

Teacher's Guide





Éducaloi is a neutral and independent organization with a recognized expertise in legal education and clear legal communication. Its mission is to explain the law to Quebecers in everyday language and to enhance their legal competencies.

IMPORTANT NOTICE

This guide has been prepared for teachers interested in Éducaloi's legal education workshops. It contains legal information up to date as of **August 2023**. The information in this guide is not meant to be a legal opinion.

© **ÉDUCALOI, English version, 2023 (Last Update, August 2023)**. Éducaloi's volunteer legal professionals and Quebec teachers may use and reproduce this guide in an educational context for non-commercial purposes only. Éducaloi must be credited. Any other reproduction or use is prohibited without the written consent of Éducaloi.

Overview of the Workshops

The initiative

Éducaloi's workshops for schools give you the chance to have a legal professional (lawyer, notary, judge, etc.) visit your class free of charge to offer an introductory law workshop.

Objectives

The workshops help high school students understand the court system, laws and democratic institutions. They also help students develop the ability to recognize the legal dimensions of real-life situations. The program gives you ready made activities that are a perfect fit for the Broad Area of Learning "Citizenship and Community Life".

These workshops are currently offered by our volunteers		
Bullying: What's Your Opinion?	Debate questions about bullying: criminal law, intimate photos, privacy, and possible recourses. Students must take a position on these questions.	Secondary 1 (Grade 7)
The Law: It's Not Like in the Movies	Through a mock criminal trial , students are invited to discover the various actors in Québec's court system, the steps of a trial, and some of the foundational ideas of criminal law.	Secondary 1 (Grade 7)
Beat the Buzzer!	Quiz game based on the theme of justice and the different legal aspects of teenagers' daily life.	Secondary 2 (Grade 8)
The Small Claims Court Is in Session!	This workshop will let students experience a trial at Small Claims Court . They will learn about the different roles of the different actors and how a trial works.	Secondary 3 (Grade 9)

<p>Pick Your Side!</p>	<p>In this activity, students must take a position on different social and legal issues. They will learn that justice is a living concept that is shaped by debate.</p>	<p>Secondary 4 (Grade 10)</p>
<p>Ready, Set, Invest!</p>	<p>Students are invited to put themselves in the shoes of an investor and think about best business practices and the laws that govern them. This workshop will let students make informed investment decisions and think about the consequences of a company's actions.</p>	<p>Secondary 5 (Grade 11)</p>
<p>The Rules of the Game!</p>	<p>In this quiz game, students will debate, improvise, and put their own life experience to use to answer questions about the legal aspects of a teenager's life (work, housing, consumer laws, criminal law, etc.).</p>	<p>16-25 year-olds</p>
<p>Our Conflict, Our Solution!</p>	<p>Students are introduced to mediation, an alternative method of dispute prevention and resolution.</p>	<p>Secondary 3 (Grade 9)</p>
<p>Working: Not at All Costs!</p>	<p>Students will learn to demystify workplace harassment through a quiz and different role plays. They will also learn about what to do if they witness or experience harassment.</p>	<p>Secondary 5 (Grade 11), Professional training, CÉGEP</p>

The following pages explain the workshop that you have chosen.

For some workshops, there are activities with students you must do and material you must print for the volunteer ahead of time. You will find all the necessary information below.

Do not hesitate to send us your suggestions or any other information you think we might need to know: scolaire@educaloi.qc.ca





The Rules of the Game!

Students aged 16 to 25



This workshop was made possible thanks to the financial support from:



Information About the Workshop



What you need to know	
Description	<p>In this game, students debate, improvise and use their general knowledge to answer questions about legal issues in the lives of young adults. These are some of the topics covered:</p> <ul style="list-style-type: none">• work,• housing,• consumer law,• criminal and penal law.
Objectives	<ul style="list-style-type: none">• To create positive attitudes towards the law.• To sensitize students to the legal aspects of different situations.• To develop healthy social attitudes and responses to situations.• To tell students about available resources for obtaining information.
Duration	60 to 75 minutes
Level	Professional development for students aged 16-25
Required material (teacher)	<ul style="list-style-type: none">• Computer, screen and projector• Score chart (one copy). <p>The volunteer might ask you for a stopwatch (or a smart phone with a stopwatch function).</p>

Running the workshop

Before the volunteer legal professional arrives:

- Ask students to divide into teams. Students can also choose a team name.
- The number and size of the teams depend on the size of the class. We suggest a maximum of six teams comprised of four to six students each.
- Decide the order in which the teams will play. This can be determined at random.
- If necessary, move desks so students are grouped according to teams and their order of play.

1

Let the games begin!

The volunteer legal professional runs the activity. **Please remain in the classroom to manage the groups and keep score.**

Introduction (10 minutes)

- The volunteer introduces himself or herself.
- The volunteer explains the game rules using the PowerPoint slides.

Objective of the game

- Teams take turns answering questions to earn points. The team with the most points at the end of the game wins!*

Help the volunteer by keeping score using the score chart on page 10 of this guide.

Play! (45 to 60 minutes)

- Teams take turns answering questions.
- The team whose turn it is chooses a game. The team answers the question according to The Rules of the Game selected.
- If the answer is wrong, the next team has to answer the same question. If the second team's answer is correct, it earns the points for that question. The volunteer then explains the relevant legal information.
- The play moves to the next team, whether or not the question was answered correctly.

* There probably won't be enough time to get through all the questions before the class ends.

2

Conclusion and end of the game (5 minutes)

- The game ends five to 10 minutes before the end of class. The volunteer tells students about available resources for obtaining information and help.
- During this time, add up the points to determine the winning team.

3

Prize for the winning team (optional)

You can decide whether to give the winning team a prize (for example, a night off from homework or bonus points for an assignment).



Score chart

Teams									Final score
1									
2									
3									
4									
5									
6									

Winning team: _____