

# icivics a very big branch

**icivics a very big branch** is an engaging educational game that introduces students to the complexities of the executive branch in the United States government. This comprehensive article explores the purpose and content of the “A Very Big Branch” game by iCivics, its educational value, and how it supports civic learning. Readers will discover the main features of the game, important concepts about the executive branch, and ways the game enhances students’ understanding of government functions. The article examines the game’s structure, teaching strategies, and its role in promoting civic engagement among learners. With practical insights for educators and students, this guide provides a detailed overview of how “icivics a very big branch” can be an essential resource for mastering executive branch concepts. Continue reading to unlock valuable information about this powerful educational tool.

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## Overview of icivics a very big branch

“icivics a very big branch” is an interactive digital game designed to teach students about the executive branch of the United States government. Developed by iCivics, a leading provider of civic education resources, this game combines engaging gameplay with rigorous educational content. The main objective is to help players understand the roles, responsibilities, and powers of the executive branch, including the President, Vice President, and cabinet members. The game presents real-life scenarios, decision-making challenges, and critical thinking exercises that reflect the actual duties performed by the executive branch. Through interactive missions and story-driven activities, students can explore how government agencies function and how executive orders impact the nation. This section provides a foundational understanding of the game’s purpose and its relevance in contemporary civic education.

## Key Features of the Game

### Interactive Scenarios and Decision-Making

A defining characteristic of “icivics a very big branch” is its use of

interactive scenarios that simulate real-world situations faced by executive branch officials. Players are tasked with making decisions on issues such as national emergencies, foreign policy, and domestic concerns. These scenarios encourage students to think critically about the consequences of executive actions and the checks and balances in play.

## **Role-Playing and Immersive Gameplay**

The game allows students to step into the shoes of the President, make executive decisions, and interact with other branches of government. This role-playing element fosters empathy and a deeper understanding of leadership responsibilities while reinforcing key concepts such as separation of powers and the importance of teamwork within government.

## **Educational Missions and Challenges**

- Completing tasks related to the creation and enforcement of laws
- Responding to national and international events
- Managing presidential duties and cabinet meetings
- Balancing public interests and constitutional constraints
- Exploring the impact of executive orders

These missions are designed to align with curriculum standards, ensuring the game's educational integrity and relevance.

## **Understanding the Executive Branch**

### **Structure and Roles within the Executive Branch**

The executive branch is one of the three main branches of the U.S. government, alongside the legislative and judicial branches. It is headed by the President, who serves as Chief Executive, Commander-in-Chief, and Chief Diplomat. The Vice President provides support, while the Cabinet, composed of department heads, advises on policy and administrative matters. In addition, various federal agencies fall under the executive branch, each tasked with specific functions such as national defense, public health, and environmental protection.

### **Powers and Responsibilities**

The executive branch holds significant powers, including the ability to veto legislation, issue executive orders, negotiate treaties, and command the armed forces. However, these powers are balanced by constitutional checks,

such as congressional oversight and judicial review. “icivics a very big branch” illustrates these dynamics by presenting scenarios where players must consider legal and ethical implications before making decisions.

## **Checks and Balances**

One of the most important lessons conveyed by the game is the concept of checks and balances. The executive branch operates in conjunction with the legislative branch (Congress) and the judicial branch (Supreme Court) to ensure no single branch becomes too powerful. Players learn how executive actions can be challenged or supported by other branches, reinforcing the importance of cooperation and accountability in government.

## **Educational Benefits of Playing A Very Big Branch**

### **Enhanced Civic Knowledge**

Students who engage with “icivics a very big branch” gain a comprehensive understanding of executive branch functions. The game provides context for abstract concepts, making them accessible and memorable. By actively participating in government-related scenarios, learners build foundational knowledge that supports future civic engagement.

### **Development of Critical Thinking Skills**

The game’s decision-making challenges require players to evaluate information, weigh options, and predict outcomes. This process cultivates critical thinking skills, which are essential for responsible citizenship and effective problem-solving in real life.

### **Engagement and Motivation**

- Gamified learning increases student motivation and participation
- Interactive activities support diverse learning styles
- Immediate feedback encourages improvement and persistence
- Collaborative gameplay fosters communication and teamwork

These benefits contribute to a positive learning environment and support the development of informed, engaged citizens.

# **Effective Classroom Implementation Strategies**

## **Integrating the Game into Curriculum**

Educators can use “icivics a very big branch” as a supplemental resource to enhance traditional lessons on the executive branch. The game aligns with state and national standards for civics education, making it suitable for middle and high school classrooms. Teachers may assign the game as homework, use it for in-class activities, or incorporate it into larger units on government.

## **Facilitating Discussion and Reflection**

Following gameplay, educators should encourage students to reflect on their decisions and discuss the outcomes. Guided discussions promote deeper understanding and allow students to connect game scenarios to current events and historical examples. Reflection activities can include written responses, debates, or group projects.

## **Assessment and Evaluation Techniques**

- Pre- and post-game quizzes to measure knowledge gains
- Rubrics for evaluating participation and decision-making
- Peer feedback to foster collaborative learning
- Portfolio assignments documenting students’ experiences

These techniques help educators gauge student progress and identify areas for further instruction.

## **Frequently Asked Questions about icivics a very big branch**

### **What is the main objective of icivics a very big branch?**

The primary aim of “icivics a very big branch” is to educate students about the functions, powers, and responsibilities of the executive branch through interactive gameplay and real-life scenarios.

