

Sortify: U.S. Citizenship

In *Sortify: U.S. Citizenship*, students stretch and test critical thinking skills by determining the best ways to sort information into buckets representing key citizenship concepts. The sorting process requires students to group like or complementary tiles and to make distinctions between dissimilar or unrelated tiles. *Sortify* is an original BrainPOP game. *Sortify: U.S. Citizenship* was made by BrainPOP with iCivics.

Learning Objectives

- Recognize and recall rights and responsibilities of U.S. citizens
- Identify active ways in which citizens can participate in government and contribute to the common good
- Relate like terms and concepts by deducing shared relationships

Prerequisites

None! *Sortify* can be used as a pre- or post-lesson tool. Use it to build and assess students' background knowledge before teaching or as a practice or review activity incorporated into your lesson. The last page of this guide includes conversation starters and activity ideas to implement with your class. Find more resources to supplement and enrich gameplay, including lesson plans and related games, at www.iCivics.org/teachers and <https://educators.brainpop.com/bp-game/sortify-us-citizenship/>.



HOW TO PLAY THE GAME

1. Label Your Buckets

When the game starts, you are presented with 24 tiles and 4 empty buckets. You'll decide how best to group all of the tiles into 4 or more buckets. You'll label each bucket with the citizenship concept or idea of your choice. Choose 4 labels to start.

2. Sort the Tiles

Determine which tiles belong in which buckets. Click and drag tiles to move them to the correct bucket. Tiles can be grouped multiple ways.

3. Submit Your Buckets

Once you've grouped all possible tiles, click on a bucket to view the tiles you placed inside. Check your answers and click "Submit Bucket."

4. Clear the Board!

Continue sorting tiles into new buckets until all tiles are gone. Choose to exit or restart the game to beat your score!

Sortify: U.S. Citizenship takes about 10-minutes to play. Play individually, in groups, or as a class.



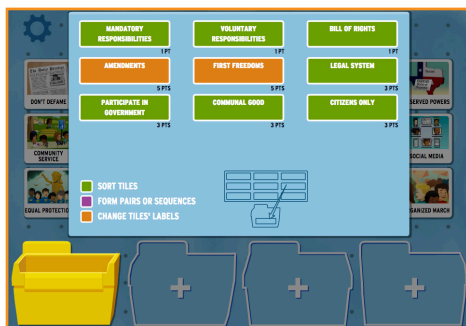
GAME GUIDE: SORTIFY U.S. CITIZENSHIP

Strategy

The goal of *Sortify* is to clear the board in as few rounds as possible. Students earn more points when sorting tiles into buckets labeled with more complex concepts. They also earn bonus points for accurately sorting all tiles into only four buckets.

In *Sortify*, all tiles fit in multiple buckets. Challenge students to try new grouping methods and to think critically about connections!

Label Your Buckets



Label a bucket by dragging a tile into an empty bucket outline. Or click the "+" sign inside the bucket outline to see a list of available labels. Notice that labels representing more complex concepts are worth more points. To label a bucket, click and drag the label of your choice to the highlighted bucket.

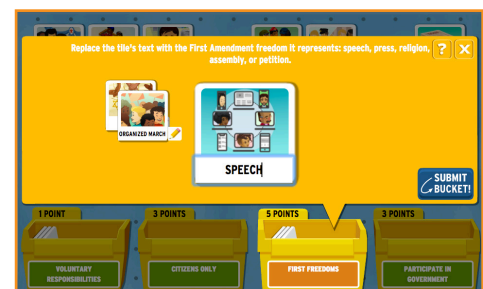
Once a bucket has been labeled, a "Change Labels" button will appear in the top righthand corner. Click it to drag and drop a new label to the bucket of your choice.



Types of Buckets

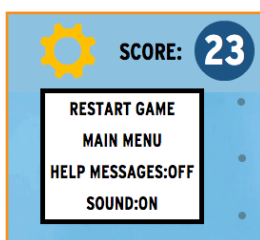
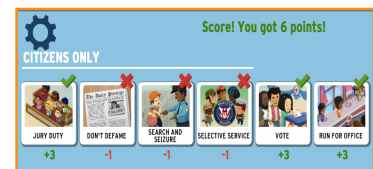
In *Sortify: U.S. Citizenship*, there are two types of buckets. Green labels represent "tag buckets". Players place tiles related to the concept into the bucket. Orange labels are "morph buckets" and require that a player delete and change a tile's text after dropping it into the bucket.

