

## GRADE: K-2 (Lesson 1)

**Big Idea:** Civic and Political Participation

**Standard:** SS.K.C.2, SS.1.C.2, SS.2.C.2

# Why Vote?

### Objectives:

1. The student will give reasons of why voting is a fair way to make decisions.

### Materials and Resources needed:

1. Different items to vote on: (select items that students will disagree on when voting)
  - a. Cookies
  - b. Books
  - c. Movies

### Suggested Teaching Time: (20 minutes)

1. (5 Minutes) Demonstration
2. (15 minutes) Student activity

### Next Generation Benchmarks

1. SS.K.C.2.1 – Demonstrate the characteristics of being a good citizen.
2. SS.K.C.2.3 –Describe fair ways for groups to make decisions.
3. SS.1.C.2.1 –Explain the rights and responsibilities have in the school community.
4. SS.1.C.2.2 –Describe the characteristics of responsible citizenship in the school community.
5. SS.1.C.2.3 –Identify ways students can participate in the betterment of their school and community.
6. SS.2.C.2.2 –Define and apply the characteristics of responsible citizenship.
7. SS.2.C.2.4 –Identify ways citizens can make a positive contribution in their community



## Activity

1. Tell the students that you brought a snack for them today.
2. Show the students 3 items (such as):
  - a. Cookies
  - b. Asparagus
  - c. Crackers
3. Tell the students that you do not know what snack to give them.
4. Say, "Since I do not know which snack I guess I will give out the asparagus."
5. Guide the students in a discussion about the fairness or lack of fairness of this decision. Allow them to discover that voting for the snack would be the fairest way for the group to decide.
6. Ask the students to explain why voting would be a fair way for the group to decide. Encourage students to discuss:
  - a. that everyone can participate in the decision
  - b. majority versus minority
  - c. that voting is a method that enables people to express what they like or not like
7. Ask students if they have ever voted before.
8. Ask what decision they made by voting.
  - a. Write their voting experiences on the board.
9. End lesson by voting on the snack.