## **Who can benefit from playing A Very Big Branch?**

Middle and high school students, as well as educators seeking effective civic education resources, can gain valuable insights from playing "A Very Big Branch."

## **How does the game support civics curriculum?**

The game aligns with key learning standards, provides practical examples, and reinforces concepts taught in classroom civics lessons, making it a powerful supplemental tool.

## **Does the game cover topics beyond the executive branch?**

While the primary focus is on the executive branch, the game also touches on interactions with other government branches, illustrating the importance of checks and balances.

## **Can the game be played individually or in groups?**

"iCivics a very big branch" is flexible and can be played individually or collaboratively, allowing educators to tailor gameplay to their classroom needs.

## **What skills do students develop by playing the game?**

Students enhance their civic knowledge, critical thinking, decision-making, and collaborative skills, all of which are essential for active citizenship.

## **Are there resources to support educators using the game?**

iCivics provides lesson plans, teacher guides, and assessment tools to help educators effectively implement "A Very Big Branch" in their classrooms.

## **How is student progress tracked in the game?**

The game offers built-in feedback and progress indicators, allowing both students and teachers to monitor performance and learning outcomes.

## **Is “A Very Big Branch” updated with current events?**

The game scenarios are designed to reflect general executive branch responsibilities, but educators can supplement gameplay with discussions of current events for additional relevance.

## **What makes icivics a very big branch unique among educational games?**

Its focus on real-world government functions, immersive decision-making, and alignment with educational standards set it apart as an effective and engaging civics learning tool.

## **Trending and Relevant Questions and Answers about icivics a very big branch**

### **Q: What topics are covered in icivics a very big branch?**

A: The game covers the structure, powers, and responsibilities of the executive branch, including the roles of the President, Vice President, Cabinet, and federal agencies.

### **Q: How does icivics a very big branch help students understand checks and balances?**

A: The game provides interactive scenarios where students must consider the impact of executive decisions on the legislative and judicial branches, illustrating the checks and balances system.

### **Q: Is icivics a very big branch suitable for remote learning?**

A: Yes, the game is web-based and can be accessed remotely, making it ideal for distance learning environments and virtual classrooms.

### **Q: What grade levels is icivics a very big branch appropriate for?**

A: It is best suited for middle and high school students, typically grades 6-12, but can be adapted for other levels depending on student readiness.

### **Q: Can teachers customize lessons using icivics a**

## **very big branch?**

A: Teachers can use provided lesson plans and guides to tailor game-based learning experiences to their curriculum and learning objectives.

## **Q: Does the game require prior knowledge of government?**

A: No prior knowledge is necessary; the game introduces concepts in a clear and accessible manner, making it suitable for beginners.

## **Q: How long does it take to complete icivics a very big branch?**

A: Completion time varies but generally ranges from 30 to 60 minutes, depending on student pace and depth of exploration.

## **Q: Are there assessment tools for tracking student progress in the game?**

A: iCivics provides built-in progress indicators as well as teacher resources for assessment and evaluation.

## **Q: What are the main learning outcomes from icivics a very big branch?**

A: Students gain a deeper understanding of the executive branch, improve critical thinking skills, and develop practical decision-making abilities.

## **Q: Is icivics a very big branch free to use?**

A: Yes, the game is freely accessible on the iCivics platform for students and educators.

## **[Icivics A Very Big Branch](#)**

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## **iCivics: A Very Big Branch - Exploring the Power of the**

# Judicial Branch

Have you ever wondered how the seemingly quiet world of the judiciary impacts your daily life? It's more influential than you might think. This post dives deep into iCivics' "A Very Big Branch," a game designed to help students (and adults!) grasp the complexities and crucial role of the judicial branch of the U.S. government. We'll explore the game's mechanics, its educational value, and how it effectively illuminates the often-overlooked power wielded by judges and the courts.

## Understanding the Power Behind "A Very Big Branch"

"A Very Big Branch" is not just another civics lesson; it's an interactive experience. iCivics, a non-profit organization dedicated to improving civics education, has masterfully crafted a game that transforms learning about the judicial branch from a dry textbook exercise into an engaging and memorable journey. The game places players in the role of a Supreme Court Justice, presenting them with challenging real-world scenarios that necessitate careful consideration of legal precedents, constitutional principles, and the weight of their decisions.

## Game Mechanics and Gameplay: More Than Just a Click-and-Drag

The gameplay is deceptively simple yet remarkably effective. Players are presented with cases, each involving a unique constitutional question. They must analyze evidence, read arguments from both sides, and research relevant laws and precedents. The interface is intuitive and user-friendly, making it accessible to a wide range of age groups and tech proficiency levels. This accessibility is key to its educational success - it removes barriers to learning and allows the focus to remain on the core concepts.

The strength of "A Very Big Branch" lies in its ability to simulate the decision-making process of a Supreme Court Justice. It's not about finding the "right" answer; it's about understanding the complexities of legal interpretation, the weighing of competing arguments, and the lasting impact of judicial rulings. Players aren't simply choosing answers; they're grappling with the ethical and legal dimensions of each case.

## Key Educational Outcomes: Building Civic Literacy

Beyond the engaging gameplay, "A Very Big Branch" achieves significant educational outcomes. It fosters:

**Critical thinking:** Players must analyze information, identify biases, and form reasoned judgments.  
**Understanding of the Constitution:** The game implicitly teaches students about constitutional

principles, such as due process, equal protection, and freedom of speech, as they apply to real-life situations.

