

We the Jury

a game guide for teachers

In *We the Jury*, your students take on the role of a juror in a civil case. Jurors meet in the deliberation room to weigh the evidence and reach a verdict. But it's not easy—all jurors must agree which side should win! Your students analyze the evidence and use it to support or refute fellow jurors' reasoning until consensus is reached.



Learning Objectives

- Simulate jury service as a responsibility of citizenship
- Demonstrate the role of the jury by evaluating the evidence in a case
- Determine how evidence supports or refutes a claim
- Corroborate or challenge a premise or claim using other information

Prerequisites

Students would benefit from understanding the difference between a civil and criminal case. Students will also get more out of the game if they have some background knowledge of the trial court. We suggest teaching the iCivics lessons "Sources of Law" and "Trial Court Go Fish" before your class plays the game. You can find these and all our lesson plans at www.iCivics.org/teachers.

HOW TO PLAY THE GAME

Here's what happens when you start playing *We the Jury*:

1. Choose a case

Flip through the cases available and choose the one you want to play.

2. Choose your character

Choose the character that will be you as a juror.

3. Read the closing arguments

Inside the courtroom, your character is in the jury box. The game begins as the lawyers are ready to give their closing arguments. Click through the speech bubbles to hear the closing arguments and learn about the case. When it's over, your character's notes fly out the window, leaving your character dependent on the other jurors' notes in the jury room. (That's how the evidence is presented once deliberation begins.)

TIP: Make sure students pay attention to the judge's instructions to the jury after the lawyers make their closing arguments. These instructions tell the player the law for the case and what's okay to consider when making a decision.



TIP: Initially, tips will appear that tell students what to do, pausing the game. As the game progresses, tips will taper off. Students can turn them back on by clicking the Help button.




4. Start by finding out what the other jurors think

The object of the game is to achieve consensus among the jurors. Before you start, hover over all the jurors to find out which verdict they are leaning toward. Some jurors are undecided. But don't take too much time — the clock is ticking on your first day of deliberation!



- 1 The question for the jury is written on the white board.
- 2 The clock is ticking on the first day of deliberation.
- 3 Hover over each juror to find out where he or she stands.
- 4 You are at the head of the table.

Tip: You can pause the game by clicking the utility button. Resume by clicking the red X to close the options window. Just be careful not to restart the game!



5. Deliberate with other jurors

How to hear and consider a juror's point of view

The action begins when you click on any juror to hear what that juror has to say. Two pieces of evidence are already on the table. Click on them to see if they will help you support or contradict the juror.



- 5 Click on any juror. The juror will step away from the table and make a comment.
- 6 Click any piece of evidence on the table to read it. Decide if the evidence can help you support or contradict the juror.
- 7 If you think the evidence will be helpful, click "Discuss Evidence" to see your possible responses.

How to support a juror or change a juror's mind

Next, it's time to respond to the juror. A set of response choices will appear. Some responses support the juror's point of view and some counter it. Support responses make the juror lean more heavily toward that view. Counter responses push the juror toward the opposite point of view. If the two main responses don't make sense, or you just want to quit and try a different piece of evidence, say "Oh wait... never mind" to close the response options.



8 After you click Discuss Evidence, the juror will express confusion and ask you to explain.

9 Three response options appear. If you have chosen to discuss irrelevant evidence, the responses won't make sense.

10 Choose a response and click it, then click "Say" to give that response.

Good point!



After you respond, the juror will reply. If your response did not make sense, the juror will let you know. If you have successfully supported or countered the juror's point of view, the juror's viewpoint will either strengthen or begin to reverse. You'll see this change as the juror receives extra Y or N coins.



11 More evidence is unlocked as you complete successful interactions with other jurors, until there are 12 pieces of evidence on the table.

TIP: If you want to hear the closing arguments again, the Case Synopsis button will take you back to the courtroom. Don't worry—you'll return to the jury room right where you left off.



6. Vote and weigh the evidence

When the day ends, the jury votes. The game ends when all jurors—including you—agree. During the voting process, you will weigh some of the evidence to show how it influenced your decision.



12 First, cast your vote. Base your decision on the evidence you've heard so far.

13 Mark the pieces of evidence that most influenced your decision. You can give up to three stars, but only for evidence that is already unlocked.



13 Next, the jury votes.

TIP: If you know the jurors have reached consensus, click the End Day button to end the day early and call a vote.



14 The day is now over. At the top of the next box, you will see a recap of the jury's vote.

15 Weigh these three pieces of evidence by dragging them to the continuum below. Place them on the continuum according to how much they support the plaintiff or the defendant.



7. Verdict and end of the game

After the vote, the jury returns to the courtroom where the judge reads the verdict. The end screen details the player's score.



Category	Count	Multiplier	Points
Successful Juror Conversations	5	x50	250
Evidence Used	3	x200	600
Early Agreement			450
Verdict Reached			2000
TOTAL SCORE			3300

16 The jury returns to the courtroom, and the judge announces the verdict.

Verdict: the outcome of the case.

Successful Juror Conversations: points awarded for the number of times the player selected the correct evidence.

Evidence Used: points awarded for the number of pieces of evidence correctly used.

Verdict Reached: points awarded for reaching a verdict.

TIP: To have students print out their results from the game, have them select Print Certificate.

17 Click the Print Certificate button to print a game certificate that shows more detail about the game play.

TIP: If you have time, or would like to try your juror skills again, go back and play another case.

CLASSROOM CONVERSATION STARTERS

Pre-Game Questions

You can use these questions to lead into playing *We the Jury* in the classroom.

- What is a jury?
 - ◇ *A jury is a group of citizens chosen by a court to decide the facts of a court case. The jury listens to the evidence and decides what actually happened, for example, whether someone actually did what they are accused of doing.*
- Who is responsible for serving jury duty?
 - ◇ *Generally, all citizens are responsible for serving on juries if they are summoned by the court. Some local areas may have exceptions for age, disability, or other hardships.*
- What is the difference between a civil and criminal court case?
 - ◇ *In a criminal court case, the jury decides whether someone accused of a crime is guilty or innocent. In a civil court case, the parties have come to court to resolve a disagreement. One side claims they were harmed when the other side broke the law.*

Post-Game Questions

Use these questions as a way to debrief the individual experiences of playing *We the Jury*.

- What was your role as the player?
 - ◇ *The player's role was as one of the jurors.*
- Were you deciding a criminal case or a civil case?
 - ◇ *All We the Jury cases are civil cases, where two parties are resolving a disagreement.*
- As a jury, what were you allowed to consider when making your decision? Could you ever use your own opinion or experience?
 - ◇ *The jury made a decision by looking at the evidence. Jurors only use their opinion and experience when evaluating evidence—for example, when deciding whether to believe a witness or how much weight to give a piece of evidence.*
- What do you think would happen if nobody was willing to serve jury duty?

Activity Idea

- Ask students to brainstorm a list of factors they think make a witness or piece of evidence believable or not believable. Have them create their lists in groups or as a class, drawing on their experience in the game and their own ideas.

