

Educational Relevancy | ARGUING WITH EVIDENCE

ARGUMENT WARS: PARENT IMPACT GUIDE

AGE 13+ | 1-2 Hours

"We have a complex system of government. You have to teach it to every generation. We want [young people] to continue to be a part of it. We need 'em more than ever."

--Justice Sandra Day O'Connor, Founder, iCivics



ABOUT ARGUMENT WARS

In response to the declining interest in civil government, Former Justice Sandra Day O'Connor founded iCivics to teach young Americans how to be knowledgeable and active citizens. Besides traditional teaching materials, iCivics provide a variety of educational video games to engage children in innovative and fun ways. One of these games, *Argument Wars*, allows players to "experience" what is like to be a lawyer and learn about historic Supreme Cases.

For more information, visit: <http://bit.ly/1cnQOfO>

THEME FOR THIS GUIDE: Arguing with Evidence

In *Argument Wars*, from the iCivics suite, the user take the role of a lawyer in one of several important and historic Supreme Court cases, competing against an opponent in a "battle" of logic and persuasion. Do kids deserve the same rights as adults? Is burning the American flag protected by freedom of speech? Are people guaranteed the right of a fair trial? Each case presents you with an arsenal of ideas, research facts, and past cases, making these pieces of information your "tools" with which to construct a strong argument. However, not all of them are relevant and it's up to you to choose the best evidence to support your side and win the case. When rights are on the line, this means war!

HOW TO USE THIS GUIDE

Challenge your child to play and critically think about the important role of a lawyer. How is citizenship portrayed in this game and how is arguing with evidence important in a case? *Argument Wars* teaches users the fundamental principles of making an argument and evidence. As the user takes on the role of a lawyer, they will experience what the components of a real argument and evidence are. In addition, they will get to learn their amendments and real-life Supreme Court cases. Use this guide and the Player Impact Guide to become familiar with *Argument Wars*.

DISCUSS THE GAME

... *the gameplay*

- How are cases selected? Which ones did you argue? What was the outcome? [+2]
- What evidence did you use to support your case? Why? How did it help? [+2]
- What supreme court cases did you use as evidence? How did you know it would help you? [+3]

... *the game's impact*

- How does *Argument Wars* show the importance of evidence in real world arguments? What would happen if cases were argued without evidence? [+1]
- What can valid evidence do in an argument, how do we use evidence in every day situations? [+3]

INTERACT WITH THE GAME

- Have your child pick two game achievements and describe how they were earned and what they mean. [+1]
- Have your child choose two challenges and support their play as they complete them. [+2]
- Play the game yourself, and complete the "Game Basics" section of the player Impact Guide. [+2]
- Solve one challenge that your child sets up for you to complete with their help. [+2]

SHARE THE GAME

- Post a positive reflection on the CGI Facebook page: <http://facebook.com/gamesandimpact> [+2]
- Engage in conversations with other parents about your experience using the guide and playing the game. [+2]
- Host a "Game Slam" event, using these and other challenge questions you create. [+3]

Family Challenge: Together look up a supreme court case that has a significant meaning to you and your child. Look at the evidence in the case. Identify and discuss which evidence was most crucial to the case. Create a video of your discussion. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.