

icivics the great state

icivics the great state is an educational platform designed to enhance civic knowledge and engagement among students. This interactive program offers a variety of resources, including games, lesson plans, and activities, all aimed at promoting a deeper understanding of government functions and citizen responsibilities. With a focus on practical learning, icivics the great state encourages critical thinking about the roles of state governments and their impact on daily life. The platform supports educators by providing tools that align with curriculum standards and facilitate student participation in democratic processes. This article explores the key features of icivics the great state, its educational benefits, and how it integrates into classroom settings. Additionally, it examines the importance of state government education and ways to maximize the use of icivics resources for effective learning outcomes.

- Overview of icivics the great state
- Educational Benefits of icivics the great state
- Key Features and Resources
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Overview of icivics the great state

icivics the great state is an innovative educational initiative designed to teach students about the structure and function of state governments in an engaging and interactive manner. Developed by civic education experts, this platform uses gamification and real-world scenarios to make learning about government accessible and interesting. The program covers a wide range of topics including state legislatures, executive roles, judicial systems, and the rights and responsibilities of citizens within a state context. By focusing on state-level governance, icivics the great state fills a critical gap in civic education, which often emphasizes federal government at the expense of understanding local and state dynamics. This focus helps students grasp how policies and laws directly affect their communities and daily lives.

Purpose and Goals

The primary purpose of icivics the great state is to foster informed and active citizens who understand how their state government operates. It aims to build foundational knowledge that empowers young people to

participate effectively in democratic processes. Goals include increasing civic literacy, encouraging critical analysis of government actions, and motivating community involvement. The program supports educators by providing standards-aligned materials that enhance traditional teaching methods, making civic education both relevant and compelling.

Target Audience

icivics the great state is targeted primarily at middle and high school students, though its adaptable resources can benefit learners at various educational levels. Teachers, homeschool educators, and after-school program coordinators also utilize the platform to supplement civic education curricula. The content is designed to be user-friendly and engaging, ensuring that students with diverse learning styles can benefit from the interactive approach.

Educational Benefits of icivics the great state

Using icivics the great state in educational settings offers numerous benefits that extend beyond basic knowledge acquisition. The platform promotes critical thinking, civic responsibility, and practical understanding of governance. These outcomes are essential for developing informed citizens capable of participating meaningfully in democratic society.

Enhances Civic Literacy

One of the core advantages of icivics the great state is its ability to enhance civic literacy among students. By providing clear explanations of state government structures and functions, it helps learners understand how laws are made, how officials are elected, and how citizens can influence policy. This foundational knowledge is crucial for fostering an engaged electorate.

Encourages Active Civic Engagement

icivics the great state motivates students to become active participants in their communities. Through interactive simulations and decision-making exercises, learners experience the impact of civic participation firsthand. This experiential learning supports the development of skills necessary for voting, advocacy, and community leadership.

Supports Critical Thinking and Problem Solving

The platform's games and scenarios challenge students to analyze complex issues, evaluate different perspectives, and make informed decisions. This process strengthens critical thinking and problem-solving

skills, which are valuable not only in civic contexts but across academic and personal endeavors.

Key Features and Resources

icivics the great state offers a comprehensive suite of features and resources tailored to facilitate effective civic education. These tools are designed to engage students actively and provide educators with flexible instructional materials.

Interactive Games

At the heart of icivics the great state are interactive games that simulate real-world government processes. These games allow students to role-play as lawmakers, judges, or citizens, providing immersive experiences that clarify complex concepts. Examples include managing a state budget, drafting legislation, and adjudicating legal cases.

Lesson Plans and Curriculum Guides

Educators benefit from detailed lesson plans and curriculum guides aligned with national and state education standards. These resources facilitate seamless integration of icivics content into classroom instruction and provide step-by-step frameworks for teaching various aspects of state government.

Assessment Tools

icivics the great state includes assessment tools that help teachers measure student understanding and progress. Quizzes, project rubrics, and reflection prompts enable educators to evaluate learning outcomes and tailor instruction accordingly.

