The Game Club

Notice how a group makes choices and shares space.

3.P.2.1.A "Describe civic virtues and democratic principles such as equality, fairness, and respect for legitimate authority."

NAME _____ DATE _____

1 READ AND MARK

Read it twice

YOUR JOB Underline the action that gives every child an equal voice, circle the plan for fair turns, and write 1 beside the club's vote and 2 beside the librarian's safety rule.

Game Day at the Library

1. At the school library, Ms. Chen asked the game club to plan Friday's play time. Nine children wanted to choose a game. Two children spoke first, but Ms. Chen stopped the vote. She said each child should have a chance to share an idea before the group decided. Then the children listened as every person named one game. No one's idea counted more than another's.

2. After everyone shared, the club voted for two games. More children picked checkers than dominoes, so they played checkers first. There were only four checkerboards, so the children made a list of turns. Each pair played for ten minutes, then gave a board to the next pair. This way, children who arrived later still had time to play. The group followed its plan.

3. During the games, a child began to run between the tables. Ms. Chen asked the child to walk. She was the librarian in charge of the room, and her rule kept people from bumping into tables or other players. The child walked back to the game. The club could still vote on games, but it followed Ms. Chen's safety rule in the library.

2 ANSWER WITH EVIDENCE

Use the passage

1. How did the club give everyone an equal voice when choosing a game?

2. How did the club use a vote to make its choice?

3. Why was the turn list a fair way to share the checkerboards?

4. Why did the club follow Ms. Chen's rule about walking?

3 YOUR TURN

Your own words

Imagine your class is choosing how to use a shared art table. Write three sentences: tell how everyone can have an equal voice, give one fair way to share supplies, and name a school adult whose safety rule the group should follow and why.

ANSWER KEY

The Game Club

GRADE 3 · 3.P.2.1.A

PART 1 · READ AND MARK

Underline the action that gives every child an equal voice, circle the plan for fair turns, and write 1 beside the club's vote and 2 beside the librarian's safety rule. Accept any marking that follows this job and points at the right text.

PART 2 · ANSWERS

#	QUESTION	ANSWER
1	How did the club give everyone an equal voice when choosing a game?	**Each child had a chance to share an idea before the vote, and no one's idea counted more.**
2	How did the club use a vote to make its choice?	**More children chose checkers than dominoes, so the club played checkers first.**
3	Why was the turn list a fair way to share the checkerboards?	**Each pair got ten minutes, then passed its board to the next pair. Children who arrived later still got a turn.**
4	Why did the club follow Ms. Chen's rule about walking?	**Ms. Chen was the librarian in charge of the room, and the rule helped keep people from bumping into things or each other.**

PART 3 · YOUR TURN (SAMPLE ANSWER)

Each student can suggest an art project before the class votes. We can take turns using the markers so everyone gets a chance. We should follow our teacher's rule to carry scissors with the points down because it helps keep us safe.

Accept answers that connect equal voice to each child's chance to speak, fairness to the timed turns, and Ms. Chen's authority to her role as librarian and the safety purpose of her rule. For Your Turn, look for three sentences that address all three requested ideas.