You and the Law

A Quiz Show to Accompany the Legal Guide for New Adults

The Florida Law Related Education Association, Inc.

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Overview
This activity is designed to be used with the Legal Guide for New Adults brochure distributed by The Florida Bar. This game show format provides a stimulating environment for introducing legal content and encouraging further research on law related topics.

Objectives
1) Develop decision-making and critical thinking skills;
2) Analyze law related situations to determine appropriate actions;
3) Evaluate knowledge of rights and responsibilities under the law;
4) Demonstrate legal reasoning.

Materials Needed
Power point presentation for Quiz Show
Pads of paper for each group to record answers
Score sheet or Chart paper
Legal Guide for New Adults brochure (do NOT distribute until after the exercise is completed)

Equipment
Laptop
LCD Projector
Time Required
One class period

Procedures
1) Ask students if they have ever watched the show, “So You Think You’re Smarter Than a Fifth Grader?”

2) Explain that today’s activity will take the form of a game show similar to this television program but based on how the law may impact their lives as they turn 18 years old and become adults.

3) Divide students into groups of five. Provide each group with a pad of paper to record their responses.

4) Assign each group a name or number. On large chart paper, record the names of each group. Example: Group Red, Group Brown, etc.

5) The lawyer or judge facilitator will lead the exercise. Show the power point screen with the categories. Instruct students that there will be a series of categories with questions that each group will answer. If a small group does not know the answer and needs help, they can use only one opportunity (during the entire game) to peek at the answer that the facilitator has on his or her pad. The group can choose to use the answer or not based on the small group’s decision. The second option for each group throughout the activity is that each group may choose only once to copy the facilitator’s answer if they need assistance. If they choose this option, they must use the answer provided by the facilitator whether they agree with it or not. The third and final option throughout the game is that each group may use the save option which just means that even if they get the answer wrong, they can get the points as if they gave the correct answer.

6) Each category is worth ten points for a correct answer. A wrong answer receives zero points.
7) After explaining the rules, begin by selecting one group to choose the first category of questions. Click on the power point category to reveal the question. Read the question out loud. Ask each and every group to record what they think the answer is on their pads in large writing. Students should be asked to talk quietly in their groups and not to let other groups hear their discussions as it could give away their answers. Remind each group they have three opportunities for assistance throughout the whole exercise. They should use these options carefully.

8) After approximately two minutes, have each group hold up their answers at the same time. Show the screen with the correct answer. Add any additional comments about the answer which could be relevant. Have the teacher or another assistant that you bring with you record the points for each group on the chart at the front of the room.

9) Continue to go from group to group selecting new categories and following the procedures listed above. Keep the pace brisk and exciting.

10) At the conclusion of the quiz show, let students know that their lives will change under the law with more individual responsibilities when they become 18. Distribute at this time copies of the brochure provided by The Florida Bar LRE Committee entitled, “Legal Guide for New Adults”. Let students know this guide provides practical information to help them as they enter this period of their lives. Review the categories listed in the brochure and encourage the students to make a list of questions they may have for your future visits to the classroom.