Accessibility and User Experience

The platform is designed with accessibility in mind, ensuring that students with diverse needs can navigate and engage with the material effectively. User-friendly interfaces and clear instructions support independent learning as well as guided classroom use.

Integrating icivics the great state into the Classroom

Successful integration of icivics the great state into educational settings requires strategic planning and alignment with curricular goals. This section outlines best practices for maximizing the impact of the

program in classroom environments.

Aligning with Curriculum Standards

Teachers should review icivics resources to identify materials that align with their state's educational standards and learning objectives. This alignment ensures that the program supplements required content while enhancing student engagement.

Incorporating Interactive Elements

Incorporating the platform's games and simulations as core components of lessons encourages active learning. These interactive elements break up traditional lecture formats and promote student participation.

Facilitating Discussion and Reflection

Following gameplay or activities, facilitating class discussions and reflective exercises helps deepen understanding. Encouraging students to analyze their decisions and relate content to current events fosters critical thinking and real-world connections.

Using Assessment for Feedback

Utilizing the built-in assessment tools provides valuable feedback on student comprehension. Teachers can adjust instruction based on assessment results to address knowledge gaps and reinforce key concepts.

Understanding State Government through icivics

icivics the great state provides an in-depth exploration of state government structures and processes, essential for understanding how governance operates at a more localized level.

Branches of State Government

The platform explains the three branches of state government—legislative, executive, and judicial—highlighting their distinct roles and responsibilities. Students learn how laws are created, implemented, and interpreted within their state.

Roles of Elected Officials

Understanding the roles of key elected officials such as governors, state legislators, and judges is a central component of iCivics the great state. The program clarifies how these officials influence policy and serve their constituents.

Citizen Rights and Responsibilities

iCivics emphasizes the rights and responsibilities of citizens within the state context, including voting, jury duty, and community involvement. This knowledge empowers students to engage effectively in civic life.

State-Specific Issues and Policies

The platform also encourages examination of state-specific issues such as education funding, environmental regulations, and public safety. This localized focus helps students connect abstract concepts to tangible community concerns.

- Interactive learning promotes engagement with complex civic concepts.
- Comprehensive resources support diverse teaching strategies.
- Focus on state government fills a critical educational gap.
- Assessment tools enable targeted instructional support.
- Encourages development of informed, active citizens.

Frequently Asked Questions

What is 'The Great State' game on iCivics about?

'The Great State' is an educational game on iCivics that teaches players about the powers and responsibilities of state governments through interactive gameplay.

How does 'The Great State' help students understand state government

functions?

'The Great State' engages students by allowing them to make decisions and see the consequences within a simulated state government, helping them learn about legislative, executive, and judicial roles.

Who developed the game 'The Great State' on iCivics?

The game 'The Great State' was developed by iCivics, an organization founded by Justice Sandra Day O'Connor to promote civic education through interactive games.

What grade levels is 'The Great State' intended for?

'The Great State' is designed primarily for middle school and high school students to support civics education in those grade levels.

Can teachers use 'The Great State' in their civics curriculum?

Yes, teachers can incorporate 'The Great State' into their civics curriculum as a fun and interactive tool to help students better understand state government.

Additional Resources

1. *The Great State: Foundations of Civic Knowledge*

This book explores the fundamental concepts behind state governments, including their structure, powers, and responsibilities. It provides a clear overview of how states function within the broader federal system. Perfect for students and anyone interested in understanding the basics of civics at the state level.

2. *Building the Great State: A Guide to State Constitutions*

Dive into the creation and significance of state constitutions with this comprehensive guide. The book explains how state constitutions differ from the U.S. Constitution and highlights key provisions that shape state governance. It includes examples from various states to illustrate these principles in action.

3. *Citizenship and Participation in the Great State*

This title emphasizes the role of citizens in shaping their state governments. It covers voting rights, civic duties, and ways individuals can engage in local and state politics. The book encourages active participation and explains how each citizen's involvement strengthens democracy.

4. *The Great State's Legislative Process Explained*

Understand how laws are made in your state through this detailed yet accessible book. It breaks down the legislative process, from bill introduction to approval, and highlights the roles of state legislators and committees. Readers will gain insight into how policy decisions impact everyday life.

