

Rock Enrol!



Cabinet Office

mencap

The voice of
learning disability



This adapted version of Rock Enroll! is aimed at inspiring young people with a learning disability to discuss and debate what they care about, whilst considering why they should register to vote. It has been developed in partnership with Mencap.

Welcome to Rock Enrol!®

Flexibility

Our plans are a guide for you to adapt to your group.

You are now on your way to playing a central part in a growing movement to get the voices of young people heard.

Although young people can apply to register to vote when they are over 16, only around half do so. Why is that? Many are passionate about the issues that affect them but they are unaware of their own power.

This resource will support you to run your own Rock Enrol!® session with your class, youth organisation or peer group.

The games and materials in this resource are aimed at inspiring young people with a learning difficulty to discuss and debate what they care about, whilst considering why they should register to vote.

For an hour session

Let's vote!

(20 Minutes) It's election time at your group.

Show me the money

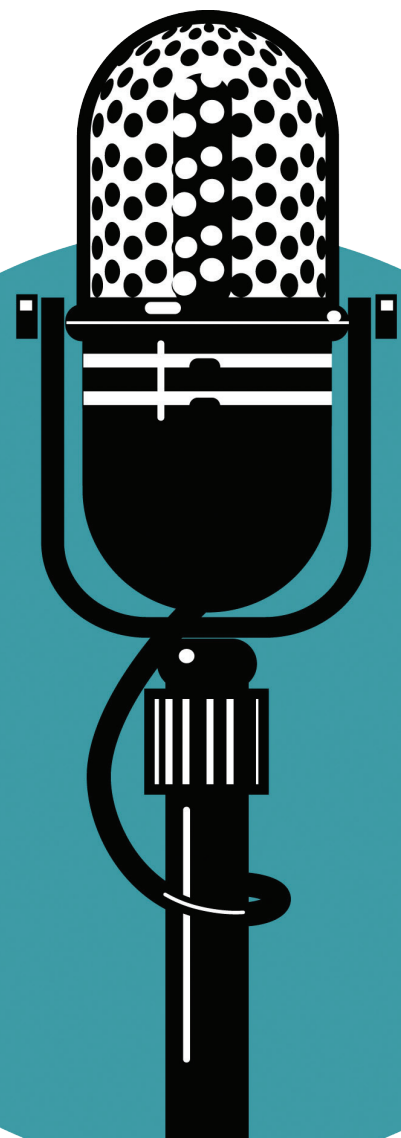
(20 Minutes) Get in small groups and spend the country's money on what they think is important.

Register to vote

(20 Minutes) An opportunity to register to vote. Remind your group ahead of the session they will need to bring their address, DOB, National Insurance number.

Remember!

You can register to vote online now! Go to bit.ly/mencap-rock-enrol



Let's vote!

20 minutes

A mini election will take place after listening to your two candidates. Half of the group will be taken out to show what happens if people are not registered to vote.

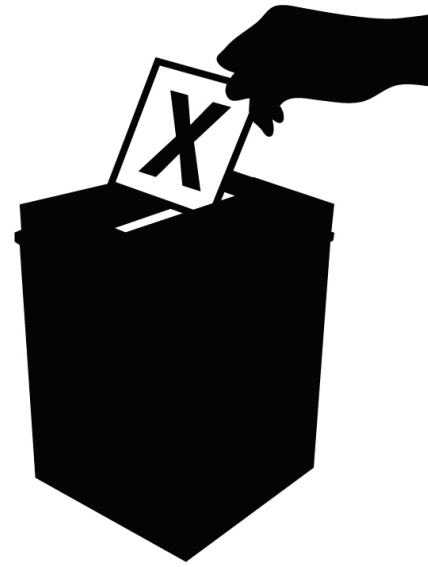
Aim:

To show that to be able to vote, you first need to be registered.



