

## ***The Game of TRUMP DODGEBALL***

*Identify the deceptive strategies used by the president to avoid accountability and destroy opponents.*

DATE:		EVENT:
<u>STRATEGY</u>	<u>TIME</u>	<u>TRUMP STATEMENT</u>
<b>ATTACK</b>		
Take-the-Offense/Flip		
Character Attack/Smear		
Bully/Name Calling		
Label		
Fear/Hate Mongering		
Divide & Conquer		
Sue/Legal Stall		
<b>DIVERT</b>		
Deflect		
Blame		
Project		
Deny		
Crisis Shift		
Scapegoat		
<b>CONFUSE</b>		
Lie		
Delude/Obfuscate		
Invent Facts		
False Narrative		
Cry Foul/Victim		
Take Credit		
Break & Fix		
<b>SCORE TIME</b>	<b>Strike:</b>	<b>Double Strike:</b>
		<b>Triple Strike:</b>

Those who follow the political landscape consistently remark: “We have never seen anything like this.” As a divided America watches, Trump blatantly executes his devious personal and political strategies with a clear intent to destroy his opponents. Understanding his skill set prepares you to measure the mayhem. Under this exercise you match his trickery to the political crime.

This is a timing game where during the course of a Trump speech, rally, or press briefing (live or YouTube) you record the time lapse from the beginning of his comments to the point of first reveal for each of the identifiable strategies. When a time is recorded in any five boxes you score a Strike! You may score a Double Strike and a Triple Strike by continuing play.

You can play this alone with the goal of improving your time and measuring Trump’s level of corruption, or you may play competitively within a group of players (where you may see some lively group dynamics!). Credible fact-check websites are listed. Use your phone’s stopwatch for a handy timekeeper.

## DEFINITIONS

### **ATTACK STRATEGIES:**

TAKE-THE-OFFENSE: Go on the offense targeting the accuser. Flip the attack, avoid culpability.

CHARACTER ATTACK/SMEAR: Sling mud at the opponent with the intent of smearing reputation.

BULLY/NAME CALLING: Taunt or mock the opponent, insult, ridicule.

LABEL: Associate with a buzzword that identifies undesirables; stereotype, degrade.

FEAR/HATE MONGERING: Divisively target opponent as an imminent danger, stoking anger and resentment. Demonize the opposition.

DIVIDE & CONQUER: Pit opponents to fight among themselves, spurring division.

SUE/LEGAL STALL: Seek punishment. Use the legal system to maximize delay, avoid culpability.

### **DIVERSION STRATEGIES:**

DEFLECT: Shift the focus (change the subject) to the opponent or another issue.

BLAME: Attribute fault to the opponent, point culpability elsewhere.

PROJECT: Accuse the opponent of doing or being what they/themselves do or are. Cast your own flaw onto your adversary – always avoiding accountability.

DENY: Refuse to recognize, acknowledge as true, or accept accountability for.

CRISIS SHIFT: Shift attention by generating a new crisis or restaging the existing one (reset).

SCAPEGOAT: Targeting a specific person or group to take the fall (blame) with the intention of protecting the innocence of the culpable. Disassociating from those otherwise loyal.

### **CREATE CONFUSION STRATEGIES:**

LIE: False statement made with deliberate intent to deceive. Falsehood, untruth.

DELUDE/OBFUSCATE: Mislead the mind or judgment of others. Make unclear, confuse.

INVENT FACTS: Make up or fabricate something fictitious. False claim.

FALSE NARRATIVE: A story line that is believed as true but has little basis in reality.

CRY FOUL/VICTIM: Claiming mistreatment from those-out-to-get him. Unfair, undeserved.

TAKE CREDIT: Taking credit for someone else's work or prematurely proclaiming success; brag.

BREAK & FIX: Taking credit for coming up with the fix for a problem you caused in the first place.

### **FACT CHECK WEBSITES**

Politifact.com, FactCheck.org, Snopes.com, AP Fact Check (<https://apnews.com/APFactCheck#>), Fact Checker ([washingtonpost.com/news/fact-checker](https://www.washingtonpost.com/news/fact-checker/)), TruthorFiction.com

For a digital copy of *Trump Dodge Ball* contact: [office@clarklayton.com](mailto:office@clarklayton.com), (CRL 2020-5-17)