5. The Judiciary in the Great State: Protecting Rights and Justice

Explore the state judicial system and its role in interpreting laws and safeguarding citizens' rights. This book covers state courts' structures, key legal principles, and landmark cases that have shaped state law. It is ideal for readers seeking to understand the checks and balances within state governments.

6. Local Governments and the Great State

This book examines the relationship between state governments and local entities such as counties and cities. It explains how local governments operate, their powers, and how they collaborate with state authorities. Readers learn about the importance of local governance in everyday community life.

7. The Great State's Role in Education and Public Services

Discover how state governments manage and fund public education and other essential services. The book highlights policy decisions, budget allocations, and challenges faced by states in meeting citizens' needs. It offers a clear understanding of the impact state governance has on quality of life.

8. Political Parties and Elections in the Great State

This title explores the dynamics of state-level political parties, election processes, and campaign strategies. It describes how parties influence policymaking and the importance of elections in shaping state leadership. The book also discusses voter engagement and election reforms.

9. The Future of the Great State: Challenges and Opportunities

Look ahead to the evolving challenges facing state governments, including economic development, environmental issues, and technological advancements. This book encourages readers to think critically about the future of state governance and their role in shaping it. It offers a forward-looking perspective on civic responsibility.

Icivics The Great State

iCivics: The Great Debate: Understanding the Power of Civic Engagement

Name: Unlocking Civic Power: A Comprehensive Guide to iCivics' "The Great Debate" and Effective Participation in Government

Outline:

Introduction: What is iCivics and why is "The Great Debate" important? Brief overview of the game and its educational value.

Chapter 1: Gameplay Mechanics and Educational Objectives: A deep dive into the game mechanics, exploring how they simulate real-world political processes. Analysis of the game's learning objectives and how effectively it achieves them.

Chapter 2: The Importance of Argumentation and Persuasion: Examining the role of persuasive argumentation in democratic societies. Connecting in-game strategies to real-world applications of effective communication.

Chapter 3: Understanding Different Perspectives and Compromise: Exploring the concept of diverse

viewpoints in political debates. Analyzing how the game encourages players to consider opposing perspectives and find common ground.

Chapter 4: The Role of Civic Engagement in a Democracy: Connecting the game to broader concepts of citizenship, participation in government, and the importance of informed decision-making.

Chapter 5: Beyond the Game: Practical Applications of Civic Engagement: Offering practical tips and resources for students and citizens to engage in real-world civic action.

Conclusion: Summarizing key takeaways and emphasizing the enduring value of iCivics in promoting civic literacy and active participation.

Unlocking Civic Power: A Comprehensive Guide to iCivics' "The Great Debate" and Effective Participation in Government

Introduction: Igniting a Passion for Civic Engagement

iCivics, a non-profit organization founded by Supreme Court Justice Sandra Day O'Connor, offers a dynamic and engaging platform for students to learn about government and civics. One of its most popular games, "The Great Debate," provides a hands-on, interactive experience that simulates the complexities of political discourse and decision-making. This game isn't just about learning rules; it's about understanding the power of informed participation in a democratic society. This guide will explore the game's mechanics, its educational value, and its relevance to real-world civic engagement. We will analyze how "The Great Debate" empowers players to develop crucial skills in argumentation, persuasion, compromise, and ultimately, active citizenship.

Chapter 1: Gameplay Mechanics and Educational Objectives – A Simulated Political Arena

"The Great Debate" immerses players in a simulated legislative environment. Players choose a side on a controversial issue, research arguments, and then craft persuasive speeches to sway their fellow "legislators." The game cleverly integrates research, strategy, and persuasive writing, making learning engaging and rewarding. The mechanics are designed to reflect the realities of political decision-making: players must gather evidence to support their claims, anticipate counterarguments, and tailor their messaging to specific audiences. This process directly addresses several key educational objectives:

Developing research skills: Players must conduct research to build a strong case for their chosen position. This strengthens critical thinking and information literacy.

Improving communication skills: Crafting persuasive speeches requires clear, concise writing and effective oral communication. The game provides immediate feedback on the impact of different communication styles.