You will need:

- Candidates to make speeches (we recommend 4 candidates)
- Ballot cards (half with numbers on the back and half without) and ballot box



1-2-3

How to:

1. Introduce the game

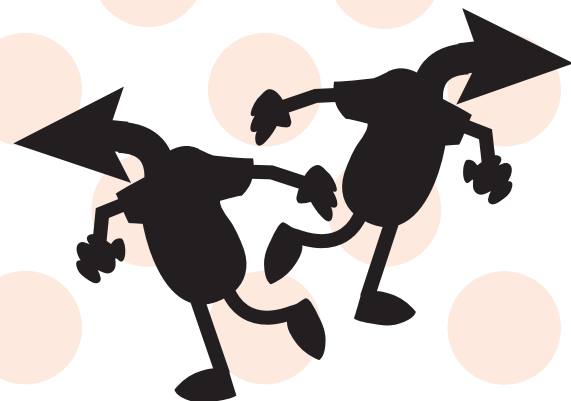
Explain to the group they will hear their candidates speak about important subjects. They will then each vote for who they thought had the best ideas and the one with the most votes will be declared a winner. (Some of the ballot cards will have a number on them though and should be taken out to represent people who have not registered. Has this changed the result?)



2. Make a speech

Your candidates should speak for a couple of minutes each about their chosen subject.

Remember, you can choose whatever topics you wish for candidates to discuss.



Let's vote! *continued*



3. Voting

Each person should now vote using their ballot card. Once all votes are cast, count all of the votes and declare the winner.

You should then explain that half of the cards had a number on the back to represent people who were not registered to vote. Re-count the votes and declare who has won now. Has this made a difference?



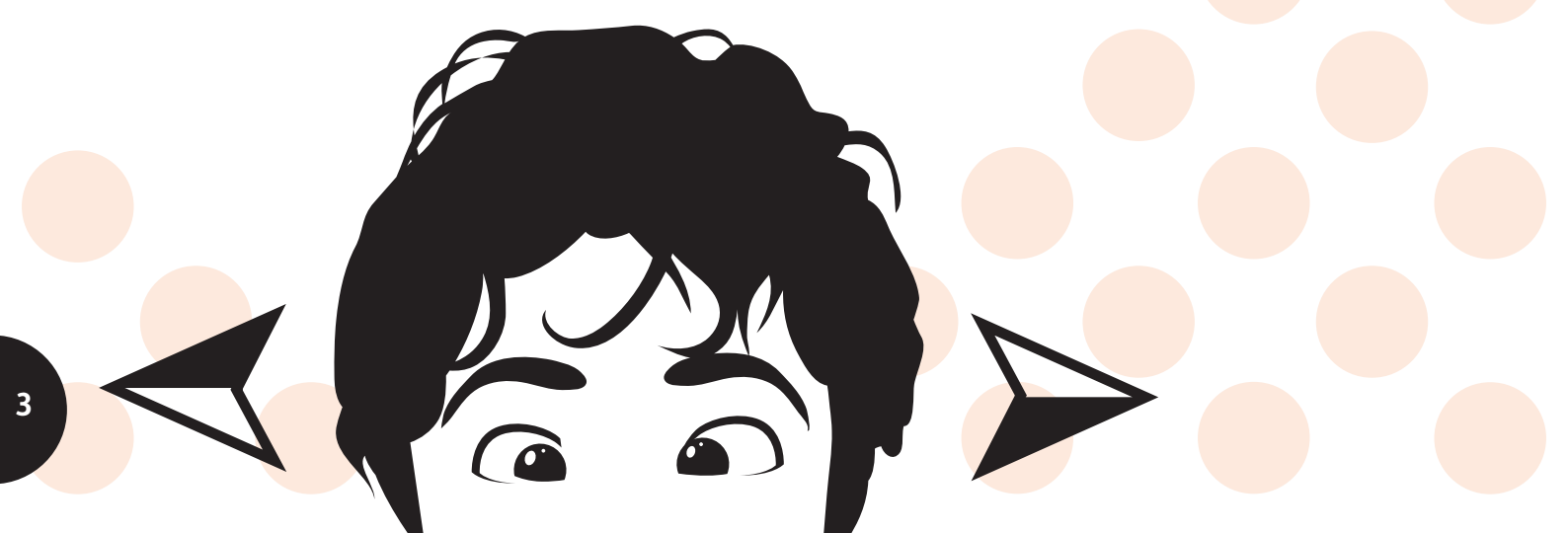
4. Conclude the game

Ask those with numbered cards how it felt not to vote. Explain that half of young people are registered to vote, so they can have a say, but half are not so cannot have a say. Now split the group in half, give one half non numbered cards and the other half numbered cards, everyone can then vote. When you are on the register you can vote and, therefore, have a voice.

