

# Do I Have a Right? *New & Improved!*

a game guide for teachers

In *Do I Have a Right?*, your students run a law firm that specializes in constitutional law. When clients show up with complaints, students identify if they “have a right” and then match them with an attorney who specializes in the correct constitutional amendment. The more successful matches they make, the more their firm can grow! Students hire more attorneys, expand their legal skills, upgrade the office, and more. Will your students be able to keep up—or will clients lose patience and storm out?



## Learning Objectives

- Identify constitutional rights guaranteed by the Bill of Rights and the 13th, 14th, 15th, 19th, and 26th Amendments
- Recall the specific amendment that guarantees a particular right
- Recognize complaints not involving constitutional rights

## Prerequisites

None—students will learn the material just by learning to play the game. If you are interested in a lesson to introduce the civic concepts in this game, we suggest teaching the iCivics lesson “You’ve Got Rights?” the day before your class plays the game. You can find that and all of our lesson plans at [www.iCivics.org/teachers](http://www.iCivics.org/teachers).

## GETTING STARTED

### 1. Select a Game Mode

Choose “Full Edition” or the “Bill of Rights Edition”, which digs deeper into the individual rights granted in the first ten amendments.

### 2. Create Your Character

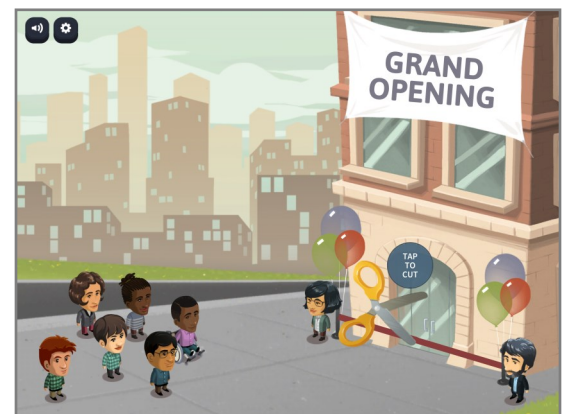
Customize your character’s appearance and give him or her a name.

### 3. Choose a Law Firm Partner

Choose a partner. This is an important decision because the partner you choose will be the one and only lawyer in the firm at the beginning of the game.

### 4. Open Your Office for Business

Cut the ribbon and get started! Your partner will offer to help you learn the ropes, and the first clients of the day will start to appear!



*Do I Have a Right?* is now available in

**Spanish!**



## HELPING CLIENTS

When clients step off the elevator, click/tap on them to learn the facts of their case.

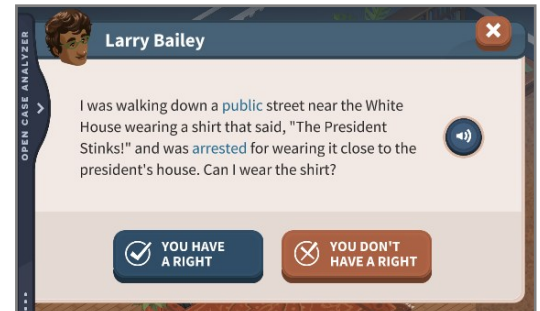
1. Read the client's story.
2. Decide if this person has a constitutional right.

If they do, you have three options. You can ask the client to:

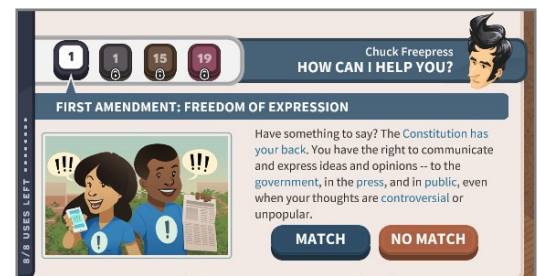
- Follow you to the lawyer that can help them.
- Wait in the lobby until you can come back and connect them with a lawyer
- Come back tomorrow so they have a better chance of you having a lawyer that can help.

3. Introduce the client to a lawyer who can help.
4. Select the amendment that best matches the client's complaint.

As the game progresses, lawyers gain more amendment skills to help clients.



If you send a client away, try to remember their right. Use Prestige Points to hire a lawyer who can help when the client comes back the next day!