Appreciation for the judicial process: Players gain firsthand experience in navigating the complexities of legal proceedings, from arguments to rulings.

Development of legal reasoning skills: The game helps develop the skill of using legal precedents to support legal arguments.

Engagement with current events: Many of the cases presented draw parallels to actual legal cases, linking the game to real-world events and contexts.

## **Beyond the Game: Extending the Learning**

The value of "A Very Big Branch" extends beyond the game itself. iCivics provides accompanying teacher resources and discussion prompts, enriching the learning experience and facilitating classroom discussions. These resources help educators guide students in a deeper analysis of the cases and connect the game's concepts to broader societal issues.

## **iCivics' Impact on Civic Education**

iCivics as a whole plays a significant role in bridging the gap in civics education. Their games are designed to make learning engaging and accessible, fostering a deeper understanding of complex governmental processes and encouraging active participation in civic life. "A Very Big Branch" exemplifies this commitment by making the often-obscure world of judicial review both understandable and interesting.

## **Conclusion**

"A Very Big Branch" is more than just a game; it's a powerful tool for civic education. By transforming the learning experience into an interactive and engaging simulation, iCivics successfully helps students and adults alike understand the profound impact of the judicial branch. Its accessible design, coupled with its focus on critical thinking and legal reasoning, makes it an invaluable resource for anyone seeking to improve their understanding of the U.S. government and the role of its judiciary.

## **FAQs**

1. Is "A Very Big Branch" suitable for all age groups? While the game is designed to be accessible to a broad range of ages, younger players might benefit from guidance and support from a teacher or

adult. The complexity of the legal concepts involved might require some prior knowledge of basic civics.

2. Is the game free to play? Yes, iCivics offers many of its games, including "A Very Big Branch," free of charge.

3. What makes this game different from other civics education resources? "A Very Big Branch" offers an interactive, hands-on experience that simulates the actual decision-making process of a Supreme Court Justice, fostering a deeper understanding than simply reading about the topic.

4. Are there other iCivics games that focus on other branches of government? Absolutely! iCivics offers a wide variety of games covering all three branches of government, providing a comprehensive approach to civics education.

5. How can educators incorporate "A Very Big Branch" into their curriculum? iCivics provides teacher resources, including lesson plans and discussion prompts, to help educators effectively integrate the game into their curriculum. These resources can be used to supplement existing materials or create entirely new lesson plans centered around the game's themes.

**icivics a very big branch: Power Play** Asi Burak, Laura Parker, 2017-01-31 “An insider’s view of the good things that can emerge from being glued to a screen. . . . A solid piece of pop-culture/business journalism.” —Kirkus Reviews The phenomenal growth of gaming has inspired plenty of hand-wringing since its inception—from the press, politicians, parents, and everyone else concerned with its effect on our brains, bodies, and hearts. But what if games could be good, not only for individuals but for the world? In *Power Play*, Asi Burak and Laura Parker explore how video games are now pioneering innovative social change around the world. As the former executive director and now chairman of Games for Change, Asi Burak has spent the last ten years supporting and promoting the use of video games for social good, in collaboration with leading organizations like the White House, NASA, World Bank, and The United Nations. The games for change movement has introduced millions of players to meaningful experiences around everything from the Israeli-Palestinian conflict to the US Constitution. *Power Play* looks to the future of games as a global movement. Asi Burak and Laura Parker profile the luminaries behind some of the movement’s most iconic games, including former Supreme Court judge Sandra Day O’Connor and Pulitzer Prize-winning authors Nicholas Kristof and Sheryl WuDunn. They also explore the promise of virtual reality to address social and political issues with unprecedented immersion, and see what the next generation of game makers have in store for the future.

**icivics a very big branch: Fault Lines in the Constitution** Cynthia Levinson, Sanford Levinson, 2017-09-01 Many of the political issues we struggle with today have their roots in the US Constitution. Husband-and-wife team Cynthia and Sanford Levinson take readers back to the creation of this historic document and discuss how contemporary problems were first introduced—then they offer possible solutions. Think Electoral College, gerrymandering, even the Senate. Many of us take these features in our system for granted. But they came about through haggling in an overheated room in 1787, and we’re still experiencing the ramifications. Each chapter in this timely and thoughtful exploration of the Constitution’s creation begins with a story—all but one of them true—that connects directly back to a section of the document that forms the basis of our society and government. From the award-winning team, Cynthia Levinson, children’s book author, and Sanford Levinson, constitutional law scholar, *Fault Lines in the Constitution* will encourage exploration and discussion from young and old readers alike.

**icivics a very big branch: Inventing the American Presidency** Thomas E. Cronin, 1989 In fourteen essays, supplemented by relevant sections of and amendments to the Constitution and five

Federalist essays by Hamilton--provides the reader with the essential historical and political analyses of who and what shaped the presidency.

**icivics a very big branch: EAccess to Justice** Karim Benyekhlef, Jacquelyn Burkell, Jane Bailey, Fabien Gélinas, 2016-10-14 How can we leverage digitization to improve access to justice without compromising the fundamental principles of our legal system? eAccess to Justice describes the challenges that come with the integration of technology into our courtrooms, and explores lessons learned from digitization projects from around the world.

