

Lift the Weight

8. Law of the Land

Spatial Requirements: Regular classroom setup: little or no space required

Activity Type: Movement/group

Grades: 2-12

Group size: 6 or more

Time: 10-15 minutes

Introduction: This activity is designed to help students learn about some of the laws and rules in our society, and think about some of the reasons behind the laws.

Materials:

- "Law of the Land" PowerPoint game (This can be found online at www.whytry.org.)
- Blackboard or whiteboard for scoring

Activity:

Download the PowerPoint for this game from the website, which includes several road signs and several laws (both applicable and quirky). Divide the group into teams and allow them to take turns. On their turn, one person from the team will choose either a "sign" clue or a "law" clue. They will then try to determine which multiple choice response matches the law or sign. (Note that in the PowerPoint, clicking on an incorrect response will automatically bring you back to the main menu, while a correct response will bring you to a new window.) If the response is correct, the team receives a point. For an extra point, they can explain why they think that law or sign would be important (or for the quirky laws, why someone may have thought that law was necessary). If you prefer, you can come up with your own slides or write laws and place pictures on cardstock paper instead. Give each team several turns and keep track of scores at the front. Play until you are out of time or out of slides.

Processing the Experience:

- Which laws or signs were most familiar?
- Which laws and signs were least familiar?
- Do you think some laws are more important than others?
- Which laws do you think are most important? Why?
- Which laws do you think are least important?
- What might happen if we got rid of some of the laws?
- How do laws change?
- What laws benefit you most?