Harry Potter:
The Ministry of Magic

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Letter from the Chair

Hey all!

My name is Sam Schuhwerk, and this is my fourth and last year of High School Model UN. My interests range from listening to music and collecting records. My favorite artists are Taylor Swift, Lana Del Rey, Lorde, Kings of Leon, and Radiohead (plus much more). Midnights by T.S. has been on repeat. I have been to over 10 Model UN conferences, and I am thrilled to share my experience with you all as your Chair. Please send me your (not required, but encouraged) position papers to my email below. Thank you all!

Sincerely,

Sam Schuhwerk

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Introduction:

The Ministry of Magic (M.o.M.) is the primary governing body representative of the magical community in Harry Potter. Their main goal is the preservation of law regarding magic. Furthermore, the Ministry of Magic attempts to keep Muggles from finding out about the culture

of magical folk. Essentially, the Ministry is a complicated and highly inefficient bureaucracy. Their headquarters are in London and are made up of various Departments. Boards, Committees, and Offices, all of whom enforce the regulations and rules of laws.

The Ministry tackles different aspects such as commerce, transportation, magical creatures, sport, international relations, and education. Within the Ministry, there are numerous law enforcement agencies. They were created to maintain order, impose laws and rules, manage security breaches, and operate Azkaban (prison for magical criminals). Besides this, the Ministry also maintains groups of Hit-police who protect the wizarding world and deal with criminals. The Wizengamot, High Wizard Court, is a governing body that serves as the ultimate judge of justice for the wizarding world.

The ministry unites the British government to the world of witchcraft. Every prime minister of Britain is visited by the Minister for Magic. During the peak of Lord Voldemort's power, the Minister for Magic worked with the muggle Prime Minister to ensure protection for muggles in the muggle world. After the end of the Second Wizarding War, Kingsley Shacklebolt became the Minister of Magic, changing it for the better. Almost as long as the Ministry has existed, it has been loyal to the Secrecy Statute. This Statute took responsibility in enforcing the law in the UK against underage magic use and wand use, mainly to maintain the secrecy of the wizarding world. Countries such as Norway, France, Bulgaria, Germany, etc., had their own versions of Ministries of Magic. The USA was an exception given that they had their own governing magical body called the Magical Congress (MACUSA).

Ultimately, the Ministry of Magic is the highest authority in the Wizarding World. It controls not only the lives of witches and wizards but also magical creatures. These creatures include but are not limited to elves, giants, goblins and centaurs. As the Ministry creates laws, it must consider these creatures and how they will live alongside wizards and witches. Historically, the Ministry of Magic has organized its laws surrounding magical creatures in the Department for the Regulation and Control of Magical Creatures of which there are three divisions: Being, Beast, and Spirit. Prior to the Voldemort age, there was relative peace and harmony between wizards and creatures, but the wars have created the need for reconstruction in the relationships between wizards and creatures.

Definition of Key Terms:

Apparate: To immediately transport oneself to any destination. Due to the difficulty and dangerous aspect, Apparition requires a license from the Department of Magical Transportation.

Azkaban: a prison fortress where criminals are sent. It is guarded 24/7 by Dementors who drain hope and peace from any human in their vicinity.

Beauxbatons Academy of Magic: A school of witchcraft and wizardry in Europe.

Centaur: Magical creatures with the upper body of a man and the lower body of a horse

The Daily Prophet: A national wizarding newspaper

Death Eaters: Witches and Wizards who are known to be loyal to Lord Voldemort

Decree: A law made by someone with power and authority.

Elf: Loyal magical creatures bound to their owners as servants for life.

Floo Network: A magical network that witches and wizards can use to travel long distances between fireplaces or that can be used to communicate through.

Forbidden Forest: The dark forest surrounding Hogwarts. Students are forbidden to enter unless accompanied by a teacher or given permission.

Fountain of Magical Brethren: A group of golden statues consisting of a witch, wizard, centaur, house-elf, and goblin, that stands as a water fountain in a round pool in the Atrium (Ministry of Magic).

Giant: A very large magical being which could potentially grow to be 25 feet tall.

Goblin: Highly intelligent race of small magical humanoid beings who live side by side with wizards.

Half-breed: A person or creatures of mixed race such as a merperson or someone who was taken over by another breed such as a werewolf.

Healer: A person equivalent to that of a Muggle doctor.

Interdepartmental memos: Letters sent from and between employees of the Ministry of Magic.