**icivics a very big branch: Creativity in the Classroom** Alane J. Starko, 2010 The fourth edition of this well-known text continues the mission of its predecessors â€ to help teachers link creativity research and theory to the everyday activities of classroom teaching. Part I (chs 1-5) includes information on models and theories of creativity, characteristics of creative people, and talent development. Part II (chapters 6-10) includes strategies explicitly designed to teach creative thinking, to weave creative thinking into content area instruction, and to organize basic classroom activities (grouping, lesson planning, assessment, motivation and classroom organization) in ways that support studentsâ€™ creativity. Changes in this Edition: Improved Organization -- This edition has been reorganized from 8 to 10 chapters allowing the presentation of theoretical material in clearer, more manageable chunks. New Material â€ In addition to general updating, there are more examples involving middle and secondary school teaching, more examples linking creativity to technology, new information on the misdiagnosis of creative students as ADHD, and more material on cross-cultural concepts of creativity, collaborative creativity, and linking creativity to state standards. Pedagogy & Design â€ Chapter-opening vignettes, within-chapter reflection questions and activities, sample lesson ideas from real teachers, and end-of-chapter journaling activities help readers adapt content to their own teaching situations. Also, a larger trim makes the layout more open and appealing and a single end-of-book reference section makes referencing easier. Targeted specifically to educators (but useful to others), this book is suitable for any course that deals wholly or partly with creativity in teaching, teaching the gifted and talented, or teaching thinking and problem solving. Such courses are variously found in departments of special education, early childhood education, curriculum and instruction, or educational psychology.

**icivics a very big branch: Fault Lines in the Constitution: The Graphic Novel** Cynthia Levinson, Sanford Levinson, 2020-09-22 The latest volume in our World Citizen Comics graphic novel series, Fault Lines in the Constitution teaches readers how this founding document continues to shape modern American society. In 1787, after 116 days of heated debates and bitter arguments, the United States Constitution was created. This imperfect document set forth America's guiding principles, but it would also introduce some of today's most contentious political issues—from gerrymandering, to the Electoral College, to presidential impeachment. With colorful art, compelling discourse, and true stories from America's past and present, Fault Lines in the Constitution: The Graphic Novel sheds light on how today's political struggles have their origins in the decisions of our Founding Fathers. Children's book author Cynthia Levinson, constitutional law scholar Sanford Levinson, and artist Ally Shwed deftly illustrate how contemporary problems arose from this founding document—and then they offer possible solutions. This book is part of the World Citizen Comics series, a bold line of civics-focused graphic novels that equip readers to be engaged citizens and informed voters.

**icivics a very big branch: Democracy and Philanthropy** Eric John Abrahamson, 2013-10

**icivics a very big branch: American Government 3e** Glen Krutz, Sylvie Waskiewicz, 2023-05-12 Black & white print. American Government 3e aligns with the topics and objectives of many government courses. Faculty involved in the project have endeavored to make government workings, issues, debates, and impacts meaningful and memorable to students while maintaining the conceptual coverage and rigor inherent in the subject. With this objective in mind, the content of this textbook has been developed and arranged to provide a logical progression from the fundamental principles of institutional design at the founding, to avenues of political participation, to thorough coverage of the political structures that constitute American government. The book builds

upon what students have already learned and emphasizes connections between topics as well as between theory and applications. The goal of each section is to enable students not just to recognize concepts, but to work with them in ways that will be useful in later courses, future careers, and as engaged citizens. In order to help students understand the ways that government, society, and individuals interconnect, the revision includes more examples and details regarding the lived experiences of diverse groups and communities within the United States. The authors and reviewers sought to strike a balance between confronting the negative and harmful elements of American government, history, and current events, while demonstrating progress in overcoming them. In doing so, the approach seeks to provide instructors with ample opportunities to open discussions, extend and update concepts, and drive deeper engagement.

**icivics a very big branch:** *Reimagining Pakistan* Husain Haqqani, 2018-04-09 Salman Rushdie once described Pakistan as a 'poorly imagined country'. Indeed, Pakistan has meant different things to different people since its birth seventy years ago. Armed with nuclear weapons and dominated by the military and militants, it is variously described around the world as 'dangerous', 'unstable', 'a terrorist incubator' and 'the land of the intolerant'. Much of Pakistan's dysfunction is attributable to an ideology tied to religion and to hostility with the country out of which it was carved out -- India. But 95 per cent of Pakistan's 210 million people were born after Partition, as Pakistanis, and cannot easily give up on their home. In his new book, Husain Haqqani, one of the most important commentators on Pakistan in the world today, calls for a bold re-conceptualization of the country. *Reimagining Pakistan* offers a candid discussion of Pakistan's origins and its current failings, with suggestions for reconsidering its ideology, and identifies a national purpose greater than the rivalry with India.

**icivics a very big branch:** *The Character of Curriculum Studies* W. Pinar, 2011-12-19 Assembles essays addressing the recurring question of the 'subject,' understood both as human person and school subject, thereby elaborating the subjective and disciplinary character of curriculum studies.

**icivics a very big branch:** *Truth Decay* Kavanagh, Michael D. Rich, 2018-01-16 Political and civil discourse in the United States is characterized by "Truth Decay," defined as increasing disagreement about facts, a blurring of the line between opinion and fact, an increase in the relative volume of opinion compared with fact, and lowered trust in formerly respected sources of factual information. This report explores the causes and wide-ranging consequences of Truth Decay and proposes strategies for further action.

