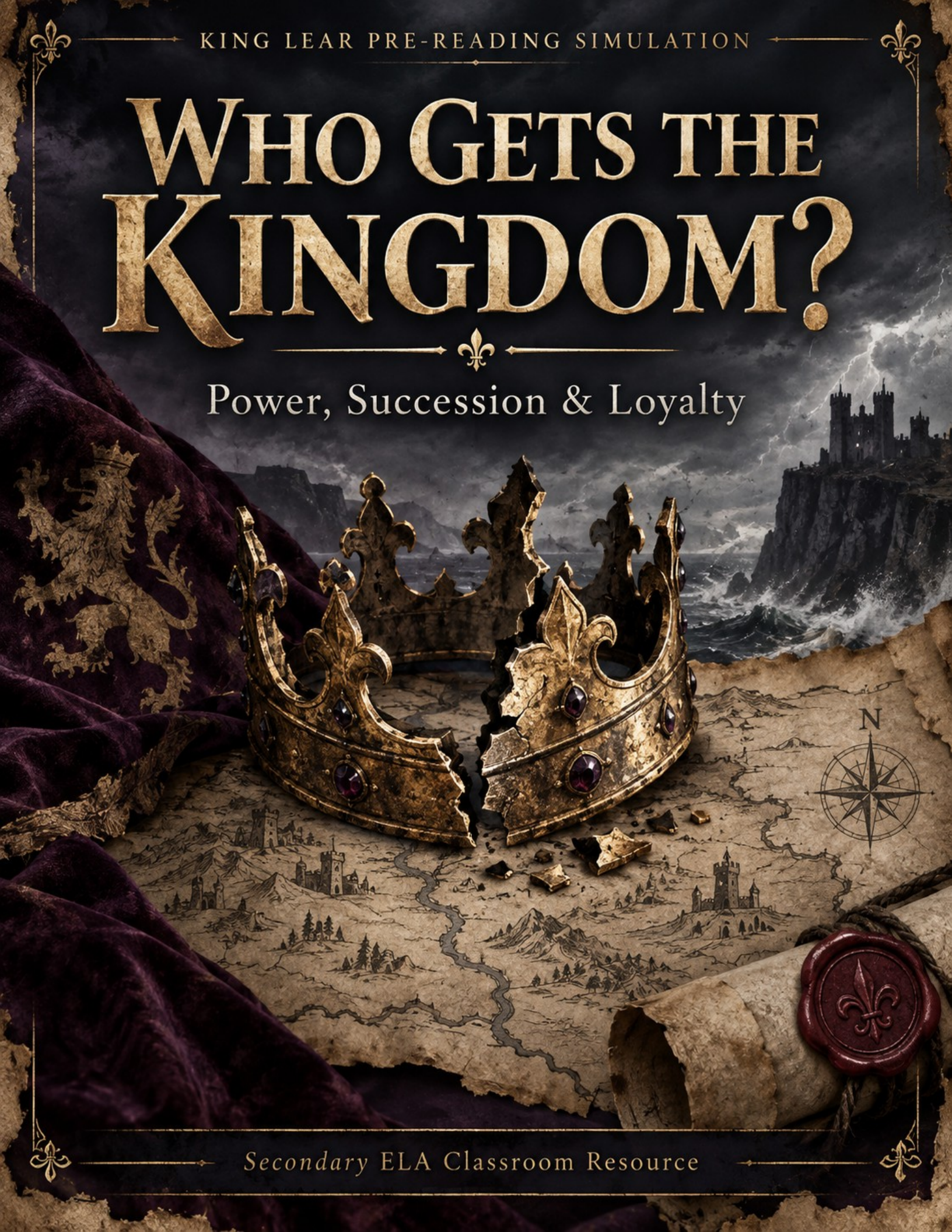


KING LEAR PRE-READING SIMULATION

WHO GETS THE KINGDOM?

Power, Succession & Loyalty



Secondary ELA Classroom Resource

The Kingdom of Veyr

The crown is changing hands. The obligations are not nearly as clear.

YOUR ROLE

You serve on the Royal Council of Veyr. King Edric has ruled for more than forty years. He is aging, tired of daily government, and determined to prevent a succession crisis while he is still alive.

He plans to transfer governing authority to his three adult heirs. But he does not intend to disappear. Edric expects to keep his royal title, a personal household of sixty attendants, public honors, and the right to live with each heir in rotation.

THE COUNCIL QUESTION

Can a ruler give away the responsibility of governing without giving away the status, influence, and obedience that once came with it?

