

# SESSION EIGHT >>

## Playing Court Quest

### ASK >>

students what they know about our courts through these questions:

- Is every case heard by the same court or are there different types of courts for different cases?
- Does the Supreme Court hear every case?
- What happens if you lose your court case?
- What do judges do?



### ASK >>

students what they WANT to know about the court system. Record questions that students have about the court system.

### LOG ON >>

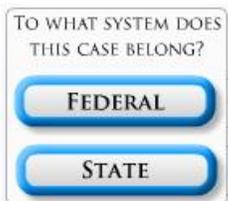
to [www.icivics.org](http://www.icivics.org).

### NAVIGATE >>

to *Court Quest* by following these steps: click the "Play Games!" button on the main screen, then scroll down to the *Court Quest* game.

### INSTRUCT >>

players to click on "Instructions" if they haven't played the game before, or to jump right in by clicking "Get Started!" They should follow these simple steps:



1. Once the game has loaded click "Play."
2. Read through the directions using the "Continue" button to advance. Then players must choose between "Casual Mode" or "Time Attack." "Casual Mode" is recommended for first-time players.
3. When a citizen appears on the map, players must click on that citizen to hear their story. First they must carefully read the citizen's case and then they must decide if it will go to federal or state court.
4. Then players decide on a specific court that will handle the case. Once they determine which court should hear the case, players must click on that court. To confirm they must then click "Go To This Court." Then players must click the citizen to find out whether they won or lost their case.
5. They must direct the citizen up the court system, appealing the case, until it is ultimately won or lost in the highest court possible.
6. Players have finished the game when they have cleared all the citizens off the map of the United States (Casual Mode), or time has run out (Time Attack).



### REVIEW >>

the original questions and the questions that the students had about the court system. Answer as many as possible.