



# Cultural Diplomacy Conference *Next Steps...*



# Research Your Assigned Country & Subcommittee

Begin to familiarize yourself with your assigned country's culture and history, as well as its relationship with the United Nations and assigned topic.

Read the topic briefing paper and subcommittee paper for your assigned topic and complete the "Questions to Consider."

**Briefing papers and program resources are available online at [wacphila.org/education](http://wacphila.org/education) under 'Middle School Programs' and in your school's Google Drive program folder**



# Virtually Attend the Jr. Model United Nations Prep Conference in March

Hear from an **expert speaker** on your assigned topic.

Participate in a **workshop on parliamentary procedure and writing a resolution.**

**Practice virtual diplomacy and public speaking** and learn key tips and strategies to succeed at the virtual Jr. MUN Final Conference.



# Write a Position Paper or Video Record an Opening Speech (*optional*)

Using the research you have compiled on your assigned country and topic, each pair or group of students representing a particular country and subcommittee topic write a one-page (minimum) position paper OR individually (or in small groups, if feasible) video record an opening speech that introduces their country and its history as it relates to their assigned topic.

**Due Date: Friday, March 26**



# Write a Resolution (*mandatory*)

From the perspective of your assigned country, each pair or group of students representing a particular country and topic, write a resolution addressing your subcommittee topic, including three preambulatory clauses and three corresponding operative clauses.

Due Date: **Friday, April 30**



**Virtually Attend the  
Jr. Model United  
Nations  
Final Conference  
(multiple May dates; ~50-60  
students per virtual  
program day)**





# Questions?

Contact your school's Jr.  
MUN teacher to connect  
with our Education team!

[wacphila.org/education](http://wacphila.org/education)

