

# Do I Have a Right? Bill of Rights Edition

a game guide for teachers

In the Bill of Rights edition of *Do I Have a Right?*, your students run a law firm that specializes in the Bill of Rights. When clients show up with complaints, students must identify if they “have a right” and match them with an attorney who specializes in the correct Bill of Rights amendment. The more successful matches they make, the more their firm grows with additional attorneys and skills, so the more types of cases then can handle. Will they be able to keep up—or will clients get angry and storm out?



## Learning Objectives

- Identify rights guaranteed by the Bill of Rights
- Recall the specific amendment that guarantees a particular right
- Recognize complaints not involving constitutional rights

## Prerequisites

None—students will learn the material just by learning to play the game successfully. That said, students will get more out of the game if they already have some background knowledge of constitutional rights. We suggest teaching the iCivics lesson “Directions for Democracy” the day before your class plays the game. You can find that and all of our lesson plans at [www.iCivics.org/teachers](http://www.iCivics.org/teachers).

## HOW TO PLAY THE GAME

Here’s what happens when you start playing the Bill of Rights edition of *Do I Have a Right?*

### 1. Choose a character

Pick one character out of the several options available and give him/her a name.

### 2. Choose a law firm partner

Choose a partner. This is an important decision because the partner you choose will be the one and only lawyer in the firm at the beginning of the game.

### 3. Start playing the game by seeing clients

Now the game starts. Inside the office your partner is sitting at a desk, and your character is waiting by the elevator. The timer clock in the lower left corner is counting the hours of “Turn 1.” Soon, the first client arrives.

**TIP:** Have students use their real names if you plan to collect their game results.

**TIP:** Make sure students pay attention to their partner’s constitutional specialty. This information appears on the screen after they choose their partner.



**TIP:** Initially, tip bubbles will appear that tell students what to do, pausing the game. As the game progresses, tip bubbles will taper off. Students can turn them back on by clicking the Help button.

### HOW TO HELP CLIENTS WITH CASES

When a client steps off the elevator, click on him or her to learn the facts of the case.

*Click on the important ideas in the client's story!*

The police showed up with a warrant to search my house. Under "probable cause" it says, "Suspect looks like a shady dude." Do I have to let them in?

Smichard Smorton

Topics Found:

probable cause (5)

Greg Peck

**YOU DON'T HAVE A RIGHT** **YOU HAVE A RIGHT!**

**1** Read the client's story. Click on key words to earn extra Prestige Points.

**2** Key words found will appear here. The student has three chances to spot up to three of them.

**3** Decide whether this person has a constitutional right.

If you think the person has a right, you can ask the client to come back tomorrow, ask the client to wait in the waiting area, or introduce the client to a lawyer. The best option depends on whether a lawyer with the correct specialty is available to help. If you decide to introduce the client to a lawyer, choose one by clicking on him or her.

**Tip:** If the firm does not have a lawyer with the correct specialty, asking the new client to come back tomorrow buys time to expand the firm's skills.

If the appropriate lawyer is busy with another client, you can have the new client wait, but if the client loses patience before the lawyer returns, she or he will storm off.

**4** Choose the correct amendment pertaining to the client's complaint. Some skills are "locked" until the lawyer gets more training.

The police showed up with a warrant to search my house. Under "probable cause" it says, "Suspect looks like a shady dude." Do I have to let them in?

Smichard Smorton

**4** **4** **5** **6**

Michelle Hunt

**Fourth Amendment**  
**No Unreasonable Searches**  
If the police want to search your stuff—or take it—they need to have a reason. The police can't search your property or your body without a good reason or your permission. They also need a good reason to take your stuff.

**NO MATCH** **MATCH!**



**TIP: Got lawyer?**

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

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### Off to trial!

After you match a client to a lawyer, they will talk briefly. When they're done, a "Ready" bubble appears over the lawyer's head. Click on it to send them off to trial. The two disappear, replaced by a "Back Soon" sign.



A green timer on the sign indicates when the lawyer will return.

### Winning or losing cases

If you **correctly** matched the client, the lawyer will return having won the case, and you earn **Prestige Points**. If you did **not** correctly match the client, the lawyer loses the case and you lose Prestige Points.

Prestige Points are the currency of this game. You can use these points to hire new lawyers, expand your existing team's skills, or otherwise expand your range of options.

### Lather, rinse, repeat

Soon, another client will walk in, and the process outlined above will begin again. New clients may go directly to the waiting area, but the basic game remains the same: 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.



**TIP:** 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.

## MANAGING THE FIRM

In *Do I Have a Right? Bill of Rights Edition*, you aren't just looking at individual cases. You're also managing the firm, hiring new attorneys, expanding existing lawyers' skills, and even redecorating the office. To really succeed at this game, you'll need to **manage time** and **plan ahead**. If a client comes in with an issue that no attorney can resolve, you can ask him to come back tomorrow and, meanwhile, try to expand the skills of an existing attorney or hire a new one.

### Grow your firm

At the end of each day, you can spend hard-earned Prestige Points on upgrading the firm's team, space, or advertising.

Hire new lawyers or expand the skills of existing lawyers by clicking on the person you want to hire or the specialty you want to train.