WHAT YOU MUST PROTECT

A PEACEFUL TRANSFER

No civil conflict between heirs.

A FUNCTIONING GOVERNMENT

Someone must actually make decisions.

THE DIGNITY OF THE CROWN

The old ruler cannot simply become a private citizen overnight.

CLEAR AUTHORITY

The realm must know whose orders matter now.



Three Heirs. Three Different Claims.

Read carefully. Each person offers something the realm needs - and carries a real risk.

THE ADMINISTRATOR

LADY MARA

- Has governed the capital during Edric's illnesses.
- Keeps careful records and expects rules to be followed.
- Speaks warmly about her father in public.
- Has built a strong network among court officials.

RISK

Once authority is hers, she strongly resents being second-guessed.

COUNCIL NOTE

THE COMMANDER

LORD ROWAN

- Popular with soldiers and provincial leaders.
- Decisive in a crisis and generous with supporters.
- Believes loyalty should be visible and publicly honored.
- Has little patience for long debate when action seems obvious.

RISK

Insult or defiance can make him act before he thinks.

COUNCIL NOTE

THE DIPLOMAT

LADY ELIN

- Has settled border disputes without war, but has fewer allies at court.
- Speaks plainly and dislikes ceremony for its own sake.
- Warns that divided authority needs clear boundaries.
- Rarely flatters anyone, including her father.

RISK

Her bluntness and distance from court can make her seem aloof or disloyal.

COUNCIL NOTE

COUNCIL REMINDER

Do not choose the person you "like." Choose the arrangement most likely to keep the realm functioning once Edric is no longer making the decisions.



The Farewell Oaths

Watch what happens when loyalty becomes public performance.

COUNCIL TASK

Make a council decision. Record one reason for it - and one cost or risk your group is willing to accept.

Before the transfer is made official, Edric asks each heir to speak before the court about what they owe him.

MARA

"The kingdom I inherit exists because of what you built. I will protect your honor and the legacy of your reign."

ROWAN

"I will honor your name and protect the realm you leave us. But the office must belong to whoever now carries its burdens."

ELIN

"I owe you gratitude, respect, and honest counsel. I cannot promise agreement when my judgment says otherwise."

COUNCIL DECISION

Should the public oaths change your succession plan?

KEEP YOUR PLAN

ADJUST IT

START OVER

DEFEND THE CHOICE

Which matters more here: the content of the promise, the willingness to perform loyalty publicly, or the heir's proven ability to govern?



The New Order

A family conflict has become a problem of state.

COUNCIL TASK

Make a council decision. Record one reason for it - and one cost or risk your group is willing to accept.

The dispute has weakened confidence in the succession. Rival nobles begin choosing sides. Rumors of rebellion spread. Rowan wants emergency authority to restore order. Mara favors tighter control over speech at court. Elin argues that the crisis began because authority was never clearly separated from family obligation.

Edric demands that the council reverse the transfer and restore his authority until the heirs "learn their duty." Reread your original settlement before you rule.

FINAL COUNCIL RULING

RESTORE EDRIC

Temporarily return governing authority to Edric until the unrest is contained.

TEMPORARY EMERGENCY POWERS Give one current ruler extraordinary emergency powers beyond the normal settlement for 30 days, with council review. Name the person.

HOLD THE SETTLEMENT No one gains new authority. Require the current leaders to work within the rules already established.

DIAGNOSE THE CRISIS

What failed first? THE PLAN / BEHAVIOR / BOTH

One earlier decision we would change now: _____



What the Simulation Is - and Is Not

Use it as a lens, not a one-to-one allegory.

EDRIC IS NOT “LEAR IN DISGUISE”

His expectations deliberately mix reasonable dignity with increasingly untenable demands. Students should have room to defend him at several points.

THE THREE HEIRS ARE MIXED

No successor maps cleanly onto Cordelia, Goneril, or Regan. Each combines traits that complicate easy moral sorting.

THE CORE DISTINCTION

Lear wants to surrender the burden of rule while retaining the social force of kingship. The simulation keeps returning to the gap between status and authority.

THE SECOND FAMILY PLOT

After students meet Gloucester, Edmund, and Edgar, return to questions of inheritance, legitimacy, parental judgment, and misreading loyalty.

BEST TEACHER MOVE

Resist telling students which simulation choice was “correct.” Keep holding them to their own page 7 settlement: later rounds test that agreement rather than quietly replacing it. Ask what principle each choice protected and what cost it created.