Understanding the legislative process: The game provides a simplified but accurate representation of how laws are made, from debate to voting.

Promoting critical thinking: Players must analyze information, evaluate sources, and identify biases to build effective arguments.

The game's success lies in its ability to make these often-dry topics exciting and relevant to young learners. The immediate feedback and interactive nature keep players engaged, fostering a deeper understanding of complex political processes.

Chapter 2: The Importance of Argumentation and Persuasion – The Art of Winning Hearts and Minds

Effective argumentation is the cornerstone of any successful political debate. "The Great Debate" provides a safe and controlled environment for students to hone their persuasive skills. The game encourages players to move beyond simple assertions and develop well-reasoned arguments supported by evidence. It teaches the importance of:

Logical reasoning: Players need to construct coherent arguments based on logical reasoning and avoid fallacies.

Rhetorical devices: The game implicitly encourages players to utilize rhetorical strategies such as pathos (emotional appeals), ethos (appeals to authority), and logos (logical appeals) to effectively persuade their peers.

Understanding different audiences: Players learn to tailor their arguments to different "legislators" with varying perspectives and motivations. This simulates the complexities of real-world political campaigning.

Refuting counterarguments: Anticipating and effectively refuting opposing viewpoints is a critical skill emphasized throughout the game.

This focus on argumentation and persuasion extends beyond the confines of the game. These skills are crucial for effective participation in democratic societies, whether it's advocating for a cause, engaging in respectful dialogue, or simply expressing one's opinion in an informed and articulate manner.

Chapter 3: Understanding Different Perspectives and Compromise – Finding Common Ground

While "The Great Debate" encourages players to advocate for their chosen position, it also subtly promotes the importance of understanding and respecting diverse viewpoints. The game forces players to encounter arguments that challenge their own beliefs, fostering empathy and a willingness to consider alternative perspectives. This is crucial for fostering constructive dialogue and reaching compromises – essential components of a functioning democracy. The game implicitly teaches the value of:

Empathy and understanding: By engaging with different perspectives, players develop a greater understanding of the complexities of political issues and the motivations of others.

Active listening: Players must pay attention to the arguments presented by their opponents to effectively counter them. This emphasizes the importance of active listening as a key communication skill.

Negotiation and compromise: While players aim to win, they also learn that compromise and negotiation are often necessary to achieve collective goals. Finding common ground, even on contentious issues, is highlighted as a positive outcome.

Respectful disagreement: The game, through its design, implicitly promotes respectful disagreement – a critical component of civil discourse in a pluralistic society.

The game's ability to balance advocacy with understanding opposing views makes it a valuable tool for developing well-rounded, informed citizens.

Chapter 4: The Role of Civic Engagement in a Democracy – From Game to Reality

"The Great Debate" transcends its role as a simple game; it serves as a powerful tool for promoting civic engagement. The game directly connects the concepts of informed participation, active citizenship, and the importance of influencing government decisions. By participating in the simulated legislative process, students learn firsthand the significance of their voices and the impact of their choices. The game underscores:

The importance of voting: The game's culminating vote emphasizes the significance of participation in the democratic process, highlighting how individual choices can collectively shape outcomes.

The power of collective action: Players learn that even small actions, like participating in a debate, can contribute to broader societal change.

The value of informed decision-making: The game stresses the importance of researching issues and considering different perspectives before forming opinions and making choices.

Holding elected officials accountable: The game's emphasis on persuasive communication translates to the real world, empowering students to engage with their representatives and hold them accountable.

This connection between the game's mechanics and the realities of civic engagement transforms "The Great Debate" into a powerful instrument for promoting responsible citizenship.

Chapter 5: Beyond the Game: Practical Applications of Civic Engagement – Taking Action

The skills and knowledge gained through playing "The Great Debate" can be applied to a wide range of real-world civic activities. This chapter provides practical tips and resources for students and citizens to translate their in-game experience into meaningful actions:

Participating in local government meetings: Attending town hall meetings, school board meetings, or city council meetings provides opportunities to engage directly with local decision-makers.

Contacting elected officials: Students can write letters, emails, or make phone calls to express their views on important issues.

