

2. Charades *Thinking and Motion Game with Go Fish Cards or Memory Cards

Age Level: For all Ages. If the student cannot yet read, the teacher can tell him about the card.

Players form 2 teams. Teams can have up to 20 people per team.

Skills Taught: Memorization, Deductive Thinking, Analysis, Social Skills, Cooperation, Teamwork, Physical Coordination, Sportsmanship

Preparation To Play: 1. The teacher chooses two categories to explain. At the beginning of the year, start with Category 1 and 2. At each subsequent meeting, go on to the next categories. Each team should have its own deck of cards to look at during the explanation from the teacher. Direct each team to take the four cards from the designated category out of the deck. The teacher takes out the four cards from the same category. She then holds a card up and directs the students to find this card and place it face up on the desk. The teacher then reads out loud the paragraph from the end of this booklet that explains this card. The teacher does the same for all cards from the two categories. Note: if you have very young children, you might just use one category, instead of two. For this game, only use the cards that have been explained. As you continue to meet, add in other categories, until you have explained all the cards. 2. Most likely, your students will have never played charades before, and you will have to teach them some basics of sign language. Tell students that Mimics are not allowed to say any words. The first thing the Mimic does is show with his fingers how many words are in the answer. Once his team shouts out the correct number, the Mimic nods yes and moves on. Through acting out what is on the card, the teammates make guesses. If the Mimic grabs his ear, this means, "Sounds like." The Mimic will then act out something that sounds like the word that is on the card. This is done if the card is especially hard.

To Play: Students are broken into teams. The cards the teacher has explained are placed face down in a single deck. One person from one team begins the game by choosing the top card from the deck. Then, the teacher says, "Go," and the Mimic has 60 seconds to act out what or who is on the card. Only the Mimic's team is allowed to guess by shouting out loud. The other students are watching and thinking. If the team guesses correctly, the team earns 2 points. After the 60 seconds are up, if the Mimic's team is unable to guess the card, the other teams then write the answer down. The Mimic then reads out loud the card, and whichever team has the correct answer receives a point. Then, the next team gets a chance.

To Win: The team with the most points wins. If students are playing in teams over an extended period of time, then the winning team moves its token two spaces on the game board, and the other team moves its token one space.

Legislative Branch

Card 2A Legislative Branch

The legislative branch is Congress. Article I of the Constitution details the powers and limits of the legislative branch. Congress has the power to make law, declare war, establish a post office, regulate interstate commerce, and levy taxes. The American Founding Fathers created Congress so that it had the greatest powers of the U.S. government, but it also divided Congress into two branches (the Senate and the House of Representatives) to disperse this power and to make sure that both the people and the states were represented.

Card 2B Senate

The Senate is one of the two houses of Congress and represents the states. Each state has two senators, and each senator serves a six-year term. Because there are fewer senators than representatives and they serve for six years, the Senate is considered the upper house. The Senate has the power to ratify (confirm) treaties and try impeachments. If the House of Representatives impeaches the President, the Senate has a trial and decides if the President should be removed.

Card 2C House of Representatives

The House of Representatives is one of the two houses of Congress and represents the people. The more populated states have more representatives. Representatives serve two-year terms. The House of Representatives authorizes all government spending, impeaches the President, and initiates all tax bills. There are currently 435 voting representatives in this house.

Card 2D U.S. Capitol

Congressmen meet in the U.S. Capitol building. It sits atop Capitol Hill in the middle of Washington, D.C. The U.S. Capitol is built in Neoclassical style. The American Founding Fathers designed the building to look similar to buildings of ancient Greece and Rome. Greek democracy and the Roman Republic gave Americans a governmental model to follow. The U.S. Capitol is symmetrical and has a dome.

Executive Branch

Card 3A White House

The White House, at 1600 Pennsylvania Avenue, Washington, D.C., is both the office of the U.S. President and the home for his family. Building of the house was completed in 1801, and Thomas Jefferson was the first president to reside there. During the War of 1812, the British set the house on fire. The president executes the law and seeks advice from his cabinet, a group of advisors. The executive branch has many departments that carry out the law.