**icivics a very big branch: From Kargil to the Coup** Nasim Zehra, 2018

**icivics a very big branch: Translating the Language of the Syrian Revolution (2011/12)** Eylaf Bader Eddin, 2023-11-20 While the Arab revolutions have obviously triggered extensive social and political changes, the far-reaching consequences of the cultural and discursive changes have yet to be adequately considered. For activists, researchers and journalists, the revolution was primarily a revolution in language; a break with the linguistic oppression and the rigidity of the old regimes. This break was accompanied by the emergence of new languages, which made it possible to inform, tell and translate the ongoing events and transformations. This language of the revolution was carried out into the world by competing voices from Syria (by local and foreign researchers, activists, and journalists). The core of this project is to find the various translations of the language of the Syrian revolution (2011 -2012) from Arabic to English to study and analyze. In addition, the discursive and non-discursive dimensions of the revolution are to be seen as another act of translation, including the language of the banners, slogans, graffiti, songs and their representation in English. This research aims, in addition to contextualizing the language of the revolution, to demonstrate how this language was translated into English through three levels of translation. The first explores the context of translations from Arabic into English and examines three English books written about Syria. The second level sees translation as an act of importation into the dominant discourse and is exemplified with three books representing the revolutionary language. The third, and last, level looks at translation from the margin to the center, represented by activist translations

from Arabic into English. The research tries to study how translations of the language of the Syrian revolution are reshaped after leaving their originating discourse and entering the English one

**icivics a very big branch:** *Freedom Walkers* Russell Freedman, 2009-02-28 A riveting account of the civil rights boycott that changed history by the foremost author of history for young people. Now a classic, Freedman's book tells the dramatic stories of the heroes who stood up against segregation and Jim Crow laws in 1950s Alabama. Full of eyewitness reports, iconic photographs from the era, and crucial primary sources, this work brings history to life for modern readers. This engaging look at one of the best-known events of the American Civil Rights Movement feels immediate and relevant, reminding readers that the Boycott is not distant history, but one step in a fight for equality that continues today. Freedman focuses not only on well-known figures like Claudette Colvin, Rosa Parks, and Martin Luther King Jr., but on the numerous people who contributed by organizing carpools, joining protests, supporting legal defense efforts, and more. He showcases an often-overlooked side of activism and protest-- the importance of cooperation and engagement, and the ways in which ordinary people can stand up for their beliefs and bring about meaningful change in the world around them. *Freedom Walkers* has long been a library and classroom staple, but as interest in the history of protest and the Civil Rights Movement grows, it's a perfect introduction for anyone looking to learn more about the past-- and an inspiration to take action and shape the future. Recipient of an Orbis Pictus Honor, the Flora Stieglitz Straus Award, and the Jane Addams Peace Association Honor Book Award, *Freedom Walkers* received five starred reviews. A map, source notes, full bibliography, and other backmatter is included.

**icivics a very big branch:** *Reading Like a Historian* Sam Wineburg, Daisy Martin, Chauncey Monte-Sano, 2015-04-26 This practical resource shows you how to apply Sam Wineburg's highly acclaimed approach to teaching, *Reading Like a Historian*, in your middle and high school classroom to increase academic literacy and spark students' curiosity. Chapters cover key moments in American history, beginning with exploration and colonization and ending with the Cuban Missile Crisis.

**icivics a very big branch:** *The EduProtocol Field Guide* Marlena Hebern, Corippo Jon, 2018-01-24 Are you ready to break out of the lesson-and-worksheet rut? Use *The EduProtocol Field Guide* to create engaging and effective instruction, build culture, and deliver content to K-12 students in a supportive, creative environment.

**icivics a very big branch:** *Vote for Our Future!* Margaret McNamara, 2020-02-18 In this charming and powerful picture book about voting and elections, the students of Stanton Elementary School learn how we can find--and use--our voices for change. Every two years, on the first Tuesday of November, Stanton Elementary School closes for the day. For vacation? Nope! For repairs? No way! Stanton Elementary School closes so that it can transform itself into a polling station. People can come from all over to vote for the people who will make laws for the country. Sure, the Stanton Elementary School students might be too young to vote themselves, but that doesn't mean they can't encourage their parents, friends, and family to vote! After all, voting is how this country sees change--and by voting today, we can inspire tomorrow's voters to change the future.

**icivics a very big branch:** *Positive Psychology in the Elementary School Classroom* Patty O'Grady, 2013-03-11 Use the neuroscience of emotional learning to transform your teaching. How can the latest breakthroughs in the neuroscience of emotional learning transform the classroom? How can teachers use the principles and practices of positive psychology to ensure optimal 21st-century learning experiences for all children? Patty O'Grady answers those questions. *Positive Psychology in the Elementary School Classroom* presents the basics of positive psychology to educators and provides interactive resources to enrich teachers' proficiency when using positive psychology in the classroom. O'Grady underlines the importance of teaching the whole child: encouraging social awareness and positive relationships, fostering self-motivation, and emphasizing social and emotional learning. Through the use of positive psychology in the classroom, children can learn to be more emotionally aware of their own and others' feelings, use their strengths to engage academically and socially, pursue meaningful lives, and accomplish their personal goals. The book begins with Martin Seligman's positive psychology principles, and continues into an overview of

affective learning, including its philosophical and psychological roots, from finding the “golden mean” of emotional regulation to finding a child’s potencies and “golden self.” O’Grady connects the core concepts of educational neuroscience to the principles of positive psychology, explaining how feelings permeate the brain, affecting children’s thoughts and actions; how insular neurons make us feel empathy and help us learn by observation; and how the frontal cortex is the hall monitor of the brain. The book is full of practical examples and interactive resources that invite every educator to create a positive psychology classroom, where children can flourish and reach their full potential.