Joining civic organizations: Numerous organizations work on issues ranging from environmental protection to social justice, providing opportunities for collective action.

Volunteering in the community: Volunteering time and skills to local causes is a direct way to contribute to the community and engage in civic action.

Participating in peaceful protests and demonstrations: Peaceful demonstrations and protests are essential tools for expressing dissent and advocating for change.

Staying informed about current events: Keeping up with current events through reputable news sources is crucial for making informed decisions and engaging in effective civic participation.

Conclusion: Empowering the Next Generation of Informed Citizens

"The Great Debate" is more than just a fun game; it's a powerful tool for promoting civic literacy and active participation. By simulating the complexities of political discourse and decision-making, the game empowers players to develop crucial skills in argumentation, persuasion, compromise, and informed decision-making. The skills learned within the game translate directly to real-world civic engagement, equipping students with the tools they need to become informed and active participants in a democratic society. iCivics' commitment to providing engaging and educational resources, exemplified by "The Great Debate," is vital for nurturing a generation of responsible and engaged citizens.

FAQs:

1. What age group is "The Great Debate" suitable for? The game is generally suitable for middle and high school students, adapting to various learning levels.
2. Is "The Great Debate" aligned with Common Core State Standards? Yes, the game aligns with several Common Core standards related to literacy, critical thinking, and research skills.
3. How can teachers integrate "The Great Debate" into their curriculum? The game can be used as a standalone activity or integrated into units on government, civics, argumentation, or persuasive writing.
4. What are the technical requirements for playing "The Great Debate"? The game can be accessed through a web browser on most devices with an internet connection.
5. Is there a cost associated with playing "The Great Debate"? iCivics games are typically free to access and use.
6. How can students track their progress in "The Great Debate"? The game itself provides feedback on performance, and teachers can use supplementary assessments to track student learning.
7. Are there resources available for teachers using "The Great Debate"? iCivics provides teacher guides and lesson plans to support classroom integration.
8. Can "The Great Debate" be adapted for different topics? While the game focuses on a specific set of issues, teachers can adapt the strategies and techniques used within the game to explore other topics.
9. How does "The Great Debate" promote critical thinking skills? The game requires players to evaluate evidence, identify biases, construct logical arguments, and counter opposing viewpoints, all of which are critical thinking skills.

Related Articles:

1. The Impact of iCivics on Civic Education: Explores the broader impact of iCivics on improving civic literacy among students.
2. Teaching Argumentation and Persuasion through Games: Discusses effective pedagogical strategies for teaching these skills using game-based learning.
3. The Role of Technology in Civic Education: Examines the role of technology in making civics education more engaging and accessible.
4. Encouraging Student Participation in Local Government: Provides practical tips for engaging students in local political processes.

5. Developing Critical Thinking Skills in the Classroom: Offers strategies for developing critical thinking skills in diverse learning environments.
6. The Importance of Civic Engagement in a Democracy: A deeper dive into the significance of active citizenship in a democratic society.
7. Effective Communication Strategies for Civic Engagement: Explores various communication techniques for effectively engaging in civic discourse.
8. Analyzing Biases in Political Discourse: Provides tools and strategies for identifying and addressing biases in political information.
9. Resources for Teaching Civics in the 21st Century: Offers a comprehensive list of resources available for educators teaching civics.

icivics the great state: 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 the great state: Teaching Civics Today: The iCivics Approach to Classroom Innovation and Student Engagement ebook John Larmer, 2022-01-14 Learn how to teach civics in today's classrooms! This professional book explores key civics topics and offers strategies for incorporating civics into social studies class. Developed in partnership with civic education expert iCivics, this teacher resource provides strategies that build civics knowledge, develop 21st century skills, and engage students. Bring civics into the social studies classroom in a fun, meaningful way with this teacher-friendly book!

