

Immigration Nation

a game guide for teachers

Immigration Nation is a fun and interactive online game that teaches students about the paths to American naturalization and citizenship. Students are presented with would-be U.S. residents arriving in America and must decide whether each person is eligible to live in the U.S. and if so, which immigration rule applies. In the process, students learn the naturalization requirements and eventual path to citizenship for people in various circumstances.



Learning Objectives

- Identify eligibility requirements for legal U.S. residence
- Use citizenship criteria to distinguish those who are already citizens from those who are not
- Describe time requirements for legal residents to become eligible to apply for citizenship

Prerequisites

None needed! Immigration Nation is designed for students to apply critical thinking skills to scenarios while learning about the various paths immigrants take when they enter the United States. The last page of this guide has pre- and post-game questions to help you lead discussions with your class. Find our unit on Citizenship & Participation along with all of our other lesson plans at www.iCivics.org/teachers.

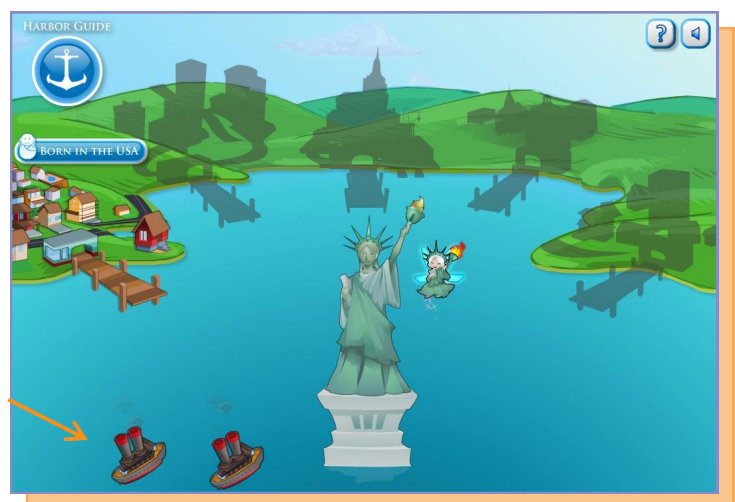
HOW TO PLAY THE GAME

1. Familiarize yourself with the screen

The entire game is played on one screen. You'll see the Statue of Liberty surrounded by a bay of water, and along the edge of the bay, you'll see five harbors. Each harbor on the screen represents a different rule for citizenship or legal residence. At first, only the "Born in the U.S.A." harbor will be active. You can click on the harbor to read its rule.

2. Begin processing arrivals

At the bottom of the screen, you'll see boats. Each boat represents a person arriving in the United States. Your job in the game is to decide whether each person arriving is eligible to live in the U.S.



- 1 Click on a boat to read about the person's reasons for coming to the U.S.

2 Decide whether the person is eligible to live in the U.S. If so, send him or her to the appropriate harbor by clicking the button below the story box or clicking on the actual harbor. Either way, the game will ask you to confirm your selection.

If the person is NOT eligible, click the red button with the hand.



3 If you make the right determination and select the correct harbor, the Statue of Liberty will congratulate you. If you make an incorrect choice, she will explain why the choice was wrong.

4 If the person is a noncitizen and will eventually be eligible to apply for citizenship, the number of years until eligibility will also appear.

TIP: You may review the harbors at any time during the game by clicking the blue anchor button to access the Harbor Guide.



HARBOR GUIDE	
Born in the USA	You're already a citizen because you were born in the United States! As a citizen, you have a right to live here.
Citizen Parents	You're already a citizen because your parents are United States citizens or you were legally adopted by a U.S. citizen when you were under 18. As a citizen, you have a right to be here!
Naturalization	There are many ways to become an U.S. citizen. Here are a few:
Permission to Work	You've been offered a job in America! The U.S. grants some people permission to come here and work. If your job is permanent, you may be eligible for citizenship in a few years.
Marriage to a Citizen	You've married an American citizen! Congratulations! You are eligible to become a permanent resident in the United States. After a few years, you can apply for citizenship!
Seeking Refuge	You are in danger in your country! The U.S. will protect people being persecuted for things like race, religion, or politics. Soon you can apply to be a permanent resident, and later, a citizen!

5 The game cycles through 6 "days." At the end of each day, a score sheet appears.



THE GAME CERTIFICATE

When the game ends, you can view and print a game certificate that shows the number of correct and incorrect answers by harbor. This helps identify concepts that may need reinforcement.



CLASSROOM CONVERSATION STARTERS



Pre-Game Questions

You can use these questions to lead into playing *Immigration Nation* in the classroom.

- What does it mean if someone is an *immigrant* or *immigrates*?
 - ◇ *Immigrant: someone who leaves one country to settle permanently in another*
 - ◇ *Immigrate: the act of leaving one country for another for permanent settlement*
- Why might someone leave one country for another?
 - ◇ *Answers may vary but may include: leave a bad situation, find better opportunities, marriage to someone from another nation, work, etc.*
- What kind of rules might a country have about who comes in and goes out of their borders?
 - ◇ *Answers will vary.*

Post-Game Questions

Use these questions as a way to debrief the individual experiences of playing *Immigration Nation*.

- What helped you decide whether or not someone was eligible to live in the U.S.?
- What did the different harbors represent? Can you name them?
 - ◇ *The different rules about citizenship or eligibility to live in the United States*
 - ◇ *Born in the United States, Parents are American Citizens, Marriage to a Citizen, Permission to Work, and Refugee Status*
- Did any of the people arriving have stories you thought were particularly challenging?
- Why do you think countries have rules about citizenship and who can be a resident?

Activity Ideas

- Work through the iCivics webquest "Immigration & Citizenship" either together with the whole class or by having students work independently. You can find it at <http://www.icivics.org/node/5150/resource>
- Invite recent immigrants from your community to share their experiences with your class.
- Find out about an upcoming naturalization ceremony in your area and arrange a field trip!