Thought Police vs. Outer Party

Welcome to 1984. To remain in good standing with Big Brother, you must obey the Party's rules. There are at least three Thought Police in this class. Thought Police may report offenses for any Outer Party members they observe committing crimes against the Party. Since you do not know who the informants are, you may choose to violate the rules at will; however, you never know who will be watching. Big Brother reserves the right to select more than the original three Thought Police as the game goes on to monitor the actions of the Outer Party. You never know who they may be . . .

Thought Police/Informants

By 10:00pm on Friday, October 21, 2016, please send a brief email to Big Brother stating that you are an informant. Big Brother should be the only person associated with the Party who knows of your identity. While you have the responsibility of informing Big Brother of others' offenses, other members of the Thought Police are able to inform Big Brother of infractions that you make.

Starting October 24th, here is how you are to report Outer Party offenses:

- 1. Make a list of the offenders and their thought crimes (1-12 below). Use the email format found below.
- 2. Email the list to Big Brother every evening (whether or not you have class) no later than 9:00 p.m. Put your name and hour on the bottom of the page. We will be sharing these infractions in class, so please have members on your list daily AND submit the lists *on time*.

Email Format:

Date: <fill in date here>

Dear Big Brother: I am now submitting today's list of offenders. Name(s) of Offenders (party members should be recognizable by their red Party ribbon; your job is to report ALL thought crime committed by Outer Party Members) Location of Thought Crime Thought Crime Committed (number from list)

Your name

Emails should be sent to Big Brother at vsweeney1@k12marshalltn.net

Outer Party Members (OP)

All those who are not members of the Thought Police are OP's. Your job is to uphold the rules of the Party listed on the back of this handout. You never know who is watching you.



List of Rules

- 1. Books will be carried in the **right** hand. When backpacks are worn, both straps must be used as the manufacturer intended (one strap over each shoulder). Bags and purses must be worn over the **right** shoulder.
- 2. Classmates must be greeted (in any situation outside of this classroom) with the phrase, **"Good morning/afternoon, Comrade,"** before any other speech commences. This phrase substitutes for *hi, hello, what's up*, or any other such greeting.
- 3. Upon entering a room, comrades must greet all teachers and librarians with the phrase, "I am eager to learn today," and depart from the classroom or library saying, "Thank you for educating me today."
- 4. When speaking to staff or any non-teaching adult in the hallways, office, clinic or any place outside the classroom, comrades must express gratitude for their service by greeting them with the phrase, "We appreciate your work on behalf of our education."
- 5. Comrades must use the standard-issue Party Blue Pen for all class work in all classes except math and art.
- 6. Comrades must be food- and beverage-free (except water) in all classrooms to avoid learning distraction.
- 7. Comrades must be cell phone, I-pod, and electronic device (except calculator and teacher approved computer use) use free while in the classroom to avoid learning distraction.
- 8. Comrades must not inform non-Party members of their allegiance to the Party during school hours. Any discussion of this game other than *during this class, with Big Brother, or with other adults outside school hours* **is strictly prohibited.** If asked questions by a *teacher*, Comrades may say they would love to discuss the Party with him or her before or after school to avoid distraction from class learning time.
- 9. **Comrades must wear the standard-issue Party blue ribbon at all times.** It must be worn so that all may see it clearly at any time.
- 10. During Party announcements, Comrades must sit quietly, looking straight at the screen with hands folded on the table in front of them. When announcements are over, Comrades must say, **"Go Tigers!"** in a voice sufficiently loud so that other students can hear.
- 11. All Comrades must refrain from talking during class unless they are called upon by a teacher/librarian, working in small groups/partners, participating in a whole class discussion, or asking a question.
- 12. All Comrades must remain in their seats, sitting silently, until the bell rings signifying the end of all classes.

Pick up your Party blue ribbon on Thursday morning before 8:00 a.m. outside Big Brother's room.

These rules are in place from the time you enter the building until 4 p.m., unless otherwise stated in the rule.

The game will be in effect from the time the 1st Block bell rings on **Monday**, **October 24th** and end when you leave the building on **Friday**, **October 28th**. This means that the rules are in effect for four full days while at school.

Any discussion or opposition to these rules must be raised **before** this game begins.

All Party members will write a reflection paper regarding the game and the novel.

Thought Police Game/ 1984 Reflection Paper

STAPLE THIS SHEET TO THE TOP OF YOUR PAPER.

I was a member of the Thought Police.	Yes	No	
Number of crimes I committed during the four-day	period:		
Number of absences during the four-day period:			
Number of times I was reported during the four-day	period:		
Number of times I reported to Big Brother during th	ne four-day per	riod:	

Your paper is a reflection paper, which means you should reflect on your experience of the game, as well as the novel. You must still have a thesis statement and organized paragraphs, but your thesis will be a one-sentence summary of your experience and each paragraph will focus on one aspect of your experience. If you are having trouble coming up with ideas, consider the following questions.

- 1. How is your understanding of the book affected by the Thought Police Game?
- 2. Write about your general reactions to the game. Did you think about your classmates differently? Did you feel paranoid, indifferent, challenged, etc?
- 3. Write about your feelings about the ability of others to monitor your actions, banking activity, Internet activity, phone activity, etc.
- 4. Consider the elimination of personal privacy currently under development via the Internet, Facebook, Twitter, texting, etc. What do we compromise when we allow others to get to know us so well? Is there a tacit etiquette? Do you see any dichotomizing of society?
- 5. How did you react to the opening pages of *1984* as you realized that Winston and the other characters in the book must LIVE the game?
- 6. At some point in the book, did you become aware that in many ways, we are already living under similar circumstances? What do you think of that?
- 7. The Inner Party must, for its success, eliminate nonessential language, thinking, individuality, and love among its members. Comment on these ideas both in the book and in the society in which you live.
- 8. Comment on the Proles and their function in the book. Do you see a "prole" segment in our society? Does our culture allow for them to operate in similar or different ways from the way they function in the book? Why might we allow that?
- 9. Consider the role of torture in the book. While we consider torture as a means for obtaining information, *1984* offers a differing function. Can you make any relevant observations about our society?

This paper is not a critique of the game itself. This paper is about your experience of the game and the book, and what it made you think about and/or feel.

Please compose a title that observes the nature of your argument (not the name of the assignment), use size 12 font, Times New Roman, double-space your work, and include a heading in the upper left-hand corner of the paper. There is no specific length requirement other than you need to include an introduction, 1+ body paragraphs, and a conclusion. However, the **more infractions you commit** during the duration of the game, **the longer your paper will be**, as you will need to reflect on EACH infraction.

This reflection is due at the beginning of class on Monday, October 31, 2016.