

Do I Have A Right?

GAME GUIDE FOR TEACHERS

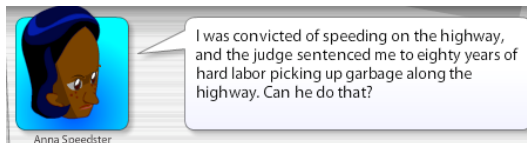
Thank you for choosing to play *Do I Have A Right?* with your class! We're sure you and your students will have fun with this exciting new way to learn the constitutional amendments. We've created this Game Guide to help you understand what *Do I Have A Right?* is all about and to help you guide your students as they play the game. Here are the questions this Game Guide will answer:



- What is *Do I Have A Right?*
- Wait—I played *Do I Have A Right?* and it's hard!
- What do my students need to know before they play?
- No surprises, please: What happens during *Do I Have A Right?*
- What constitutional rights does the game include?

WHAT IS DO I HAVE A RIGHT?

Do I Have A Right? is a fast-paced video game that teaches students what rights are contained in the Bill of Rights and other constitutional amendments. Students manage a law firm staffed with lawyers who specialize in constitutional law and must decide whether each visiting client "has a right." If so, students match the client with a lawyer who specializes in the relevant constitutional amendment.



Students grow their firms over a series of 8-hour "days". Their successes increase the lawyers' number of specializations and earn them points to hire more lawyers and buy cool amenities to keep waiting clients happy. But the clock is ticking, and students have to learn their amendments fast if they want to keep winning cases and stop clients from walking out!

WAIT—I STARTED TO PLAY DO I HAVE A RIGHT? AND IT'S HARD!

Don't panic! *Do I Have A Right?* can seem difficult at first because that's when a new player is being introduced to the mechanics of the game. As with many video games, *Do I Have A Right?* has a learning curve. If you're not used to playing video games, the curve is a little steeper, but don't worry that part won't be such a challenge for students. Trial and error is part of learning how the game works. If you're not comfortable yet, play the game a few more times. Soon you'll find yourself getting the hang of it—just like the kids will when they play.

WHAT DO MY STUDENTS NEED TO KNOW BEFORE THEY PLAY?

Nothing! The beauty of using a video game as a teaching tool is that learning the game means learning the material. *Do I Have A Right?* teaches kids the constitutional amendments. That said, students will be more successful at the game and will get more out of it, if they have some background and familiarity with constitutional rights. We suggest teaching the Our Courts lesson "You Mean I've Got Rights?" the day before your class plays the game.

NO SURPRISES, PLEASE: WHAT HAPPENS DURING *DO I HAVE A RIGHT?*

The nature of *Do I Have A Right?* makes it impossible to foil *all* surprises, because the game will be a little different each time a student plays. However, the basic mechanics of the game remain the same:

First, students choose a character for themselves. They assign that character their own first and last name.

- ☞ *Make sure students use their real names if you plan to collect a printout of their game "statistics" at the end.*

Next, students choose their partner in the law firm. The partner they choose will be the one and only lawyer in the firm at the beginning of the game.

- ☞ *Make sure students pay attention to which constitutional right their partner specializes in. After they choose their partner, a separate "About Your Partner" screen will appear that tells them about the specific constitutional right.*



In the very next frame, the game starts. The setting is the interior of the law firm. The student's "partner" is sitting at a desk, and the student's character is waiting by the elevator in anticipation of the first client. The timer clock in the lower left corner is counting the hours of "Turn 1." Very quickly, the first client steps off the elevator.

Every time a client steps off the elevator, the process will be the same:

First, students must click on the client. That stops the timer and brings up a window in which the client complains to the students about a problem. The students read the description of the client's problem and decide whether it is covered by a constitutional right. If it is, the student clicks "You Have a Right!" If not, the student clicks "You Don't Have a Right."