## Off to trial!

After you match a client to a lawyer, they will talk briefly. When they're done, a check mark will appear over the lawyer's head. Click/tap on it to send them off to trial. Once they disappear, an "At Trial" sign will appear on the lawyer's desk. A timer on the sign indicates when the lawyer will return and take more clients.



The "?" button takes you to a detailed help screen.

Select the sound, language, and glossary preferences through the settings button.

Need a minute to catch your breath? Opening the help screen, or any other reading screen, pauses play. The timer closes whenever play is paused.

## Winning or losing cases



If you **correctly** matched the client, the lawyer will return having won the case, and you will earn **Prestige Points**. If you did **not** correctly match the client, the lawyer loses the case, and you lose Prestige Points.

Prestige Points are the currency of *Do I Have A Right?*. You can use these points to hire new lawyers, upgrade your office, or run ads for your firm.

Lather, rinse, repeat.

Soon, another client will walk in, and the process outlined above will begin again. New clients may go directly to the waiting area, but the basic game remains the same: (1) click/tap on the new client, (2) read the client's story, (3) decide whether the client has a right, and (4) determine whether there is a lawyer in the firm who specializes in the correct amendment.

You will have seven days (rounds) to help as many clients as you can!

## Need a little help? Use the tools!



**Legal Eagle Case Analyzer:** The case analyzer asks you two questions about the case. If you answer correctly, it analyzes the case and suggests a few rights to consider.



### Rights Review:

An illustrated list of amendments and the rights they protect.



### Team Review:

Your staff of lawyers and their areas of expertise.



### Glossary:

A helpful list of terms and definitions used in client cases.

## MANAGING THE FIRM

In *Do I Have a Right?*, you aren't just looking at individual cases. You're also managing the firm, hiring new attorneys, expanding existing lawyers' skills, and even redecorating the office. To really succeed at this game, you'll need to manage time and plan ahead. If a client comes in with an issue that no attorney can resolve, you can ask him to come back tomorrow and, meanwhile, try to expand the skills of an existing attorney or hire a new one.

### Grow your firm

At the end of each day, you can spend hard-earned Prestige Points to upgrade the firm's team, space, or advertising.



Hire new lawyers or expand the skills of existing lawyers by clicking/tapping on the person you want to hire or the specialty you want to train.

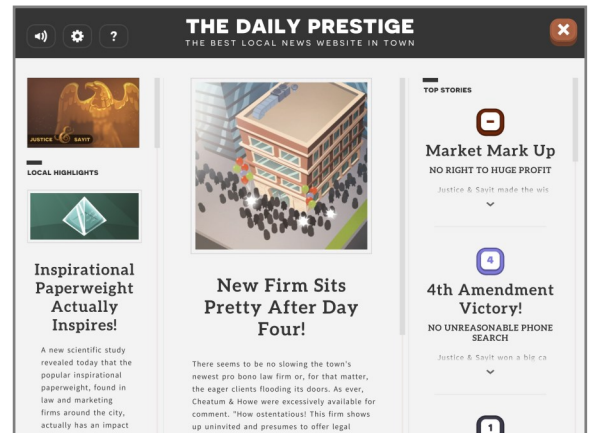
Run ads to attract more clients.

Upgrade furniture to make lawyers more efficient or clients more patient.



## THE DAILY PRESTIGE

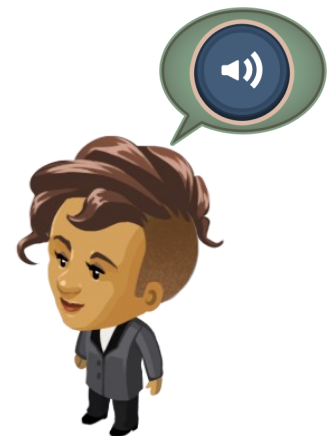
At the end of each day (or round) you will have a chance to read the Daily Prestige. This newspaper reviews your cases and management of the law firm, gives you suggestions for upgrades, and displays ads you have purchased. It's a great way to reinforce your learning *and* have a good chuckle.



