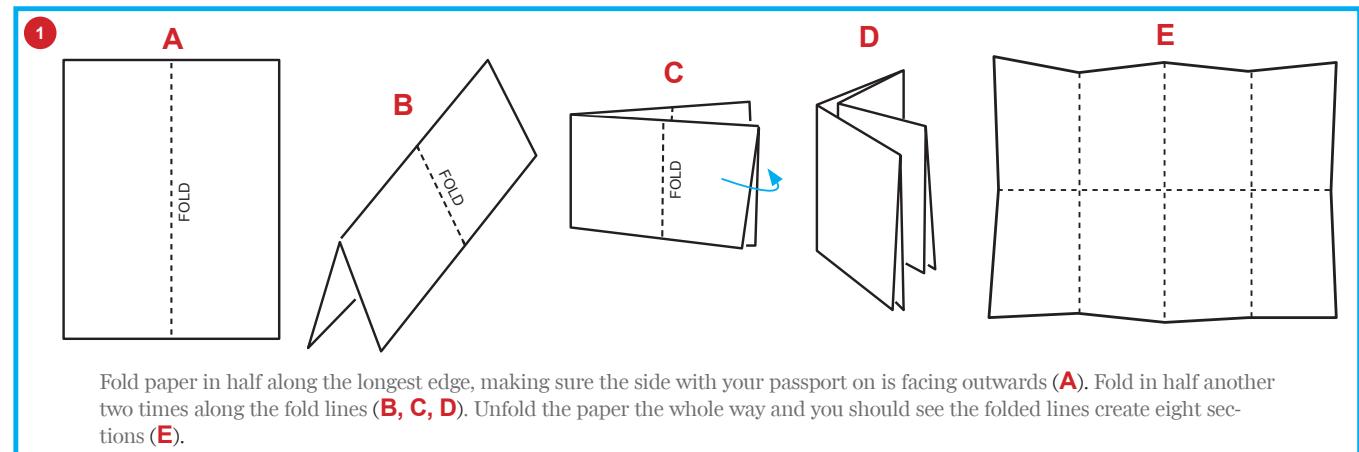
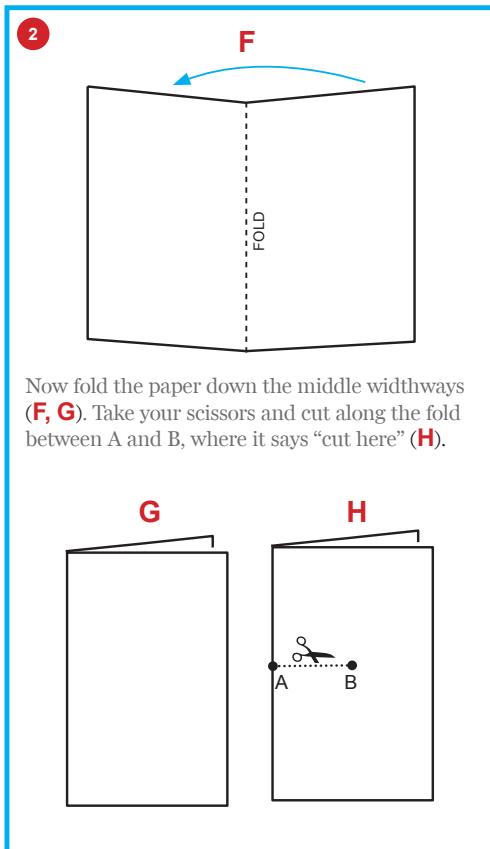
How to apply for UN membership

- 1.** Declare your country a "peace loving state."
- 2.** Write an application saying you accept all the rules of the UN.
- 3.** Gain the approval of at least nine of the UN's 15 Council members, and the approval of all five permanent members – China, France, Russia, the United Kingdom, and the United States.
- 4.** Have your application approved by two-thirds of all UN members.
- 5.** Pay your annual fees.

Decorate, design and write your passport before you fold it!

Folding instructions

(You will need a pair of scissors, make sure you have adult supervision)



[your title as ruler], leader of
 [name of country], request all those
 whom it may concern to allow the bearer of this document to
 pass freely without hindrance, and to offer any assistance he
 or she may require.

[Add your signature to the line.]

PASSPORT

PASSPORT

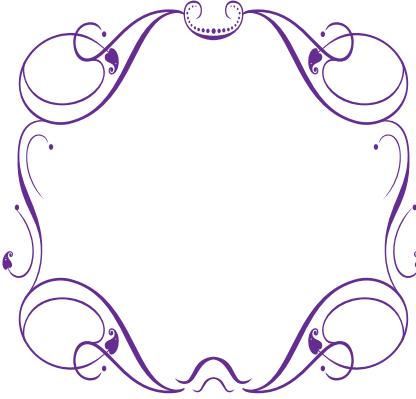


Lastname _____	Firstname _____
Date of birth _____	Place of birth _____
Nationality _____	M/F _____
Date of issue _____	Date of expiration _____
Passport No.: _____	

Cut here from A to B

Fold along C and D

OFFICIAL COUNTRY NAME



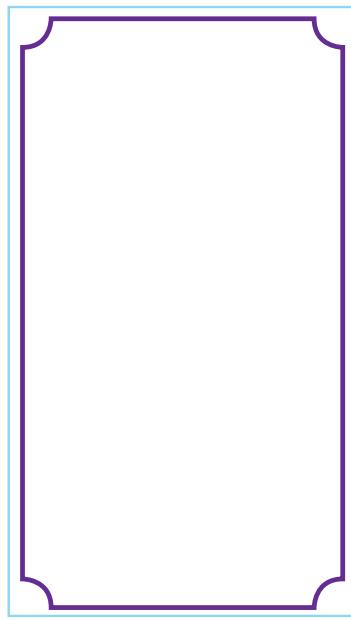
Lonely Planet KIDS
 lonelyplanetkids.com

Because right here, right now, you rule!
 President or dictator.
 You can be king, queen, big chief, emperor,
 what they do and how they travel.
 Choose where your nation is located,
 what it looks like, how many people live in it,
 what its national sport?

What is your major industry/export (the product that your country will be good at making that the rest of the world will want to buy)?

What is your national holiday?

What is your national sport?



Design an official currency.

Design a national statue of your country's leader or
 design a national costume that your citizens will wear
 for special occasions.