icivics the great state: Teach with Magic Kevin Roughton, 2021-05 Learn from the Engagement Masters Education is a battle for attention. Whether you are a teacher trying to reach a classroom full of students or a parent trying to prepare your child for the world to come, getting our audience to just listen can be a real challenge. When students have access to personalized entertainment sitting in their pockets, anything that doesn't jump out and grab their attention right away is easily drowned out. But there is a place where even today all those modern distractions melt away--Disneyland. When you're there, you're not only in a different world, you're in Walt Disney's world. Whether you are Peter Pan flying over London in Fantasyland or a rebel fighter struggling against the First Order in Galaxy's Edge, you are 100% engaged. Sights, sounds and even smells ensure that your brain is locked into the experience. If we can bring those techniques into our teaching, we can create engaging experiences for our students, grab their attention, and boost their learning. You'll improve your teaching and create a place students want to visit. In this book we'll learn from the world's greatest engagement masters--the Disney Imagineers. Through narrative visits to attractions throughout Disneyland and Disney California Adventure, you'll experience a visit to the park as we share memories and see how the Imagineers make it all work. We'll be guided by Imagineering icon Marty Sklar's Mickey's 10 Commandments of Theme Park Design as we turn our

classrooms into the most engaging places on Earth!

icivics the great state: *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 the great state: *Successville* Noah Harris, 2019-02-17 Successville is a compelling story that encourages children to dream big and reach for their goals in life by valuing their education. This story teaches that a great education is key to everything you want to achieve, and a great education begins in the classroom by paying attention, listening, and working hard. In this book, Mrs. Jones teaches her second-grade class about this place called Successville after she catches them not paying attention again. The kids soon learn everyone has a Successville in their lives, and they will have to get their act together if they ever want to make it there. Successville represents the place where people achieve their own versions of success. This place is based off a combination of goals, hard work, and talent. Everyone's Successville is a different place because only we know when we have given our all in an effort to make our dreams a reality. This book was written by Noah Harris who is passionate about motivating kids to reach for their dreams: no matter how big. Harris is currently en route to his Successville as he attends Harvard University so that he may be equipped to have a profound impact on the world.

icivics the great state: *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 the great state: *The Differentiated Instruction Book of Lists* Jenifer Fox, Whitney Hoffman, 2011-08-30 Hundreds of useful ideas for meeting the needs of each child The *Differentiated Instruction Book of Lists* is the definitive reference for DI for teachers in grades K-12. Ready for immediate use, it offers over 150 up-to-date lists for developing instructional materials, lesson planning, and assessment. Organized into 12 convenient sections, the book is full of practical

examples, teaching ideas, and activities that can be used or adapted to meet students' diverse needs. Coverage includes curriculum design, lesson planning, instructional strategies, assessment, classroom management, strategies by subject area (from Language Arts to Math to Physical Education), new media, etc. Offers an easy-to-use guide that gives quick tips and methods to plan effectively for delivering truly differentiated lessons Filled with helpful DI lists, lesson plans, strategies, assessments, and more Jennifer Fox is the author of the bestselling book *Your Child's Strengths* The Differentiated Instruction Book of Lists is a hands-on guide for meeting the instructional needs of all students so that they can reach their full potential.

icivics the great state: A Republic, If You Can Keep It Neil Gorsuch, 2019-09-10 NEW YORK TIMES BESTSELLER • Justice Neil Gorsuch reflects on his journey to the Supreme Court, the role of the judge under our Constitution, and the vital responsibility of each American to keep our republic strong. As Benjamin Franklin left the Constitutional Convention, he was reportedly asked what kind of government the founders would propose. He replied, "A republic, if you can keep it." In this book, Justice Neil Gorsuch shares personal reflections, speeches, and essays that focus on the remarkable gift the framers left us in the Constitution. Justice Gorsuch draws on his thirty-year career as a lawyer, teacher, judge, and justice to explore essential aspects our Constitution, its separation of powers, and the liberties it is designed to protect. He discusses the role of the judge in our constitutional order, and why he believes that originalism and textualism are the surest guides to interpreting our nation's founding documents and protecting our freedoms. He explains, too, the importance of affordable access to the courts in realizing the promise of equal justice under law—while highlighting some of the challenges we face on this front today. Along the way, Justice Gorsuch reveals some of the events that have shaped his life and outlook, from his upbringing in Colorado to his Supreme Court confirmation process. And he emphasizes the pivotal roles of civic education, civil discourse, and mutual respect in maintaining a healthy republic. *A Republic, If You Can Keep It* offers compelling insights into Justice Gorsuch's faith in America and its founding documents, his thoughts on our Constitution's design and the judge's place within it, and his beliefs about the responsibility each of us shares to sustain our distinctive republic of, by, and for "We the People."

