

Rules Have Reasons

Students identify how classroom rules help people.

K.7.A "identify purposes for having rules; and"

NAME _____

DATE _____

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

1 CIRCLE WHY _____

a	Safe	Fast	Loud
b	Sleep	Fair	Messy
c	Play	Rest	Learn

2 MATCH REASONS _____

Walk	•	•	Learn
Share	•	•	Safe
Listen	•	•	Fair

HOW TO RUN THIS PAGE

Read each rule situation and the choices aloud. Students show that rules can help people stay safe, be fair, and learn by circling and matching the reason for each rule.

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

PART 1 • CIRCLE WHY

SAY “Listen as I read each class rule and the three choices. Think about why the rule helps our class, then circle your answer.”

ROW	SAY	STUDENTS CIRCLE
a	Our class rule says, “Walk in the hallway.” I will read the choices: safe, fast, loud. What is a reason for this rule? Circle your answer.	Safe
b	Our class rule says, “Share the art supplies.” I will read the choices: sleep, fair, messy. What is a reason for this rule? Circle your answer.	Fair
c	Our class rule says, “Listen when someone gives directions.” I will read the choices: play, rest, learn. What is a reason for this rule? Circle your answer.	Learn

PART 2 • MATCH REASONS

SAY “The left side says Walk, Share, and Listen. The right side says Learn, Safe, and Fair. For each rule, draw a line to the reason it helps our class.”

- **Walk** matches **Safe**
- **Share** matches **Fair**
- **Listen** matches **Learn**

WHAT TO ACCEPT

Circle Safe for walking in the hallway, Fair for sharing art supplies, and Learn for listening to directions. Match Walk to Safe, Share to Fair, and Listen to Learn.