**icivics a very big branch: Just Help!** Sonia Sotomayor, 2022-01-25 From the author of the #1 New York Times bestseller *Just Ask!* comes a fun and meaningful story about making the world--and your community--better, one action at a time, that asks the question: Who will you help today? Every night when Sonia goes to bed, Mami asks her the same question: How did you help today? And since Sonia wants to help her community, just like her Mami does, she always makes sure she has a good answer to Mami's question. In a story inspired by her own family's desire to help others, Supreme Court Justice Sonia Sotomayor takes young readers on a journey through a neighborhood where kids and adults, activists and bus drivers, friends and strangers all help one another to build a better world for themselves and their community. With art by award-winning illustrator Angela Dominguez, this book shows how we can all help make the world a better place each and every day. Praise for *Just Help!*: Generosity proves contagious in this personal portrait of community service by Supreme Court Justice Sotomayor. --Publishers Weekly For use in civics units or in lessons on being a good neighbor, this provides wonderful encouragement to show that children can help in big and small ways. --School Library Journal

**icivics a very big branch: Nine and Counting** Barbara Boxer, Susan Collins, Dianne Feinstein, The USA Girl Scouts of, Whitney Catherine, 2001-07-24 The Women of the United States Senate have forever changed the political landscape. Their backgrounds, personal styles, and political ideals may be as diverse as the nation they serve. Yet they share a commonality that runs deeper than politics or geography -- they desire to give a voice to all their constituents while serving as role models for women young and old. Once every month, these distinguished women for an informal dinner to share their knowledge, their hearts, and a good meal. Leaving behind partisanship and rhetoric, they discuss and debate the issues, both political and personal, affecting their lives. And following the 2000 election of four women to the Senate, the table is now set for thirteen. Weaving together their individual stories of triumph, adversity, adaptability, and leadership, *Nine and Counting* gives voice to these charismatic women as never before, offering a rare, insider's glimpse into Washington and sending the powerful message that membership in the world's most exclusive club is open to every woman in America.

**icivics a very big branch: Math, Grade 8** Baldwin, 2015-12-01 *Interactive Notebooks: Math for grade 8* is a fun way to teach and reinforce effective note taking for students. Students become a part of the learning process with activities about rational numbers, multistep equations, functions, the Pythagorean theorem, scatter plots, and more! This book is an essential resource that will guide you through setting up, creating, and maintaining interactive notebooks for skill retention in the classroom. High-interest and hands-on, interactive notebooks effectively engage students in learning new concepts. Students are encouraged to personalize interactive notebooks to fit their specific learning needs by creating fun, colorful pages for each topic. With this note-taking process, students will learn organization, color coding, summarizing, and other important skills while creating personalized portfolios of their individual learning that they can reference throughout the year. Spanning grades kindergarten to grade 8, the *Interactive Notebooks* series focuses on grade-specific math, language arts, or science skills. Aligned to meet current state standards, every 96-page book in this series offers lesson plans to keep the process focused. Reproducibles are included to create notebook pages on a variety of topics, making this series a fun, one-of-a-kind learning experience.

**icivics a very big branch: The Progressive Era** Murray N. Rothbard, 2017-10-06 Rothbard's posthumous masterpiece is the definitive book on the Progressives. It will soon be the must read study of this dreadful time in our past. — From the Foreword by Judge Andrew P. Napolitano *The*

current relationship between the modern state and the economy has its roots in the Progressive Era. — From the Introduction by Patrick Newman Progressivism brought the triumph of institutionalized racism, the disfranchising of blacks in the South, the cutting off of immigration, the building up of trade unions by the federal government into a tripartite big government, big business, big unions alliance, the glorifying of military virtues and conscription, and a drive for American expansion abroad. In short, the Progressive Era ushered the modern American politico-economic system into being. — From the Preface by Murray N. Rothbard

**icivics a very big branch: History-social Science Framework for California Public Schools** , 2005

**icivics a very big branch: *Transitional Justice, Culture, and Society*** Clara Ramirez-Barat, 2014 Transitional justice processes have a fundamental public dimension: their impact depends in part on the social support they receive. Beyond outreach programs, other initiatives, such as media and cultural interventions, can strengthen--or in some cases undermine--the public resonance of transitional justice. How can media and art be used to engage society in discussions around accountability? How do media influence social perceptions and attitudes toward the legacy of the past? To what extent is social engagement in the public sphere necessary to advance the political transformation that transitional justice measures hope to promote? Examining the roles that culture and society play in transitional justice contexts, this volume focuses on the ways in which communicative practices can raise public awareness of and reflection upon the legacies of mass abuse. -- Publisher's description.

**icivics a very big branch: *The Political Classroom*** Diana E. Hess, Paula McAvoy, 2014-11-13 WINNER 2016 Grawemeyer Award in Education Helping students develop their ability to deliberate political questions is an essential component of democratic education, but introducing political issues into the classroom is pedagogically challenging and raises ethical dilemmas for teachers. Diana E. Hess and Paula McAvoy argue that teachers will make better professional judgments about these issues if they aim toward creating political classrooms, which engage students in deliberations about questions that ask, How should we live together? Based on the findings from a large, mixed-method study about discussions of political issues within high school classrooms, *The Political Classroom* presents in-depth and engaging cases of teacher practice. Paying particular attention to how political polarization and social inequality affect classroom dynamics, Hess and McAvoy promote a coherent plan for providing students with a nonpartisan political education and for improving the quality of classroom deliberations.

