Delaware Civics Standards

Teams-Games-Tournaments
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Lesson Description: This lesson features a lively and effective cooperative learning game (“Teams-Games-Tournaments”) that can be used as a way of uncovering prior knowledge, diagnosing civic understanding, or reviewing the Delaware civics standards.

Audience: Grades 6-8

Pre Teaching Preparation (assuming you have no more than 35 students)
2. Make 7 copies of Attachment 2 – Game Numbers. Cut out the 30 numbers into individual cards. Place all 30 numbers in a bag.
3. Create Tent cards that will be placed on each “game table.” The tent cards should read A1, B2, C3, D4, E5, F6, (and G7 if you have more than 30 students). Students will be seated at their Lettered Tables for the Team Game Round, then move to their numbered tables for the Tournament Round (see Procedures).

Roles
a. “Bag Controller” Controls the bag of numbers. Places them upside down on the table at the beginning of each round and bags them all at the end of each round.
b. “Reader” - Reads questions as students draw numbers.
c. “Recorder” - Records points earned by each individual at the table.
d. “Timekeeper” - keeps time (each student should get no more than 20 seconds to respond).

Procedures

1. Team Game Round - place students in heterogeneous groups of 4-5 by ability. Groups must be equal in size. Give each group a “Letter Identity” (e.g. Group A, B, C…) and each student a Number Identity (e.g. A1, A2, A3…B1, B2, B3 etc.).

Distribute 1 copy of Attachment 1 (questions) and one bag of numbers to each group. Ask the bag controller to place the numbers randomly and upside down on the top of his or her desk or table.
Game Directions: Have students pick numbers from the pile, one at a time going clockwise. The student who draws the card gets the first opportunity to answer the question (Attachment 1) that matches the number they selected from the pile. For example, if a student selects #22 from the pile and question #22 is “Why is government divided into 3 branches,” that student is challenged to answer that question. If he or she cannot come up with an answer, a teammate can “steal” the question. Have students hold onto the cards that they answered correctly. Count up the total cards each person has at the end and declare him or her the winner of round 1.

The Team Game in Round 1 is time for students to practice for the tournament round. Emphasize that each team wants to leave the round with everyone on the team knowing the answers. Students are expected to compete, but when the answer is given, they are expected to coach so that others learn and can answer correctly in the upcoming Tournament Round. This is why you are encouraged to group students in heterogeneous teams.

2. **Tournament Round** - place students in new “Tournament Groups” comprised of individuals from each of the "Team" tables. All “Students 1s” go to Table 1 (these might be lower achieving students) while all “Student 2s” (higher achieving) go to Table 2. In the "Game" phase, students are placed in homogeneous groups with students of similar ability and compete against one another. Use the same questions and repeat the “Game Directions” provided in Procedure 1. For every question a student answers correctly, he or she earns a point. One person at each “tournament table” must keep scores for every individual at the "Game" table.

3. **Report Scores:** Students return to their Team Game tables and report their scores. Team scores are compared and the winning team earns a reward.

4. **Assessment:** Students take an assessment. The scores for each Team (e.g. A, B, C...) are compiled and averaged. Offer “bonus points” for the team that earns the highest average and/or “improvement points” to the team that improves its average the most over previous assessments.

**Tips for the Teacher:**

- Have students place any numbers for which they were unable to come up with the correct answers in a small bag. Collect those numbers and use them as a guide for reteaching.
- Many questions allow for several plausible answers. Teacher should circulate and resolve disagreements relating to the “correctness” of responses. Keep things orderly by taping a green and red cup together and placing one in the center of each table. If the students need you, they should turn the green cup (Ok to come) up. If they do not need you, turn the red card (stay away) up. Use the Civics Clarification Document at [http://www.doe.k12.de.us/Standards/index.html](http://www.doe.k12.de.us/Standards/index.html) for guidance in judging the correctness of responses.

**Recommended Readings:** *Cooperative Learning: Theory Research and Practice* by Robert E. Slavin. Published by Allyn and Bacon, 1990.
Attachment 1 – T-G-T Civics Standard Questions

1. Why are governments given the powers to make and enforce laws and regulations, levy taxes, conduct foreign policy, and make war?
2. How is the government of the United States organized under the federal system?
3. Why has the United States adopted a federal system of government?
4. Why are the different levels of government in the United States given different functions?
5. Why does a government have certain powers?
6. What different needs should be addressed by the different levels of government?
7. How is the principle of majority rule limited in the American political system?
8. Why has the principle of majority rule been limited in the American political system?
9. How does the American political system protect minorities?
10. On what principles does the American political system rest?
11. How do the American people attempt to achieve and uphold the principles of their political system?
12. How might the majority threaten individual and minority rights?
13. Why are citizens protected by the Constitution?
14. Should individual rights be limited?
15. How do the principles of major American state papers guarantee liberty to contemporary Americans?
16. Why might civil and property rights be viewed as essential protections for American citizens?
17. How might civil rights secure political freedom?
18. How might property rights secure economic freedom?
19. Why are American citizens assigned, then expected to fulfill, certain civic responsibilities?
20. Are there any circumstances in which a citizen might not be expected to fulfill his or her responsibilities?
21. In what ways are citizens protected from the government? From each other?
22. How might shared rights lead to conflict between citizens or citizens and the government?
23. To what extent do property rights define an individual’s freedom?
24. Why should American citizens perform certain civic duties?
25. Why should citizens follow the actions of elected officials?
26. How can citizens follow the actions of elected officials?
27. Why is it important for citizens to communicate with elected officials?
28. How can a citizen communicate with elected officials?
29. Which means for communicating with office holders is usually more effective and why?
30. Why is it important to know about the person and circumstances when communicating with an officeholder?