The electoral register is the list of people who can vote. You have to register to be on it. You can apply to be on the register when you are over 16. You can vote when you are 18.

Top tips:

- Make the statements easy to understand and controversial.
- Local issues are a good way to draw out opinion (e.g. local transport, crime, recent news announcements).



Show me the money

20 minutes

Played in small groups: each group decides how the Government should spend the country's money.

Aims:

To encourage team working and negotiation skills.



Resources:

- Money
- Eight money boxes and flash cards showing where the Government spends its money.

1-2-3

How to:

1. Divide the group into small groups of 4 or 5 people

Each group will need £100 of the money and the money boxes and flash cards for each group. They will then need to work together to decide how to spend the money by putting the money into the relevant money boxes. Then discuss where each group has spent the money.



2. Introduce the game and Round 1 (7-9 minutes)

Each group is in charge of dividing up the country's budget.

Each group has five minutes to divide £100 across the categories listed on the worksheet. These are: police and security; culture and sport; defence; environment; education; health; international aid and welfare and benefits.

Each group can spend the money as they wish but they must spend it all. Move between the groups to discuss how money is being distributed.



Show me the money *continued*



3. Round 2: Economic crisis (7-8 minutes)

The country is in economic crisis. Each group now has three minutes to remove £30 from their first budget. Where will you make the cuts?

Prompts

- If you change funding from education or sport and culture, what effect will that have e.g. on the economy or on health?
- If money is not given to international aid what impact could that have?
- If you make changes in one area e.g. health, what effect will that have on another area e.g. welfare and benefits?
- Does anyone want to cut something completely – why?



4. Concluding the game (5-6 minutes)

Get feedback from groups and compare decisions made by different teams.

Prompts

- What caused the most debate in your groups?
- Who actually makes these decisions in real life?
- How can you influence what decisions are made?
(If people do not mention voting, ask if voting is a way to do so.)



Summary and invitation to register

20 minutes

A short discussion and opportunity for participants to register to vote.

1. Recap activity outcomes

Summarise today's session. Highlight that by registering to vote and voting, politicians can be influenced. People often disagree about what should be done; voting is one way that you can have your say. If you register to vote then you can have your say on how you think things should be done and who you want to do them.

2. Invitation to register

Invite participants with their National Insurance numbers to apply to register to vote.

If you sign up to the Electoral Register you show the politicians that you are a vote worth winning.

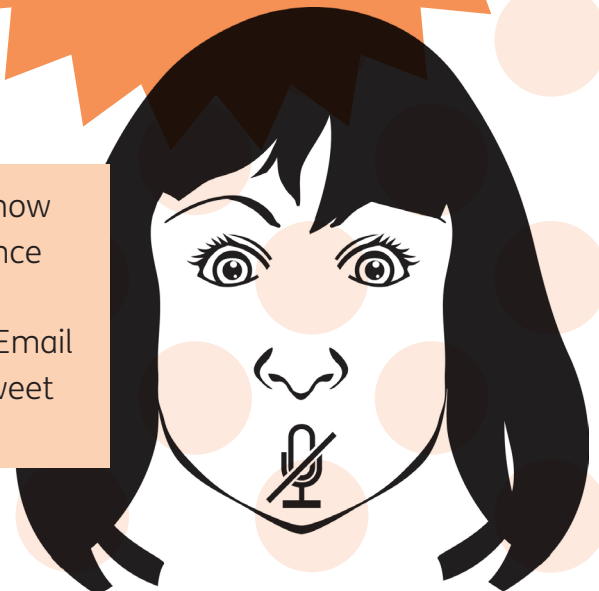
You can apply to register to vote once you're over 16. Even though you cannot vote until you are 18 your influence begins as soon as you join the register.

How to Register

1. ONLINE using a computer, tablet or smart phone via bit.ly/rock-enrol. It only takes 5 minutes!
2. BY POST using blank registration forms. These can either be printed from the internet or you can contact your local Electoral Registration Office. Find their contact details and forms on www.aboutmyvote.co.uk or www.eoni.org.uk if you are in Northern Ireland. Collect the forms and send them to the relevant local council straight away. (Remember – participants might be from different areas and their forms will need to be sent back to the correct office.)

