

# LAWCRAFT

a game guide for teachers

Are you ready to learn how laws are made? In *LawCraft*, you can select a district to represent in the House of Representatives. Review letters from constituents, dig into survey data, then select an issue that's important to you and the people that live in your district. Take that issue to the House and start crafting your bill as you jump into the lawmaking process. Make the compromises necessary to get your bill passed by the House and Senate and still make a law you're proud of. Remember, your constituents are watching!



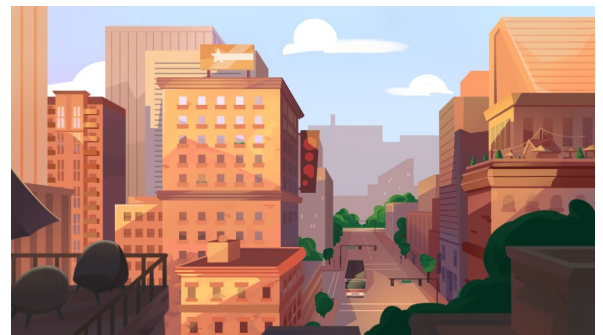
## Learning Objectives

- Simulate the lawmaking process of the U.S. Congress
- Given a national issue, balance competing interests to create a law
- Explore the relationship between a legislator and a diverse constituency
- Evaluate legislation for impact on various socioeconomic groups

## HOW TO PLAY THE GAME

### 1. Select Your District

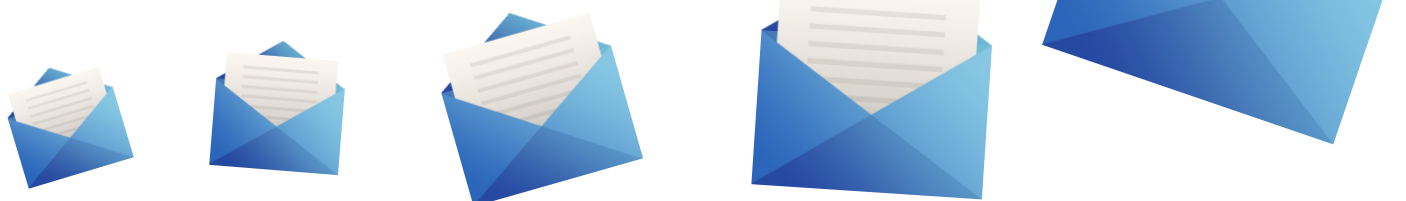
Preview the five districts and select which one you'd like to represent in the House of Representatives. Take a look at your fact sheet and learn more about the place and people you serve.



### 2. Listen to Your Constituents

Your office at the House of Representatives receives messages from your constituents daily. Read through three letters to see the kind of issues people living in your district care about.

Each letter gives you a chance to explore the issues your constituents care about.



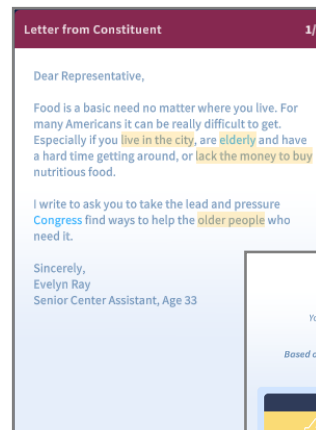
## HOW TO PLAY THE GAME

### 3. Explore the Issues

In order to see how a letter's issue plays with other people in your district, you will be able to survey your constituents across a few important demographic areas.

Before you get that survey data, take a close read and see if you can guess which groups might be most interested and supportive of action on the issue.

Knowing the people in your district and addressing their interests will help your re-election chances.

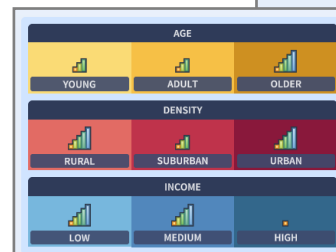


If you need help, click on the bottom left of your screen. Ana will highlight the areas of the letter that will be best to focus on.

