



Lesson Plan: The Rule Paradox

Assessment:

After having the opportunity to play all the games, students will respond to the following question: Write about a rule that recurs throughout the games. What rules were the most important as well as what rules were unnecessary and why. Were there any unfair rules? If so, why was it unfair?

Students might also write a letter to another group ...

- Quality Criteria

(see next page for Rubric)



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Curricula for K-12 Civics Education

Game Rubric:

<i>Advanced</i>	<i>Proficient</i>	<i>Basic</i>	<i>Below Basic</i>
<ul style="list-style-type: none"> • Game is easily understood by audience • Rules are concise • Game flows easily 	<ul style="list-style-type: none"> • Game is understood • Rules are fairly clear 	<ul style="list-style-type: none"> • Game is not completely understood • Rules are vague 	<ul style="list-style-type: none"> • Game is not Understood • Rules are not understood • Game does not flow
<ul style="list-style-type: none"> • Well-executed • Emphasis on exact quality • Colorful, engaging 	<ul style="list-style-type: none"> • Attention to detail • Quality is good 	<ul style="list-style-type: none"> • Some attention to detail • Appears rushed 	<ul style="list-style-type: none"> • Quality of product is not evident • Time management not used well
<ul style="list-style-type: none"> • Game is age-appropriate • Game is engaging • All materials used in an engaging and appropriate manner 	<ul style="list-style-type: none"> • Use of materials is engaging yet safe 	<ul style="list-style-type: none"> • Game is somewhat difficult to play for audience • Materials not used in a safe manner 	<ul style="list-style-type: none"> • Game is difficult To play • Not all materials used