To view a label's description or directions, add the label to a bucket then click to open the bucket. A description will appear. To move a tile to a new bucket, simply click and drag it back to the blue play area.



Instant Feedback

Once you've sorted all available tiles into a bucket, open the bucket, double check your answers, and click "Submit Bucket". Instantly, you'll see which tiles belong in the bucket and which don't. Incorrect tiles will be returned to the blue play area to be sorted again, but the bucket and its label will disappear.



Game Over

The game ends after all the tiles have been sorted correctly. However, players can choose to end the game early by clicking "I'm Done" if they are unable to group remaining tiles or find themselves *out of sorts*. (Pun intended!) A player can also reset the game for a fresh start by clicking "Restart Game" from the settings wheel.

CLASSROOM CONVERSATION STARTERS

Pre-Game Questions -- Use these questions to lead into playing *Sortify: U.S. Citizenship*.

- What is citizenship? How do people become U.S. citizens?
 - *Citizenship is the status of being legally recognized as a member of a country. In the U.S., people are born citizens or choose to become a citizen through a process called naturalization.*
- Can you name some rights and responsibilities citizens have?
 - *Answers will vary but may include among others: the right to free speech, the right to vote, paying taxes, serving on a jury, respecting the rights of others, etc.*
- Define mandatory. How does mandatory differ from voluntary?
 - *Mandatory refers to an action that is required by law. Voluntary refers to something done as a result of a person's own free will.*
- In what ways do rights and responsibilities differ for children vs. adults? For U.S. citizens vs. residents?
 - *Answers will vary. Clarify misconceptions.*
- Where do citizens find most of their rights?
 - *Most rights are found in the United States Constitution.*

Post-Game Questions -- Use these questions as a way to debrief after individual or group play experiences. *Answers will vary.*

- How did you decide how to group the tiles? Which tiles or labels did you find difficult or challenging to group? Why?
- Are there any answers that you disagreed with? Explain your reasoning.
 - *Sortify encourages critical thinking, and some tiles and bucket labels may be debatable. Encourage students to share their thinking. Clarify and validate where necessary to help students form strong arguments.*
- Why do you think some responsibilities are mandatory and others are voluntary? Are there voluntary responsibilities that you think should be mandatory? Explain. How could they be enforced?
- What did you notice about the rights citizens have? Share your reflections from the game.
- What relationships do rights and responsibilities share?
- Are there any additional tiles or labels that could have been added to this Sweegame? Share the tile(s) or label(s) and how you would have sorted it (them).
- What would happen if citizens ...did not have rights? ...did not carry out their responsibilities?

I'M DONE

Activity Ideas

Looking to extend the learning experience? Try these ideas!

- After playing through the game once, have students pair up and convince their partner to group the tiles as they did by collaborating in a new game session. Ask: Who had the best strategy for grouping? Did your partner sway you to use their strategy? Why? What did you learn? How did you and your partner's answers differ initially?
- Have students [create their own Sortify game](#). Provide the topic and allow students to create a paper prototype of the game using their own tiles and labels. Directions and a *Sortify* template can be found at <https://educators.brainpop.com/printable/sortify-design-game/>. After the game is ready, students can trade with classmates and practice playing.

Useful Teaching Tips

Here are a few more ideas for incorporating *Sortify: U.S. Citizenship* into your teaching practice.

- Consider reviewing any concepts listed on labels that you notice students consistently avoid.
- Provide additional support for students who need it by previewing the game and modeling your thinking for students in a whole or small group setting. Gradually release responsibility by asking for volunteers to discuss where they think a tile belongs and why.
- Make time for multiple gameplays. Each time, encourage students to choose more difficult labels by drawing their attention to the point values. Challenge students to explore new ways tiles may be connected. Allow students to share their reasoning and strategies with the class.



Where Can I Find More Resources?

Visit [BrainPOP's GameUp](#) to explore more *Sortify* sets and games!

And check out these iCivics units for games, lesson plans, and digital literacy tools focused on citizenship and rights:

- (1) [Citizenship & Participation](#)
- (2) [The Constitution](#)