TEACHER GUIDE

THE AIDS CRISIS

SET UP

SCHEDULING

We recommend running VOXPOP in a 90-minute class period.
You can also split a role-play across two 45-minute periods.
If splitting over two periods, pause after **9. The Issues**.

BETA LOG IN

Enter your email address.

CREATE A NEW SESSION

1. Click on **The AIDS Crisis**
2. You will name your session so that you can come back to it later, if you need to run the role-play over different days.

OR

OPEN A PREVIOUS SESSION

The session will pick up where you left off. VOXPOP automatically saves all student roles and votes.

USING VOXPOP REMOTELY

VOXPOP was designed for in-person classrooms, but it can be adapted for remote instruction.

OPTIONAL BREAKOUT ROOMS

You can move students into breakout rooms for small group discussion during phases:

7. **Discuss Values**
   4 breakout rooms: Scientists, Activists, Concerned Citizens, Public Officials.
11. **Work in Committees**
   3 breakout rooms: Medicine, Prevention, Identity.

TECHNICAL TIPS

Students should use laptops or desktops if possible. If they use phones or tablets, they'll get disconnected from VOXPOP when they switch back to zoom/google meet. We recommend staying on their VOXPOP screen except when the class display plays important videos: **3. The History**, **9. The Issues** and **16. What Happened**.

RUNNING VOXPOP

1. ASSIGN PROFILES

1. Ask your students to go to voxpop.dev/student on their web-enabled devices.
   If students have trouble accessing the website, suggest doing a hard-refresh of the browser by holding down CTRL and clicking the refresh button.
2. Have students enter the **Session Code**.
   They will be asked to type in a display name. If students are returning to a session that's already in progress, they must type their name exactly as they did before in order to resume their roles. Names will be displayed on the class screen, and are case- and punctuation-sensitive.
3. As students log in, they will be assigned to groups and their name will appear on the screen.
   You may begin when you have enough students.
   If students arrive late, you can find the URL & Session Code by clicking on
4. When you're ready to start, click **NEXT PAGE**

2. WELCOME

1. Click ▷ to watch the video.

3. THE HISTORY

1. Click ▷ to watch the video.

4. PROFILES

1. Give your students 2-3 minutes to read their profiles.
2. Remind students to click **FINISHED REVIEWING** when they're done.

5. INTRODUCTIONS

If running **remotely**: Ask one student from each Group to introduce themselves and share a bit about their background.

OR

If running **in person**: Give students 3-4 minutes to walk around and introduce themselves to one another.

6. VALUES INTRO

1. Click to watch the video.

7. DISCUSS VALUES

If using **breakout rooms**:

1. Send Groups to breakout rooms to meet & talk with members of their Group.
2. In their Groups, students will:
   a. Respond to the discussion question displayed on their devices, and
   b. Pick one representative to explain their value to the class.
3. When Groups are ready to present, click **NEXT PAGE**

If staying in the **main room**, do a chat waterfall:

1. Ask students to type a response to the discussion question on their screen, but not hit ENTER yet.
2. When students have finished typing, click **NEXT PAGE**

8. SHARE YOUR VALUES

Each Group gets its own Share Your Values page.

1. A representative from each Group will share their Group's response to the discussion question, either as a speech prepared in the breakout room, OR in the chat as a chat waterfall response.
2. Encourage Groups to cheer for each other! Each Group has at least one natural ally.

9. THE ISSUES

1. Click to watch the video.
2. Use the discussion questions that appear at the end of each video to help students understand the Issue.
3. There are 3 Issues to review. When you are confident the students understand each Issue, click **NEXT PAGE**

If running VOXPOP over two classes, **pause here**.

10. COMMITTEE INTRO

1. Click ▷ to watch the video.

11. WORK IN COMMITTEES

In their committees, students will:

1. Vote on their individual devices to select one Proposal for a whole class vote,
2. Pick a representative to explain and argue for their Proposal before the class,
3. Pick a representative to present arguments against the Proposal.

Breakout rooms are **optional**, as students vote on their own devices.

12. VOTE INTRO

1. Bring students back from their committees.
2. Click ▷ to watch the video.

13-14. VOTE

Each Proposal gets its own Debate and Vote page.

13. VOTE: DEBATE

1. Committee members present the Pros & Cons of the Proposal they selected.
2. When the class is ready to vote, click **NEXT PAGE**

14. VOTE: CAST YOUR VOTE

1. Players vote on their devices.
2. When everyone has voted, click **NEXT PAGE** to move to the next Proposal.

15. RESULTS

1. Review the results of the class vote.
2. Reflect on the experience. There are suggested discussion questions.

16. WHAT HAPPENED

1. Click ▷ to watch the video.