icivics the great state: Game Plan Charles Wilson, 2016-06-21 National bestselling author Charles Wilson delivers a cutting-edge thriller based on real-life experiments at improving human intelligence currently underway in both government and private circles. Imagine a computer chip no bigger than the tip of a pencil. This chip, if implanted in a human brain, could give someone encyclopedic knowledge, lightning-fast reflexes and superior learning skills. In a remote military hospital in Montana, an experiment is being performed: implant the chip into the brains of five volunteers. These volunteers, four men and one woman, are all serving life sentences in prison. The experiment works...but the five criminals escape. One young doctor is pulled into the intrigue by the baffling murder of his medical school mentor. Can this one doctor stop the conspiracy of five powerful opponents...whose driving desire is absolute and total control?

icivics the great state: 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 the great state: *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 the great state: *Civil Discourse* Joe Schmidt, Nichelle Pinkney, 2022-04-08 Build civil discourse with courage, understanding, belonging, and empathy. Discomfort lies at the heart of all learning, especially concerning discussions on difficult and complex topics like climate change, slavery, and police brutality. This book presents ways to help teachers become strong facilitators—not endorsers—of contentious conversations to promote community. There are four themes that arise when exploring civil discourse: courage, understanding, belonging, and empathy. This book is organized around these themes, with each chapter providing: How-to tips for bringing work beyond the classroom Checklists to guide progress and assess learning Exploration of different types of discourse and when to use each Steps for preparing a classroom for contentious conversations Activities to practice discourse and disagreement

icivics the great state: Out of Order Sandra Day O’Connor, 2013 The former Supreme Court justice shares stories about the history and evolution of the Supreme Court that traces the roles of key contributors while sharing the events behind important transformations.

icivics the great state: Reimagining Civic Education Doyle Stevick, 2007 This volume surveys the new global landscape for democratic civic education. Rooted in qualitative research, the contributors explore the many ways that notions of democracy and citizenship have been implemented in recent education policy, curriculum, and classroom practice around the world. From Indonesia to the Spokane Reservation and El Salvador to Estonia, these chapters reveal a striking diversity of approaches to political socialization in varying cultural and institutional contexts. By bringing to bear the methodological, conceptual and theoretical perspectives of qualitative research, this book adds important new voices to one of education’s most critical debates: how to form democratic citizens in a changing world.

icivics the great state: *The Survey* , 1921

icivics the great state: Madam Chief Justice W. Lewis Burke, Joan P. Assey, 2015-12-22 The story of South Carolina’s first female Chief Justice, with contributions by Sandra Day O’Connor, Ruth Bader Ginsburg, legal scholars, family members, and more. As a lawyer, legislator, and judge, Jean Hofer Toal is one of the most accomplished women in South Carolina history. In this volume, contributors—including two United States Supreme Court Justices, federal and state judges, state leaders, historians, legal scholars, leading attorneys, family, and friends—provide analysis, perspective, and biographical information about the life and career of this dynamic leader and her role in shaping South Carolina. Growing up during the 1950s and ‘60s, Jean Hofer was a youthful witness to the civil rights movement in the state and nation. Observing the state’s premier civil rights lawyer, Matthew J. Perry Jr., in court encouraged her to attend law school, where she met her