## ADDITIONAL FEATURES

We've added some great new features to the remake of *Do I Have a Right?*

- Your law partner and clients have found their voice! If you'd rather just read, you can adjust the settings for voice, music, and sound effects.
- The interactive glossary, Legal Eagle Case Analyzer and illustrated amendments were designed to assist ELL students, but benefit everyone!
- Try partner play with pairs of students sharing one game experience. The conversations that pop up about the game are great opportunities to witness critical thinking skills at work.



## GAME OVER: ASSESSMENT

At the end of the game, the breakdown of the final score appears. From there, students can view and print a detailed game certificate that will let you determine how students performed on each amendment. You can use this printout to assign students a grade for playing the game.

Amendment	1	2	3	4	5	6	8	13	14	15	19	26	NO RIGHT	Total
CASES WON:	6	-	-	2	1	2	-	3	4	4	4	3	-	29
CASES LOST:	-	-	-	-	-	-	-	-	-	-	-	-	-	-
CASES REFUSED:	-	-	-	-	-	-	-	1	-	-	-	-	-	14
CASES IGNORED:	2	-	-	1	-	-	-	-	1	-	-	-	-	4
SCORE:	6/8	-	-	2/3	1/1	2/2	-	3/4	4/5	4/4	4/4	3/3	13/13	42/47

**ACCOMPLISHMENTS:**  
 Lawyers Hired: 6  
 Cases Won: 29  
 Cases Correctly Refused: 13

**OFFICE FUN:**  
 Flettergrams Sent: 3  
 Water/Coffee Breaks: 17  
 Pet Friendship: 49

PRINT CERTIFICATE      BACK

## CAN'T GET ENOUGH?

*Do I Have a Right?* is only one of almost 20 learning games that iCivics offers to teachers and students of civics. Go to [www.iCivics.org/games](http://www.iCivics.org/games) to check out the collection—plus game guides, lesson plans, and Extension Packs.





## CONSTITUTIONAL RIGHTS IN *DO I HAVE A RIGHT?* (FULL EDITION)

### **First Amendment: Freedom of Expression; Freedom of Religion**

Have something to say? The Constitution has your back. You have the right to communicate and express ideas and opinions—to the government, in the press, and in public, even when your thoughts are controversial or unpopular.

The Constitution protects your right to practice any religion you choose—or no religion at all. It also says that the government can't establish a religion or prefer one faith over another.

### **Second Amendment: Own Weapons**

You have the right to keep and bear weapons.

### **Third Amendment: Not House Soldiers**

The government cannot force you to let soldiers into your home or onto your property. It's up to you to decide who you let inside your house!

### **Fourth Amendment: No Unreasonable Searches**

If the police want to search you or your stuff—or take your things—they need a good reason to suspect they'll find evidence of a crime.

### **Fifth Amendment: No Double Jeopardy; Keep Private Property**

Once you've been found guilty or innocent, you cannot be put on trial or punished for that same crime again.

The government is only allowed to take away your land if the land will be used for a public purpose. And if they do take your land, the government has to give you a fair price for it.

### **Sixth Amendment: Speedy and Public Trial; Impartial Jury**

If you've been accused of a crime, you have a right to know the charges against you. After that, the government can't keep you waiting forever—or hold your trial in secret! You have the right to a speedy and public trial.

If you are on trial for a crime, you have a right to a fair and impartial jury.

### **Eighth Amendment: No Cruel and Unusual Punishment**

If you are guilty of a crime, the judge is not allowed to sentence you to any cruel or unusual punishments. The punishment has to fit the crime; it's your constitutional right!

### **Thirteenth Amendment: No Slavery**

Slavery cannot exist and people can't own or buy or sell other people. This is one of the only constitutional rights that protects against people who are not the government—but only if they are enslaving you!

### **Fourteenth Amendment: Equality Under Law**

Everyone—no matter what you look like, how much money you have, or how popular you are—should be treated equally under the law.

### **Fifteenth Amendment: Vote Regardless of Race**

No matter your race or ethnicity, as a citizen you have the right to vote. So do it!

### **Nineteenth Amendment: Vote Regardless of Sex**

Women and men have equal rights to an equal vote in all public elections.

### **Twenty-Sixth Amendment: Vote at Age of 18**

Once you turn eighteen, the Constitution guarantees you the right to vote. So start thinking about who you want to vote for!