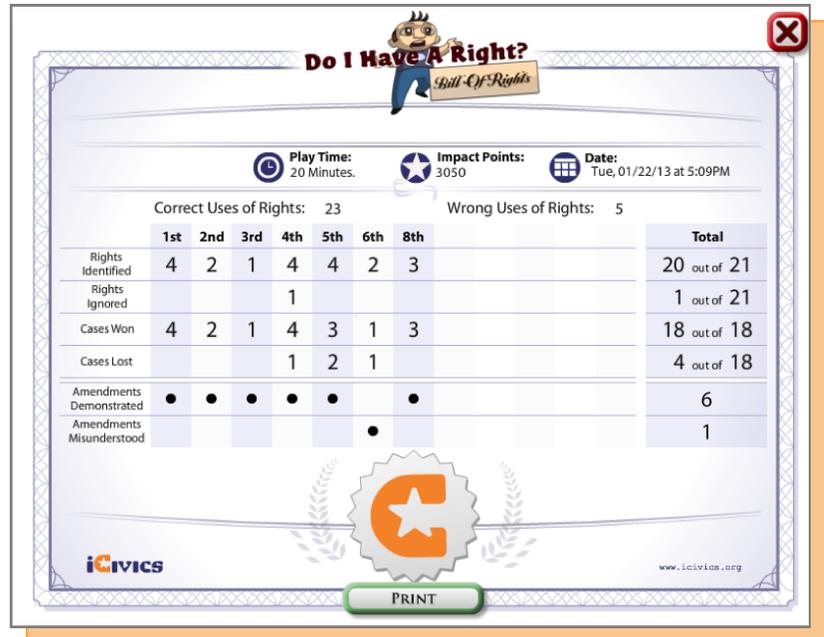
Run ads to attract more clients.

Upgrading furniture makes lawyers more efficient or clients more patient.

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### GAME OVER: ASSESSMENT

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. You can use this printout to assign students a grade for playing the game.



Do I Have A Right? Bill of Rights Edition									
		Play Time:	Impact Points:	Date:					
		20 Minutes.	3050	Tue, 01/22/13 at 5:09PM					
		Correct Uses of Rights: 23			Wrong Uses of Rights: 5				
	1st	2nd	3rd	4th	5th	6th	8th	Total	
Rights Identified	4	2	1	4	4	2	3	20 out of 21	
Rights Ignored				1				1 out of 21	
Cases Won	4	2	1	4	3	1	3	18 out of 18	
Cases Lost				1	2	1		4 out of 18	
Amendments Demonstrated	•	•	•	•	•	•	•	6	
Amendments Misunderstood					•			1	

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### HELP! I STARTED PLAYING *DO I HAVE A RIGHT? BILL OF RIGHTS EDITION* — AND IT'S HARD!

Don't panic! The *Bill of Rights Edition* can seem difficult at first because that's when a new player learns the rules of the game. Like 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 because you're not used to how video games often work. That part won't be such a challenge for most students. Trial and error is a critical aspect of how people learn from playing games.

If you're not comfortable yet, play *Do I Have a Right? Bill of Rights Edition* a few more times. Soon you'll find yourself getting the hang of it—just like students will when they play. And remember that as students learn how to play the game, they're also learning the constitutional amendments!

### CAN'T GET ENOUGH?

The Bill of Rights Edition of *Do I Have a Right?* is only one of over a dozen learning games that iCivics offers to teachers and students of civics. Go to [www.iCivics.org/games](http://www.iCivics.org/games) to check out every one of them—plus game guides, lesson plans, and more.

Thanks for trying our games—and more importantly, thanks for teaching civics!



## CONSTITUTIONAL RIGHTS COVERED IN *DO I HAVE A RIGHT?* BILL OF RIGHTS EDITION

Here is a list of the Amendments covered by *Do I Have A Right? Bill of Rights Edition* and the wording of the rights as they appear in the game. You might want to copy this page for students to take with them into the game.

- **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.
  - ◇ You have the right to gather peacefully with others.
- **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 search your stuff--or take it--they need to have a reason. The police can't search your property or your body without a good reason or your permission. They also need a good reason to take your stuff.
  - ◇ If the police have a warrant to search or take your stuff, the warrant has to be valid. The warrant needs to show the reason the police think your stuff should be searched or taken. It also has to describe exactly where they want to search or what they want to take.
- **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.
  - ◇ You can't be forced to testify against yourself, either by the police or in court. You have the right to remain silent!
  - ◇ If you're involved in a criminal case, the government can't take your life, liberty, or property without due process of law. That means a fair legal proceeding!
- **Sixth Amendment: Speedy Trial; Right to Fair and Impartial Jury**
  - ◇ If you've been accused of a crime, the government can't keep you in jail without telling you the charges against you. And after that, they can't keep you waiting forever! You have the right to a speedy trial. They also can't conduct your trial in secret. You have the right to a public trial.
  - ◇ If you've been accused of a crime, you have the right to a jury trial. Not only that, you have the right to a jury of people who can be fair and are not biased against you.
  - ◇ When you've been accused of a crime, you have the right to confront the witnesses against you and ask them questions (or have your lawyer do it). If there's a witness who knows something that will help you, you have the right to make that witness testify--even if they don't want to!
  - ◇ If you've been accused of a crime, you have the right to a lawyer--even if you can't afford one!
- **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!
  - ◇ The government can't charge an unreasonable amount of money to bail you out of jail. Or if your punishment is a fine, the fine can't be excessive. Bail or a fine must fit the crime!

