

Educaloi's
workshops



Teacher's activity guide



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Éducaloï is a non-profit organization whose mission is to inform Quebecers of their rights and responsibilities by providing legal information in everyday language.

IMPORTANT NOTICE

This *Teacher's Guide* contains legal information up to date as of July 2020. The information in this guide is not meant to be a legal opinion.

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Introduction

The Program

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:

The Law: It's Not Like in the Movies!	Through a mock court trial, students learn about the various actors in the Quebec legal system and the steps in a trial. A legal expert will accompany students in an interactive experience that will take them to the heart of a courtroom.	Secondary 1
Beat the Buzzer!	A game show activity about justice and how the law plays a role in the daily lives of 12-17 year-olds.	Secondary 2
The Small Claims Court Is in Session!	Students stage a mock trial between a consumer and a business. They discover the purpose of the small claims court, how it works, the players involved and their roles.	Secondary 3

Pick Your Side!	In this activity, students must take a position on several issues that will stimulate debate. They will see for themselves that the concept of “justice” evolves constantly and is shaped by the clash of ideas and changing societal values.	Secondary 4
Ready, Set, Invest!	Students step into the shoes of an investor to reflect on ethical business practices. They learn about corporate law, how businesses are structured and operate, and much more.	Secondary 5
The Rules of the Game!	In this game, students answer questions about legal issues in the lives of young adults, such as housing, work, consumer rights and the criminal justice system.	Students aged 16- 25

The pages that follow give more details on each workshop.

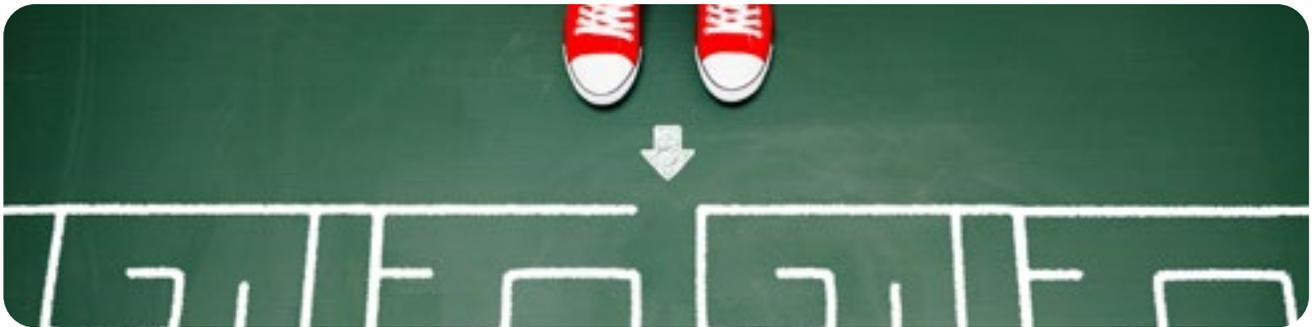
If you have suggestions or questions, contact us at scolaire@educaloi.qc.ca

The Rules of the Game!

16- 25-year-olds

Information About the Workshop

The Rules of the Game!



What You Need to Know

Description:

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:

- work
- housing
- consumer law
- criminal and penal law

Objectives:

- 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 and help

Duration:

60-75 minutes

Level:

Professional development for students aged 16-25

Materials Required (Teacher):

- Computer, screen and projector
 - Score chart (one copy)
- The volunteer might ask you for a stopwatch (or a smart phone with a stopwatch function).

Running the Workshop

The Rules
of the Game!



BEFORE the Volunteer Legal Professional Arrives:

- Ask students to divide into teams.
 - 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. The students can also choose a team name.
- 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.

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.

● Object 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 4 of this guide.

The Rules of the Game!

● **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.

● **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.

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

Winning team: _____