Magical Law Enforcement Squad: Wizard or hit police who are trained to deal with criminals.

Ministry of Magic: A government agency that aims to keep witches and wizards a secret from Muggles.

Mudblood: A term used to describe someone who has non-magical or Muggle parents (used as an insult).

Muggle: Someone who does not have magical powers and lives in ignorance of the wizarding world.

Wizengamot: The Wizard High Court; consists of roughly 50 wizards and witches who conduct disciplinary hearings and debate high-profile cases.

Current Issues:

The Fall of the Ministry of Magic refers to Voldemort's coup of the M.o.M during the Second Wizarding War. Voldemort managed to take over the M.o.M by installing Pius Thicknesse in place of Minister for Magic Rufus Scrimgeour, who was assassinated. The coup resulted in Voldemort's control of the Daily Prophet, giving him command over the information shared with the public. Using these tools, Voldemort spread propaganda against Harry Potter, and his allies, and disseminated hate speech against Muggle-Borns. With Thicknesse acting as Voldemort's puppet, many of the Ministry's actions revolved around the Death Eater ideology, most notably creating the Muggle-Born Registration Commission to detain innocent Muggle-borns in Azkaban. This was created under the claim that Muggle-Borns must have stolen magic from "real" wizards and witches and, therefore, would need to register with the Commission.

After the Battle of Hogwarts, the outcome of which was the downfall of Voldemort's regime, the Ministry of Magic was taken back. Delores Umbridge and other government officials were arrested, cross-examined, and jailed for crimes against Muggle-Borns. Kingsley Shacklebolt was made Minister of Magic and brought accountability to the Ministry for corruption and discrimination. He changed the aim of the Ministry to focus on repairing the wizarding world after the Battle of Hogwarts.

Now that the Battle of Hogwarts has ended, the Wizarding World is faced with the task of reconstructing society and ensuring that something as bad as what happened with Voldemort will not happen again. It is up to the Ministry of Magic, as well as prominent wizards and other magical creatures, to resolve the issues that linger after Voldemort. Primarily, the Ministry is concerned with governmental reform, addressing the prejudices that have poisoned society, and looking towards education reform at Hogwarts.

Positions:

1. Harry Potter
2. Hermione Granger
3. Ron Weasley
4. Kinglsey Shacklebolt
5. Percy Weasley
6. Arthur Weasley
7. Lucius Malfoy
8. Draco Malfoy
9. Pansy Parkinson
10. Minerva McGonagall
11. Amos Diggory
12. Brodrig the Boss-Eyed (Spokesperson of the Brotherhood of the Goblins)
13. Albie the Elf (Not canon; represents elves/house elves)
14. Madame Maxime
15. John Major (British Prime Minister)
16. Jack Straw (British Home Secretary)
17. Mrs. Arabella Figg
18. Rita Skeeter

19. Firenze

20. Xenophilius Lovegood

21. Rubeus Hagrid

22. Griselda Marchbanks

23. Neville Longbottom

24. Madame Rosmerta

25. Charlie Weasley

26. Fleur Delacour

27. Professor (Cuthbert) Binns

28. Bankus Gringotts (CEO of Gringotts Bank)

Possible Solutions

1. Reform the government system followed by the Ministry of Magic.
    a. Look towards a more democratic system.
    b. Discuss ways to prevent future "Voldemorts" from happening through checks and balances or other means of preventing corruption and totalitarianism.
2. Carefully address the prejudices that have divided society.
    a. Reform the laws surrounding magical creatures, like giants, elves, goblins, and centaurs, advancing towards less discrimination.
    b. Also address the prejudices within the Wizarding World of humans, looking at the divides between mudbloods and purebloods.
3. Look to Reform the Education at Hogwarts.
    a. Use changes in Government to ensure that schools are safe from future government intervention.
    b. Curriculum at Hogwarts (houses, classes, teachers) and make any changes necessary.

Questions to Consider

1. What is the best way to recreate and rebrand the Ministry of Magic?
2. How can your character use the tools and equipment available to best address this issue?
3. What is your character's stance on the topic? How best can the delegate implement their character's point of view in their resolution?
4. To what extent did corruption affect the organization and management of the M.o.M?
5. What specific areas should the delegate address to improve the M.o.M?
6. Which characters are more inclined to work together to approach this situation?
7. Who are some of the best characters to be placed in a power position regarding decision-making for the M.o.M? Why so?

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