

Know Your Rights Procedures

Engaging Activity

- Cut the Planning Sheet 1-Texas Bill of Rights Learning Stations apart and mount each one on a sheet of butcher paper. Hang the stations around the room.
- Arrange the students in groups of 3-4. Have the groups rotate between the learning stations writing a few words on the butcher paper that describes what they feel the section means.
- Have a brief class discussion about each section.

Procedures

- Tell the students that they will be interpreting sections of our Texas Bill of Rights in their own words.
- Pass out the Planning Sheet 2-Texas Bill of Rights in Action Worksheet. Working in groups, the students will discuss each section and write their own interpretations in the space provided.
- Allow time for the students to share their interpretations.
- The groups will then participate in a review game.
- Designate a timekeeper/scorer for the class.
- Make a second copy of the Planning Sheet 1-Texas Bill of Rights Learning Stations and cut these into strips.
- One member from Group One will come forward and draw a strip. He/she will be given thirty seconds to plan how to depict the phrase/right.
- On the chalkboard the “drawer” will begin depicting the phrase/right, using drawings (words, letters, and numbers are not allowed). Team members, working together, will have up to three minutes to determine which Texas Bill of Rights is being illustrated (they will not be able to use their Planning Sheet 2-Texas Bill of Rights in Action Worksheet). They will be allowed only four incorrect answers.
- After three minutes or four incorrect answers, opposing groups (going clockwise around the room) will have fifteen seconds or one chance to get the right answer.
- The next group will select a strip and the process is repeated. As groups repeat their turns, group members will take turns being the “drawer.”
- The winning group will be determined by the lowest score (shortest time). When a non-drawing group guesses the correct phrase after the drawing group has failed to do so, a fifteen second-point bonus will be subtracted from that group’s score.
- After each group has had equal numbers of turns, the group with the smallest total guessing time is the winner.

Time Frame

- 2 45-minute class periods