### 4. Review Survey Results

After you make your (informed) guesses, you will unlock the polling data. Each demographic group (such as age, income, etc.) will be rated on a bar graph. The more support a group has for an issue, the more bars will appear.

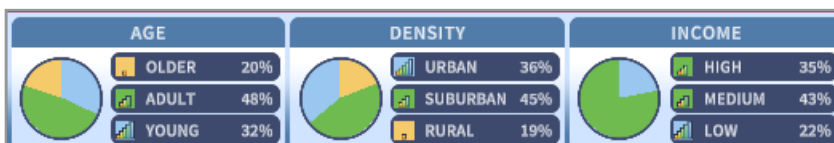
This information will become more important when you choose the issue you want to legislate.



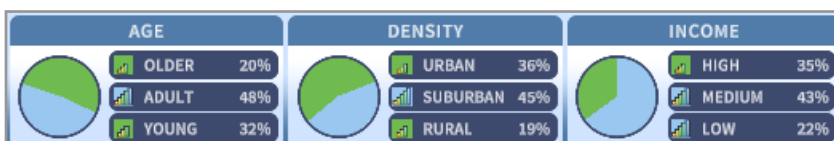
### 5. Select an Issue

Which of the three letters best represents your district's support? What issue do you care about the most? These are questions that are considered when introducing legislation. This screen will help you see how the issues rate across the demographics in your district.

Clicking on any one issue lets you see how much support exists in the different groups. Blue is the highest level of support, followed by green (moderate support) and yellow (low support). The more blue and green you see, the happier the population will be with that choice.



At a glance, you see more yellow and green than blue. That means that this issue only has low to moderate support.



Here, you see more blue and green. That means that this issue has moderate or high support across all demographic groups.

You can select an issue that you care about, even if it has lower support. It might be worth the risk!

## 6. Introduce Your Bill & Hold Hearings

The first step you need to take in the legislative process involves learning more about the issue at hand. Hold hearings to listen to people and better understand different perspectives and ideas.

Each testimony will inspire a few clauses you can add to the bill. So look closely at your colleagues to see what kind of things they look for in a bill. Some may want to promote competition, while others seek to create a more generous government. These values are important, because you need to win enough support to pass the bill in the House!



These are the people available to testify. The icons show what kind of value-based clauses they will inspire.

You will want to hear testimony that will engage enough House members to support your bill.



This is the ideological (value-based) layout of the House. To get a bill passed with this example, you will need to attract votes from supporters of competition, cost saving, and equality.

## 7. Add or Remove Clauses & Call for a Vote

Each hearing inspires two or three clauses you can use to build your bill. Add and remove them until you've made a bill that can pass in the House. If you get stuck, hold more hearings so you have the most clauses to choose from.



The white boxes show who is willing to vote for your bill as it stands. This will move based on which clauses you add or remove.

Keep an eye on this box, as it will tell you when you have a passable bill. Just click the box below it to call for a vote and send it over to the Senate for review and edits

You can pull up your District Report at any time. You can also be reminded of how your constituents think you're doing by checking out the re-electability bar.

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### 8. Meet the Demands of the Senate

When you pass your bill out of the House of Representatives, it heads over to the Senate for review, edits, and a vote.

The Senate will propose some changes to the bill. You need to meet three of the five to succeed. That means heading back to steps six and seven, where you hold hearings and add or remove some clauses.

### GAME OVER

Once you have enough support, call for a vote and the game is over! You can see how you did in the final results screen and review your bill on your printable or savable game certificate.

### **ELL & Settings Menu**

*LawCraft* lets you customize your game experience with the settings menu at the top left of the screen.



**Audio**— Turn all sounds off or on for the game.

**Voice**— Adjust the volume for the character voices.

**Sound Effects**— Adjust the volume for all of the cool sound effects.

**Music**— Adjust the volume of the background tunes.

**Language**— You can switch between Spanish and English at any time in the game.

**Glossary Links**— These show which words are defined in the game. If you don't want them, you can turn them off here.