



Regional Civics Literacy Directors and Coaches

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Support provided:

- 1:1 Teacher Coaching
- Professional Learning Community Support and Planning
- School Wide Professional Learning
- District Wide Professional Learning

Resources:

- Civics Literacy Directors and Coaches
- Civicsliterary.org
- Middle School Civics and Government Instructional Guide
- Civics Literacy Reading List
- Civics Seal of Excellence

Session Notes:



Building Civics Vocabulary from K-12

Civics Swatting:



- Students are in two lines in front of the board. The teacher describes a civics-related word.
- The first student in each line with a fly swatter will try to swat the correct word on the board. The student who hits the correct word gets a point.
- Students can only swat once, and if they swat the wrong word they wait and then go to the back of the line. Continue until all words have been swatted, describing them differently when necessary.

Rolling With Vocabulary:



- Call out a word (or have players flip a card) and have the players roll the dice to determine what activity they should do on their whiteboard:
 - Roll a 1: Provide the definition of the word.
 - Roll a 2: Give an antonym or a non-example of the word.
 - Roll a 3: In a complete sentence, use the word in context.
 - Roll a 4: Draw a picture, image or symbol related to the term
 - Roll a 5: Give a synonym or example of the word.
 - Roll a 6: Choose one of the above options.

Word Clue:



- Each group receives a set of vocabulary cards placed face down.
- Split into two teams by counting off every other person (1, 2, 1, 2, etc.).
- Take turns: one teammate gives clues while the other teammates guess the vocabulary term before the timer runs out.
- The clue-giver cannot say the word on the card or any part of it.
- After each round, rotate roles so everyone has a chance to give and guess.
- The team with the most correct guesses at the end (or when all cards are used) wins.

Single Word:



- Each group has a stack of vocabulary terms (facedown).
- One player flips over a card for the whole group to see but does not look at the card themselves.
- The other players write down a one-word clue on their whiteboard.
- When all clue-givers have written down their clue, they reveal their clues to the other clue-givers, but not to the guesser. If any of the clue-givers wrote down the same clue, they must erase their clues.
- The guesser can then look at the remaining clues and try and guess the vocabulary term. The guesser can have up to 3 guesses. The guesser position then rotates until every person has had the opportunity to guess at least one vocabulary term.

Bill to Law Dice Game

Instructions:

1. Roll the die at your table to see which chamber your bill is starting in. Fill in this first roll on your tracking sheet, *Take your die with you, you will need it to roll at each station.
2. Move to the station around the room as instructed by the die.
3. Write what the poster says on your tracking sheet and then do what it says, or move to the station it tells you to move to. BE HONEST. If a station tells you to stay and keep debating, you must write that down and continue to do so.
4. Continue through the states and writing down what happens to your bill until it dies or passes. If your bill dies, and we have time left, you start again at the first station.

*You must write exactly what happens even if you roll “keep debating” 5 times. You may have 4 rolls or 14 rolls on your tracking sheet. *

Intro Roll: This roll starts in your groups to determine your bill's start location.

DICE ROLL	ACTION TO BE TAKEN
1	The bill is being introduced in the Senate. Go to the Senate Committee.
2	The bill is being introduced in the House of Representatives. Go to the House Committee.
3	The bill is being introduced in the Senate. Go to the Senate Committee.
4	The bill is being introduced in the House of Representatives. Go to the House Committee.
5	The bill is being introduced in the Senate. Go to the Senate Committee.
6	The bill is being introduced in the House of Representatives. Go to the House Committee.

Senate Committee Roll

DICE ROLL	ACTION TO BE TAKEN
1	The bill is being debated in the Senate Committee. Stay here and keep debating. Roll again.
2	The bill is being debated in the Senate Committee. Stay here and keep debating. Roll again.
3	After debate, the Senate Committee voted <u>YES</u> . Go to the Senate Floor Action.
4	The bill is being debated in the Senate Committee. Stay here and keep debating. Roll again.
5	After debate, the Senate Committee voted <u>YES</u> . Go to the Senate Floor Action.
6	The bill is being debated in the Senate Committee. Stay here and keep debating. Roll again.