## CONSTITUTIONAL RIGHTS IN *DO I HAVE A RIGHT?* (BILL OF RIGHTS ED.)

### **First Amendment: Freedom of Expression; Freedom of Religion; Freedom of Assembly**

Have something to say? The Constitution has your back. You have the right to communicate and express ideas and opinions—to the government, in the press, and in public, even when your thoughts are controversial or unpopular.

The Constitution protects your right to practice any religion you choose—or no religion at all. It also says that the government can't establish a religion or prefer one faith over another.

You have the right to gather peacefully with others.

### **Second Amendment: Own Weapons**

You have the right to keep and bear weapons.

### **Third Amendment: Not House Soldiers**

The government cannot force you to let soldiers into your home or onto your property. It's up to you to decide who you let inside your house!

### **Fourth Amendment: No Unreasonable Searches; Valid Warrant**

If the police want to search you or your stuff—or take your things—they need a good reason to suspect they'll find evidence of a crime.

If the police have a warrant to search or take your stuff, the warrant must show the reason they think your things should be searched or taken. It must also describe exactly where they want to search or what they want to take.

### **Fifth Amendment: No Double Jeopardy; Keep Private Property; Not Testify Against Self; Due Process**

Once you've been found guilty or innocent, you cannot be put on trial or punished for that same crime again.

The government is only allowed to take away your land if the land will be used for a public purpose. And if they do take your land, the government has to give you a fair price for it.

You can't be forced to testify against yourself, either by the police or in court. You have the right to remain silent!

If you're involved in a criminal case, the government can't take your life, liberty, or property without due process of law. That means a fair legal proceeding!

### **Sixth Amendment: Speedy & Public Trial; Impartial Jury; Witness Must Testify; Representation**

If you've been accused of a crime, you have a right to know the charges against you. After that, the government can't keep you waiting forever—or hold your trial in secret! You have the right to a speedy and public trial.

If you are on trial for a crime, you have a right to a fair and impartial jury.

If you've been accused of a crime, you have the right to question the witnesses against you. And if a witness can help your case, you have the right to make that witness testify—even if they don't want to!

If you've been accused of a crime, you have the right to a lawyer—even if you can't afford one!

### **Eighth Amendment: No Cruel and Unusual Punishment; Reasonable Bail and Fines**

If you are guilty of a crime, the judge is not allowed to sentence you to any cruel or unusual punishments.

The punishment has to fit the crime; it's your constitutional right!

The government can't charge an unreasonable amount of money to bail you out of jail. Or if your punishment is a fine, the fine can't be excessive. The bail or fine must fit the crime!



## CLASSROOM CONVERSATION STARTERS

**Pre-Game Questions** You can use these questions to lead into playing *Do I Have a Right?*

- What are amendments?
  - *Amendments are additions to the Constitution. Many of them deal with expressing the rights of people in the United States.*
- What are some of the individual rights protected by the Constitution?
  - *Answers will vary, but use the list of constitutional rights on the previous pages for guidance.*
- What can people do if they believe the government is violating a constitutional right?
  - *The U.S. court system is designed to give people a place to have their complaints heard.*

**Post-Game Questions** Use these questions as a way to debrief the individual play experiences.

- What was the goal of your law firm?
  - *To protect the rights of citizens according to the amendments to the U.S. Constitution*
- Why can't any attorney help any client?
  - *Each attorney specializes in a unique set of amendments, or rights.*
- What is the purpose of amendments?
  - *Record changes to the Constitution, state the rights protected by the law.*
- Are any amendments more important than others? Why or why not?
  - *Answers will vary.*
- What would happen if there were no amendments? Or if individual rights were not protected?
  - *Answers will vary.*

### Activity Idea

Ask students to create their own short version of *Do I Have a Right?* by writing cases and matching them to the rights and amendments that guarantee those rights.

**But Wait— There's More!** The NEW *Do I Have a Right?* Extension Pack is now available!

Make your students' game play more meaningful with activities designed specifically for *Do I Have a Right?*. This easy-to-use Extension Pack helps you give context and purpose to the game and reinforce the game concepts. That means deeper learning for students and best practices around game-centered learning for you! Extension Packs require PowerPoint and are designed for use with projectors or interactive whiteboards. You can find this great resource linked in the game page or in our lesson plans.