- ☞ *Students have the opportunity to earn extra "Prestige Points" by clicking on important ideas in the client's story. Students earn 5 points per idea they correctly identify.*

Initially, tip bubbles will appear that tell students what to do. The tip bubbles pause the game for a few seconds. As the game progresses, tip bubbles will become less and less frequent.

Students then have three choices for how to handle the client: ask the client to come back tomorrow, ask the client to wait, or introduce the client to a lawyer. How students answer will

Help!

Students can click on the Help button to turn on (or off) tip bubbles that explain what to do.



depend on whether they have a lawyer available with the correct specialization to address the client's issue.

- ☞ *If the student has a lawyer with the correct specialty but that lawyer is busy with another client, asking the new client to wait may be most advantageous.*
- ☞ *If the student does not have a lawyer with the correct specialty, asking the new client to come back tomorrow may be better. The student may earn enough Prestige Points to hire the right lawyer before the next "day."*

Got Lawyer?

Students can click on the Team Review button at any time to stop the clock and see who their lawyers are.



If students aren't sure whether they have a lawyer with the correct specialty, they can click the "Team Review" button in the upper right-hand corner of the screen. This brings up a list of the lawyers in the firm and the Amendments each lawyer specializes in.

- ☞ *The timer remains stopped while students are looking at information inside the "Team Review" window.*
- ☞ *There is a lock on skills that the lawyer may acquire but has not yet acquired.*

If the student tells the client to come back tomorrow, the window closes and the client leaves. If the student asks the client to wait, the window closes and the client sits in the waiting area. If the student offers to introduce the client to a lawyer, the window closes and the student must click on the lawyer in order to introduce the client. The client then sits with the lawyer.

Almost immediately, another client will walk in and process will begin again. New clients may go directly to the waiting area, but the process is the same. Students click on the new client, read the client's story, decide whether the client has a right, and determine whether there is a lawyer in the firm who specializes in the correct amendment.

Which Rights are Which?

Students can click on the Rights Review button at any time to stop the clock and see a list of amendments.



Meanwhile, if the student has already introduced a client to a lawyer, the lawyer-client conference will end after several seconds and the lawyer will be ready to take the client's case to trial. The word "Ready" appears over their heads, and the student must click on that bubble to send the lawyer to trial. The lawyer will vanish, and a "Back Soon" sign appears on the desk.

- ☞ *Students can watch the green timer on the "Back Soon" sign to tell when the lawyer is coming back*
- ☞ *If the student correctly matched the client, the lawyer will return having "won" the case. The student earns Prestige Points.*
- ☞ *If the student did not correctly match the client, the lawyer loses the case and the student loses Prestige Points.*



This is where things can start to get hectic. Students will have many things to keep track of at once, but don't panic! Encourage students to keep playing through the game to learn how it works so they will be more skilful as the turns go by. Here are some situations students will likely encounter:

- As students progress through the game, they will have several lawyers conferring with clients as new clients keep walking into the office.
- Students will race against the clock as more and more things happen at once.

- ☞ Bubbles telling what just happened continue to appear in the lower left-hand corner. Clicking the bubble pauses the game to explain the bubble's contents.



As students play through the game, they earn Prestige Points. At the end of each turn, students can use these points to hire new lawyers, buy amenities for the waiting area, purchase desk accessories for the lawyers, or run a newspaper ad.

- ☞ Hiring new lawyers brings more amendment specialties into the firm and lets students address more rights.
- ☞ Upgrading the waiting area keeps clients happy longer before they storm out of the office, costing the student Prestige Points.
- ☞ Accessorizing the desks improves lawyer performance.
- ☞ Running an ad brings in more clients the next day.

As students' law firms become fully staffed, one way to find out quickly whether a lawyer matches a client's needs is to click on the amendments bar attached to the lawyer's desk. Clicking on a number stops the clock and brings up a window explaining the rights contained in that amendment.



- ☞ If a lawyer has the potential for a specialty but has not yet attained it, the number will not appear on the amendments bar.
- ☞ When lawyers acquire new skills, a "Rights Round Up" screen will appear at the end of the turn.

