Engaged Citizenship | EVIDENCE-BASED DECISION MAKING
WE THE JURY: PARENT IMPACT GUIDE
AGE 12+ | 1 Hour

> *"We the Jury highlights for young people one of the most important duties of citizenship, one that is the essential if our democracy is to continue to thrive."*
>
> --Robert N. Stone, , President, American Board of Trial Advocates

ABOUT WE THE JURY
In response to a declining interest in civil government among young people, former United States Supreme Court Justice Sandra Day O'Connor founded iCivics as an innovative way to teach young people how to be more informed and active citizens. Beside traditional teaching materials, iCivics provides a variety of educational video games to engage children in fun and innovative ways. One of these games, *We the Jury*, allows players to experience what it is like to serve on a jury and use evidence to express an informed opinion. For more information, visit: http://bit.ly/1oVKZva

THEME FOR THIS GUIDE: Evidence-based Decision Making
Being summoned for jury duty and participating as a juror are important civic duties that every American may have to face at some point in their life. *We the Jury* positions players as a juror to examine evidence, develop an informed opinion and consider the consequences of their decisions during deliberations. By using the small amount of evidence that is made available, players must try to persuade fellow jurors to vote for what they think is the best decision. But don't take too long - you only have five days to persuade the other jurors to agree with your decision and recommend a fair and impartial verdict.

HOW TO USE THIS GUIDE	Challenge your child to play *We the Jury*. Think critically about the important role that jury service serves in a democracy. How is citizenship portrayed in this game and what can your child learn about the importance of engaging with peers who have differing opinions and collaborating with them by playing this game? Use this guide and the Player Impact Guide to become familiar with *We the Jury*.
DISCUSS THE GAME	*… the gameplay* • How did you decide whether or not the evidence you gathered supported your position on a case? [+1] • How did you persuade the other jurors with the evidence you gathered? Did they all agree? [+2] *…the game's impact* • What are the consequences when a jury doesn't have access to sufficient evidence? [+2] • Has there been a time when there was evidence you could have used to be more persuasive? What do you think the outcome would have been? [+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] • Complete one case of your child's choosing with them. [+2]
CONNECT 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 with this game, using these and other challenge questions you create. [+3]

Family Challenge: Challenge yourself and your child to take turns playing through the same case in the game. Take opposing positions so that one of you is the on the Defendant's side and the other is on the Plaintiff's side. Discuss the merits of the evidence in the case as you play the game. Then, as your child plays the game, have them describe how they would persuade you to change your position in the case if you were on the jury using the evidence he or she has gathered. But make sure you don't run out of time! Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.