**icivics a very big branch: *Rethinking Social Studies Teacher Education in the Twenty-First Century*** Alicia R. Crowe, Alexander Cuenca, 2015-11-26 In this volume teacher educators explicitly and implicitly share their visions for the purposes, experiences, and commitments necessary for social studies teacher preparation in the twenty-first century. It is divided into six sections where authors reconsider: 1) purposes, 2) course curricula, 3) collaboration with on-campus partners, 4) field experiences, 5) community connections, and 6) research and the political nature of social studies teacher education. The chapters within each section provide critical insights for social studies researchers, teacher educators, and teacher education programs. Whether readers begin to question what are we teaching social studies teachers for, who should we collaborate with to advance teacher learning, or how should we engage in the politics of teacher education, this volume leads us to consider what ideas, structures, and connections are most worthwhile for social studies teacher education in the twenty-first century to pursue.

**icivics a very big branch: *Educational TV: Who Should Pay?*** Ronald Harry Coase, 1968

**icivics a very big branch: *The Great Big Book of Funstastic Math*** Scholastic Inc, 2010 This book is jam-packed with engaging, ready-to-use activities including learning games, puzzles, and real-life problems that teach important math concepts in multiplication, division, fractions, decimals, geometry, measurement, and much more. Geared to the NCTM Standards, this resource is filled with reproducibles, assessment ideas, and practical teaching tips to help teachers reach students of all learning styles. For use with Grades 4-8.

**icivics a very big branch: Supreme Inequality** Adam Cohen, 2020-02-25 “Meticulously researched and engagingly written . . . a comprehensive indictment of the court’s rulings in areas ranging from campaign finance and voting rights to poverty law and criminal justice.” —Financial Times A revelatory examination of the conservative direction of the Supreme Court over the last fifty years. In *Supreme Inequality*, bestselling author Adam Cohen surveys the most significant Supreme Court rulings since the Nixon era and exposes how, contrary to what Americans like to believe, the Supreme Court does little to protect the rights of the poor and disadvantaged; in fact, it has not been on their side for fifty years. Cohen proves beyond doubt that the modern Court has been one of the leading forces behind the nation’s soaring level of economic inequality, and that an institution revered as a source of fairness has been systematically making America less fair. A triumph of American legal, political, and social history, *Supreme Inequality* holds to account the highest court in the land and shows how much damage it has done to America’s ideals of equality, democracy, and justice for all.

**icivics a very big branch: The Best of the Rejection Collection** Matthew Diffie, 2011-11-04 It’s the best of the worst: 293 of the funniest cartoons rejected by *The New Yorker* but luckily for us, now in paperback and available to enjoy. *The Rejection Collection* brings together some of *The New Yorker*’s brightest talents—Roz Chast, Gahan Wilson, Sam Gross, Jack Zeigler, David Sipress, and more—and reveals their other side. Their dark side. Their juvenile side. Their sick side. Their naughty side. Their outrageous side. And what a treat. Ventriloquist dummy cartoons. Operating room cartoons. Bring your daughter to work day cartoons (the stripper, the prison guard on death row). Lots of couples in bed, quite a few coffins, wise-cracking animals—an obsessive’s plumbing of the weird, the scary, the off-the-wall, and done so without restraint. Every week *The New Yorker* receives 500 cartoon submissions, and rejects a great majority—mostly, of course, for not being funny enough. There’s no question why these were rejected, and it’s not for lack of laughs. One can almost hear Eustace Tilley sniffing, *We are not amused*.

**icivics a very big branch: The European Union** Kristin Archick, 2019-09-15 The European Union (EU) is a political and economic partnership that represents a unique form of cooperation among sovereign countries. The EU is the latest stage in a process of integration begun after World War II, initially by six Western European countries, to foster interdependence and make another war in Europe unthinkable. The EU currently consists of 28 member states, including most of the countries of Central and Eastern Europe, and has helped to promote peace, stability, and economic prosperity throughout the European continent. The EU has been built through a series of binding treaties. Over the years, EU member states have sought to harmonize laws and adopt common policies on an increasing number of economic, social, and political issues. EU member states share a customs union; a single market in which capital, goods, services, and people move freely; a common trade policy; and a common agricultural policy. Nineteen EU member states use a common currency (the euro), and 22 member states participate in the Schengen area of free movement in which internal border controls have been eliminated. In addition, the EU has been developing a Common Foreign and Security Policy (CFSP), which includes a Common Security and Defense Policy (CSDP), and pursuing cooperation in the area of Justice and Home Affairs (JHA) to forge common internal security measures. Member states work together through several EU institutions to set policy and to promote their collective interests. In recent years, however, the EU has faced a number of internal and external crises. Most notably, in a June 2016 public referendum, voters in the United Kingdom (UK) backed leaving the EU. The pending British exit from the EU (dubbed Brexit) comes amid multiple other challenges, including the rise of populist and to some extent anti-EU political parties, concerns about democratic backsliding in some member states (including Poland and Hungary), ongoing pressures related to migration, a heightened terrorism threat, and a resurgent Russia. The United States has supported the European integration project since its inception in the 1950s as a means to prevent another catastrophic conflict on the European continent and foster democratic allies and strong trading partners. Today, the United States and the EU have a dynamic political partnership and share a huge trade and investment relationship. Despite periodic tensions in