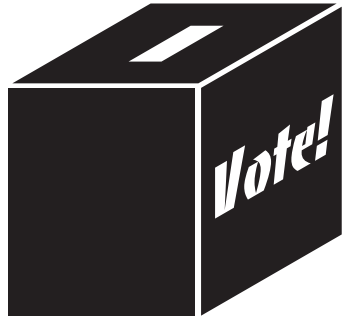
- You can use the 'why register?' section on page 7 to support your discussion or to share with others.
- You can also use page 7 to explain what you can vote for.

How was it? Let the Democratic Engagement Team know how your session went. We're eager to hear about your experience of delivering Rock Enrol®, find out how many people were registered and see any pictures taken during your session. Email us at DemocraticEngagement@cabinetoffice.gov.uk or tweet us [@signup2vote](https://twitter.com/signup2vote) using [#rockenrol](https://twitter.com/rockenrol).

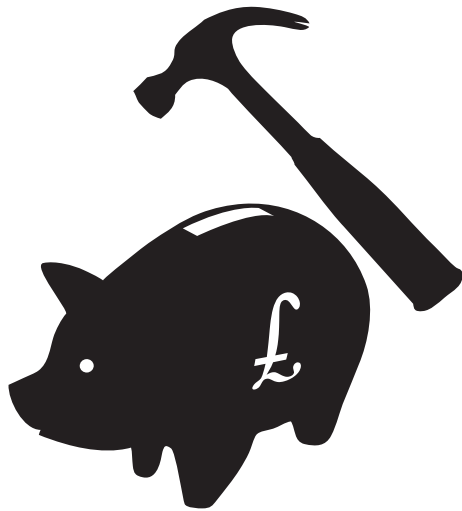




Rock Enrol![®] resources



Ballot box



Cash

Use these resources in the “Let’s vote” and “Show me the money” activities.

Make your own Ballot box

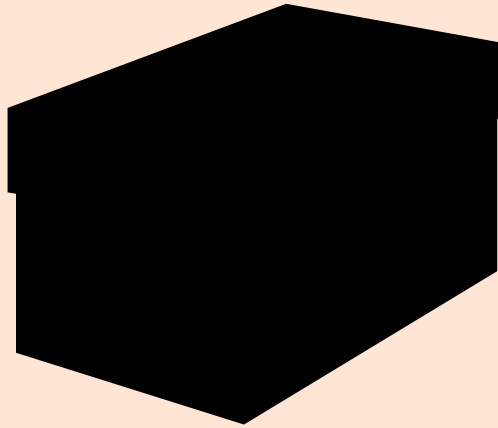
1

Find a cardboard box. As a guide, the size of a carton of A4 paper is perfect



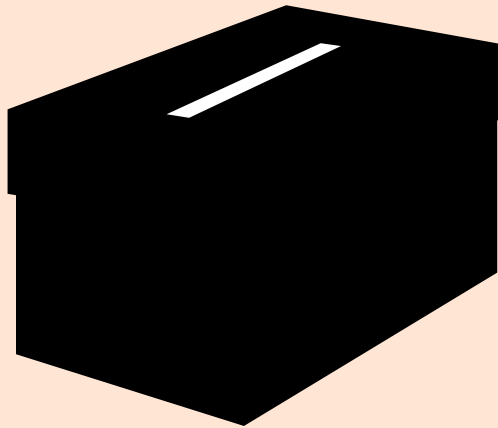
2

Paint the box black or cover it in black paper



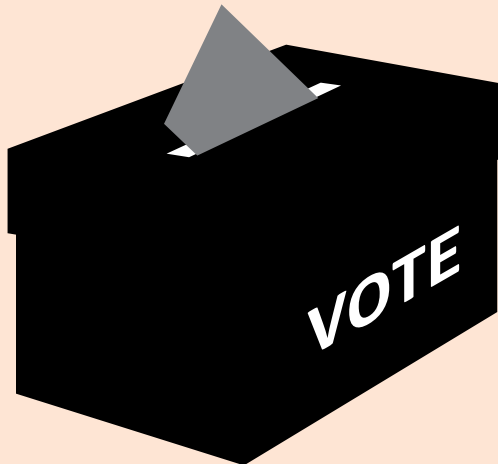
3

Cut a slit in the top of the box, no wider than 1 inch and no longer than 6 inches.



4

Your ballot box is now ready to be filled with voting cards!



£10

£10

Ten Pounds

£20

£20

Twenty Pounds

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