House Committee Roll

DICE ROLL	ACTION TO BE TAKEN
1	The bill is being debated in the House Committee. Stay here and keep debating. Roll again.
2	The bill is being debated in the House Committee. Stay here and keep debating. Roll again.
3	After debate, the House Committee voted <u>YES</u> . Go to the House of Representatives Floor Action.
4	The bill is being debated in the House Committee. Stay here and keep debating. Roll again.
5	After debate, the House Committee voted <u>YES</u> . Go to the House of Representatives Committee Floor Action.
6	The bill is being debated in the House Committee. Stay here and keep debating. Roll again.

Senate Floor Action

DICE ROLL	ACTION TO BE TAKEN
1	The bill is debated and voted on by the whole Senate. Stay here and keep debating. Roll Again.
2	After debate, a majority of the Senate votes "YES"! Go to the House Committee OR if you have already been there, go to Conference Committee.
3	The bill is debated and voted on by the whole Senate. Stay here and keep debating. Roll again.
4	After debate, a majority of the Senate votes "NO"! The bill is dead.
5	After debate, a majority of the Senate votes "YES"! Go to the House Committee OR if you have already been there, go to the Conference Committee.
6	The bill is debated and voted on by the whole Senate. Stay here and keep debating. Roll again.

House Floor Action

DICE ROLL	ACTION TO BE TAKEN
1	The bill is debated and voted on by the whole House. Stay here and keep debating. Roll Again.
2	The bill is debated and voted on by the whole House. Stay here and keep debating. Roll Again.
3	After debate, a majority of the House votes "YES"! Go to the Senate Committee OR if you have already been there, go to the Conference Committee.
4	After debate, a majority of the House votes "NO"! The bill is dead.
5	After debate, a majority of the House votes "YES"! Go to the Senate Committee OR if you have already been there, go to the Conference Committee.
6	The bill is debated and voted on by the whole House. Stay here and keep debating. Roll again.

Conference Committee

DICE ROLL	ACTION TO BE TAKEN
1	Conference Committee made up of the Reps. and Senators meet to merge the 2 versions of the bill and both vote "YES". Go back to the whole House and Senate for a vote.
2	Conference Committee made up of the Reps. and Senators meet to merge the 2 versions of the bill and both vote "YES". Go back to the whole House and Senate for a vote.
3	Conference Committee made up of Reps. and Senators meet and debate the 2 versions of the bill. Stay here and keep debating. Roll Again.
4	Conference Committee made up of Reps. and Senators meet and debate the 2 versions of the bill. Stay here and keep debating. Roll Again.
5	Conference Committee made up of Reps. and Senators meet and merge the 2 versions of the bill. House votes "YES". Senate votes "NO". The bill is dead.
6	Conference Committee made up of Reps. and Senators meet and merge the 2 versions of the bill. House votes "YES". Senate votes "NO". The bill is dead.

After Conference Committee

DICE ROLL	ACTION TO BE TAKEN
1	House votes "YES". Senate votes "YES". Go to the President.
2	House votes "YES". Senate votes "YES". Go to the President.
3	House votes "YES". Senate votes "NO". Bill is dead.
4	House votes "YES". Senate votes "NO". Bill is dead.
5	House votes "NO". Senate Votes "YES". Bill is dead
6	House votes "NO". Senate Votes "YES". Bill is dead

President

DICE ROLL	ACTION TO BE TAKEN
1	President vetoes bill. Go to Congressional Override Veto.
2	President signs the bill. Bill becomes law.
3	President vetoes bill. Go to Congressional Override Veto.
4	President signs the bill. Bill becomes law.
5	President ignores the bill for 10 days. Congress is in session. Bill becomes law.
6	President ignores the bill for 10 days. Congress is not in session. Pocket veto. Bill is dead.

Congressional Override

DICE ROLL	ACTION TO BE TAKEN
1	2/3 House votes to override President's veto. 2/3 Senate does not. Bill is dead.
2	2/3 Senate votes to override President's veto. 2/3 House does not. Bill is dead.
3	2/3 House votes to override President's veto. 2/3 Senate does not. Bill is dead.
4	2/3 of both the House and Senate vote to override the President's veto. Bill becomes law.
5	2/3 Senate votes to override President's veto. 2/3 House does not. Bill is dead.
6	2/3 of both the House and Senate vote to override the President's veto. Bill becomes law.