Game Over! At the end of the game, the final score breakdown appears. From there, students can view and print a detailed report that will let you determine how students performed on each specific amendment. This printout can be used to assign students a grade for playing the game

Atwater and Forth Final Score

Cases Taken	40	2000
Cases Cleverly Refused	12	900
Cases Won	39	3900
Cases Mistakenly Refused	0	0
Walk-Out Clients	35	1750
Cases Lost	1	100

FINAL SCORE: 4950

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Alison Atwater

Do I Have a Right? Game, August 5

Final Player Score: 4950
Total Play Time: -53 minutes
Correct Uses of Rights: 51
Incorrect Uses of Rights: 1

	1st	2nd	3rd	4th	5th	6th	8th	13th	14th	15th	19th	26th	Total
Ignored	2	2	6	4	6	5	2	3	2	1	2		48 out of 48
Cases Won	11	2	2	2			2	2	3	1	2		27 out of 40
Cases Won by Specialty				3	4	5							12 out of 40
Cases Lost							1						1 out of 40
Amendments Demonstrated				•	•	•							4
Amendments Not Handled	•	•	•					•	•	•	•	•	8
Amendments Misunderstood													0

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WHAT CONSTITUTIONAL RIGHTS DOES THE GAME INCLUDE?

On the next page is a list of the Amendments covered by *Do I Have A Right?* and the wording of the rights as they appear in the game. You might want to copy this page for students to have with them during the game.

DO I HAVE A RIGHT?: AMENDMENT REVIEW

- **First Amendment: Freedom of Expression; Freedom of Religion**
 - Have something to say? The Constitution has your back. You have the right to communicate and express ideas and opinions -- to the government, in the press, and in public, even when your thoughts are controversial or unpopular.
 - Different people have different faiths, and the Constitution protects your right to practice whatever religion you choose. It also says that the government can't establish a religion or prefer one faith over another.
- **Second Amendment: Own Ordinary Weapons**
 - You have the right as a citizen to keep and bear ordinary weapons.
- **Third Amendment: Not House Soldiers**
 - The government cannot force you to let soldiers into your home or onto your property. It's up to you to decide who you let inside your house!
- **Fourth Amendment: No Unreasonable Searches**
 - If the police want to go through your stuff, they need to have a reason. The police can't enter and search your property or search your body without a good reason or your permission.
- **Fifth Amendment: No Double Jeopardy; Keep Private Property**
 - Double jeopardy is not a game... it's a right! Once you've been found guilty or innocent, you cannot be put on trial or punished for that same crime again.
 - The government is only allowed to take away your land if the land will be used for a public purpose. And if it does take your land, the government has to give you a fair price for it.
- **Sixth Amendment: Speedy Trial; Right to Fair and Impartial Jury**
 - Once you are arrested for a crime, you have the right to a fair trial. This means that your trial must be speedy and in public, and that you have a right to a fair and impartial jury.
- **Eighth Amendment: No Cruel and Unusual Punishment**
 - If you are guilty of a crime, the judge is not allowed to sentence you to any cruel or unusual punishments. The punishment has to fit the crime; it's your constitutional right!
- **Thirteenth Amendment: No Slavery**
 - Slavery cannot exist and people can't own or buy or sell other people. This is one of the only constitutional rights that you can sometimes use against people who are not the government -- but only if they are enslaving you!
- **Fourteenth Amendment: Equality Under Law**
 - Everyone – no matter what you look like, how much money you have, or how popular you are – should be treated equally under the law.
- **Fifteenth Amendment: Vote Regardless of Race**
 - No matter your race or ethnicity, as a citizen you have the right to vote. So do it!
- **Nineteenth Amendment: Vote Regardless of Sex**
 - Women and men have equal rights to an equal vote in all public elections.
- **Twenty-Sixth Amendment: Vote at Age of 18**
 - Once you turn eighteen, the Constitution guarantees you the right to vote. So start thinking about who you want to vote for!