

Rules Keep Us

Students identify how rules and laws help at home, school, and in the community.

SS.1.CG.1 "Foundations of Government, Law, and the American Political System"

NAME _____

DATE _____

Teacher: this page is run aloud. The script and answers are on the guide page.

1 WHY RULES? _____

a	SAFE	LOUD	LATE
b	MESSY	SLEEPY	FAIR
c	NOISY	SAFE	HUNGRY

2 MATCH RULES _____

TOYS	•	•	WALK
HALL	•	•	STOP
LIGHT	•	•	CLEAN

HOW TO RUN THIS PAGE

Rules and laws help people stay safe and treat one another fairly. Before beginning, explain that a cafeteria rule to sit while eating can help prevent spills and bumps. Read every word and prompt aloud, then give students time to mark their answers.

Students never read directions on this sheet. Read each part's script aloud, then each prompt, giving think time before students mark.

PART 1 • WHY RULES?

SAY “Listen as I read the words in each row. Hear the rule or law, then circle the word that tells why it helps.”

ROW	SAY	STUDENTS CIRCLE
a	At school, a rule says to walk in the hall. I see SAFE, LOUD, and LATE. Which word tells how the rule helps?	SAFE
b	At home, a rule says to take turns in a game. I see MESSY, SLEEPY, and FAIR. Which word tells how the rule helps?	FAIR
c	In the community, a law says to stop at a red traffic light. I see NOISY, SAFE, and HUNGRY. Which word tells how the law helps?	SAFE

PART 2 • MATCH RULES

SAY “Listen to each word in the left column and each word in the right column. Draw a line from TOYS to the helpful rule for toys, from HALL to the helpful school rule, and from LIGHT to the helpful traffic law.”

- **TOYS** matches **CLEAN**
- **HALL** matches **WALK**
- **LIGHT** matches **STOP**

WHAT TO ACCEPT

Circle SAFE in rows 1 and 3, and FAIR in row 2. Match TOYS to CLEAN, HALL to WALK, and LIGHT to STOP.