How a Bill Becomes a Law Tracking Sheet

Name: _____

(ROLL 1) The first thing that happened was I was introduced in the _____
(House of Representatives or Senate)

(ROLL 2) _____

(ROLL 3) _____

(ROLL 4) _____

(ROLL 5) _____

(ROLL 6) _____

(ROLL 7) _____

(ROLL 8) _____

(ROLL 9) _____

(ROLL 10) _____

(ROLL 11) _____

(ROLL 12) _____

(ROLL 13) _____

(ROLL 14) _____

(ROLL 15) _____

(ROLL 16) _____

(ROLL 17) _____

(ROLL 18) _____

(ROLL 19) _____

(ROLL 20) _____

(ROLL 21) _____

(ROLL 22) _____

A bill is Introduced

Roll 1, 3, 5 -- A bill is introduced in the Senate → (Go to Senate committee)

Roll 2, 4, 6 -- A bill is introduced in the House of Representatives → (Go to House of Reps. committee)

Senate Committee

Roll 1, 3, 5, 6: The bill is being debated in the Senate Committee → (Stay here and keep debating)

Roll 2, 4: After debate, the Senate committee voted YES → (Go to Senate Floor Action)

House of Reps Committee

Roll 1, 3, 5, 6: The bill is being debated in the House Committee → (Stay here and keep debating)

Roll 2, 4: After debate, the House committee voted YES → (Go to House of Reps Floor Action)

Senate Floor Action

Roll 1, 3, 5: The bill is debated and voted on by the whole Senate
→ (Stay here and keep debating)

Roll 2, 4: After debate, a majority of the Senate votes “yes.” →
(Go to House of Reps. committee OR if you have already been there, go to conference committee)

Roll 6: After debate, a majority of the Senate votes “no.” → (THE BILL IS DEAD.)

House of Reps Floor Action

Roll 1, 3, 6: The bill is debated and voted on by the whole House →
(Stay here and keep debating)

Roll 2, 5: After debate, a majority of the House votes “yes.” → (Go to Senate committee OR if you have already been there, go to conference committee)

Roll 4: After debate, a majority of the House votes “no.” → (THE BILL IS DEAD.)

Conference Committee

Roll 1, 2: Conference committee made up of reps. and senators meet to merge the 2 versions of the bill and both vote “yes.” → (Go “Back to White House & Senate” for a final vote.)

Roll 3. 4: Conference committee made up of reps. and senators meet and debate the 2 versions of the bill → (Stay here and keep debating)

Roll 5: The conference committee made up of reps. and senators meet to merge the 2 versions of the bill. House votes “yes”. Senate votes “no.” → (THE BILL IS DEAD.)

Roll 6: The conference committee made up of reps. and senators meet to merge the 2 versions of the bill. Senate votes “yes”. House votes “no.” → (THE BILL IS DEAD.)

Back to the White House and Senate

Roll 1, 4: House votes yes. Senate votes yes. → (Go to the President)

Roll 2, 5: House says yes. Senate says no. → (Bill is dead)

Roll 3, 6: House says no. Senate says yes. → (Bill is dead)

President

Roll 3, 5: President vetoes bill → (Go to “Congressional Override Veto”)

Roll 4, 6: President signs the bill → (Bill becomes a law)

Roll 2: President ignores the bill for 10 days. Congress is in session → (Bill becomes a law)

Roll 1: President ignores the bill for 10 days. Congress is not in session. → (Pocket veto. Bill is dead.)

Congressional Override of Veto

Roll 1, 4: $\frac{2}{3}$ House votes to override President's veto. $\frac{2}{3}$ Senate does not. → (Bill is dead)

Roll 3, 6: $\frac{2}{3}$ Senate votes to override President's veto. $\frac{2}{3}$ House does not. → (Bill is dead)

Roll 2, 5: $\frac{2}{3}$ of both the House and Senate vote to override the President's veto → (Bill becomes a law)