U.S.-EU relations over the years, U.S. and EU policymakers alike have viewed the partnership as serving both sides' overall strategic and economic interests. EU leaders are anxious about the Trump Administration's commitment to the EU project, the transatlantic partnership, and an open international trading system-especially amid the Administration's imposition of tariffs on EU steel and aluminum products since 2018 and the prospects of future auto tariffs. In July 2018, President Trump reportedly called the EU a foe on trade but the Administration subsequently sought to de-escalate U.S.-EU tensions and signaled its intention to launch new U.S.-EU trade negotiations. Concerns also linger in Brussels about the implications of the Trump Administration's America First foreign policy and its positions on a range of international issues, including Russia, Iran, the Israeli-Palestinian conflict, climate change, and the role of multilateral institutions. This report serves as a primer on the EU. Despite the UK's vote to leave the EU, the UK remains a full member of the bloc until it officially exits the EU (which is scheduled to occur by October 31, 2019, but may be further delayed). As such, this report largely addresses the EU and its institutions as they currently exist. It also briefly describes U.S.-EU political and economic relations that may be of interest.

**icivics a very big branch: Recommendations to the Congress** United States. Congress. Pepper Commission, 1990

**icivics a very big branch: The President of the Jungle** André Rodrigues, Larissa Ribeiro, Paula Desgualdo, Pedro Markun, 2020-01-07 In this fabulous and funny introduction to how elections work, the animals decide they are tired of their king and that it is time to vote for a president. Lion may be King of the jungle, but lately he only seems to care about himself. His subjects are fed up, so they decide to try something new--hold an election! Once Owl explains the rules, the fun begins, and Snake, Sloth, and Monkey all announce they will be candidates. But oh no, Lion is going to run too! It's a wild campaign season as the animals hold rallies, debate, and even take a selfie or two, trying to prove why they'd make the best president of the jungle. This funny, non-partisan story features lively illustrations, a helpful glossary, and colorful characters who have an infectious enthusiasm for the election process.

**icivics a very big branch: *Betting on America*** James W. Cortada, Edward Wakin, 2002 The purpose of this book is to remove the shrouds of uncertainty that 9/11/2001 and the media have created, to make sense of the trends and consequences of these times and to suggest ways of understanding and leveraging these times.

**icivics a very big branch: *Gouverneur [i.e. Gouverneur]*** Morris , 1986

**icivics a very big branch: Food Politics** Marion Nestle, 2013-05-14 We all witness, in advertising and on supermarket shelves, the fierce competition for our food dollars. In this engrossing exposé, Marion Nestle goes behind the scenes to reveal how the competition really works and how it affects our health. The abundance of food in the United States--enough calories to meet the needs of every man, woman, and child twice over--has a downside. Our over-efficient food industry must do everything possible to persuade people to eat more--more food, more often, and in larger portions--no matter what it does to waistlines or well-being. Like manufacturing cigarettes or building weapons, making food is big business. Food companies in 2000 generated nearly \$900 billion in sales. They have stakeholders to please, shareholders to satisfy, and government regulations to deal with. It is nevertheless shocking to learn precisely how food companies lobby officials, co-opt experts, and expand sales by marketing to children, members of minority groups, and people in developing countries. We learn that the food industry plays politics as well as or better than other industries, not least because so much of its activity takes place outside the public view. Editor of the 1988 Surgeon General's Report on Nutrition and Health, Nestle is uniquely qualified to lead us through the maze of food industry interests and influences. She vividly illustrates food politics in action: watered-down government dietary advice, schools pushing soft drinks, diet supplements promoted as if they were First Amendment rights. When it comes to the mass production and consumption of food, strategic decisions are driven by economics--not science, not common sense, and certainly not health. No wonder most of us are thoroughly confused about what

to eat to stay healthy. An accessible and balanced account, *Food Politics* will forever change the way we respond to food industry marketing practices. By explaining how much the food industry influences government nutrition policies and how cleverly it links its interests to those of nutrition experts, this path-breaking book helps us understand more clearly than ever before what we eat and why.

**icivics a very big branch:** *A Different Democracy* Steven L. Taylor, Matthew S. Shugart, Arend Lijphart, Bernard Grofman, 2014-10-28 Four distinguished scholars in political science analyze American democracy from a comparative point of view, exploring how the U.S. political system differs from that of thirty other democracies and what those differences ultimately mean for democratic performance. This essential text approaches the following institutions from a political engineering point of view: constitutions, electoral systems, and political parties, as well as legislative, executive, and judicial power. The text looks at democracies from around the world over a two-decade time frame. The result is not only a fresh view of the much-discussed theme of American exceptionalism but also an innovative approach to comparative politics that treats the United States as but one case among many. An ideal textbook for both American and comparative politics courses.

**icivics a very big branch:** *Initial & Final Consonant Deletion Phonology Targets for Cycles Intervention* Amy Graham, 2021-04 Bjorem Speech Initial & Final Consonant Deletion for Cycles Intervention provides functional targets for specific phonemes and patterns based on Hudson & Paden, 1991 cycles approach.

**icivics a very big branch:** **The Indian Constitution** Granville Austin, 2002

**icivics a very big branch:** *The United States Constitution: What It Says, What It Means* Founding Fathers, 2005-09

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