husband, Bill Toal. When she was admitted to the South Carolina Bar in 1968, fewer than one hundred women had been admitted in the state's history. From then on she was both a leader and a role model. She excelled in trial and appellate work and won major victories on behalf of Native Americans and women. In 1975, she was elected to the South Carolina House of Representatives, and despite her age and gender quickly became one of the most respected members of that body. During her years in the House, Toal promoted major legislation on issues including constitutional law, criminal law, utilities regulation, local government, state appropriations, workers compensation, and freedom of information. In 1988, she was sworn in as the first female justice on the Supreme Court of South Carolina, and twelve years later she was elected Chief Justice, becoming the first woman ever to hold the highest position in the state's judiciary. As Chief Justice, Toal modernized not only her court, but also the state's judicial system. As a child, she loved roller skating in the lobby of the post office—a historic building that now serves as the Supreme Court of South Carolina. From a child in Columbia to Madam Chief Justice, her story comes full circle in this compelling account of her life and influence. Contributors include: Joseph F. Anderson, Jr. * Joan P. Assey * Jay Bender * C. Mitchell Brown * W. Lewis Burke Jr. * M. Elizabeth (Liz) Crum * Tina Cundari * Cameron McGowan Currie * Walter B. Edgar * Jean Toal Eisen * Robert L. Felix * Richard Mark Gergel * Ruth Bader Ginsburg * Elizabeth Van Doren Gray * Sue Erwin Harper * Jessica Childers Harrington * Kaye G. Hearn * Blake Hewitt * I.S. Leevy Johnson * John W. Kittredge * Lilla Toal Mandsager * Mary Campbell McQueen * James E. Moore * Sandra Day O'Connor * Richard W. Riley * Bakari T. Sellers * Robert J. Sheheen * Amelia Waring Walker * Bradish J. Waring

icivics the great state: Walk with Me Kate Clifford Larson, 2021 Few figures embody the physical courage, unstinting sacrifice, and inspired heroism behind the Civil Rights movement more than Fannie Lou Hamer. For millions hers was the voice that made This Little Light of Mine an anthem. Her impassioned rhetoric electrified audiences. At the Democratic Convention in 1964, Hamer's televised speech took not just Democrats but the entire nation to task for abetting racial injustice, searing the conscience of everyone who heard it. Born in the Mississippi Delta in 1917, Hamer was the 20th child of Black sharecroppers and raised in a world in which racism, poverty, and injustice permeated the cotton fields. As the Civil Rights Movement began to emerge during the 1950s, she was struggling to make a living with her husband on lands that her forebears had cleared, ploughed, and harvested for generations. When a white doctor sterilized her without her permission in 1961, Hamer took her destiny into her own hands. Bestselling biographer Kate Clifford Larson offers the first account of Hamer's life for a general audience, capturing and illuminating what made Hamer the electrifying force that she became when she walked onto stages across the country during the 1960s and until her death in 1977. *Walk with Me* does justice to the full force of Hamer's activism and example. Based on new sources, including recently opened FBI files and Oval Office transcripts, the biography features interviews with some of the people closest to Hamer and conversations with Civil Rights leaders who fought alongside her. Larson's biography will become the standard account of an extraordinary life.

icivics the great state: When My Time Comes Diane Rehm, 2020-02-04 The renowned radio host and one of the most trusted voices in the nation candidly and compassionately addresses the hotly contested right-to-die movement, of which she is one of our most inspiring champions. The basis for the acclaimed PBS series. Through interviews with terminally ill patients and their relatives, as well as physicians, ethicists, religious leaders, and representatives of both those who support and vigorously oppose this urgent movement, Rehm gives voice to a broad range of people personally linked to the realities of medical aid in dying. With characteristic evenhandedness, she provides the full context for this highly divisive issue and presents the fervent arguments—both for and against—that are propelling the current debate: Should we adopt laws allowing those who are dying to put an end to their suffering? Featuring a deeply personal foreword by John Grisham, *When My Time Comes* is a response to many misconceptions and misrepresentations of end-of-life care. It is a call to action—and to conscience—and it is an attempt to heal and soothe, reminding us that death, too, is an integral part of life.

icivics the great state: No Citizen Left Behind Meira Levinson, 2012-04-23 While teaching at an all-Black middle school in Atlanta, Meira Levinson realized that students' individual self-improvement would not necessarily enable them to overcome their profound marginalization within American society. This is because of a civic empowerment gap that is as shameful and antidemocratic as the academic achievement gap targeted by No Child Left Behind. No Citizen Left Behind argues that students must be taught how to upend and reshape power relationships directly, through political and civic action. Drawing on political theory, empirical research, and her own on-the-ground experience, Levinson shows how de facto segregated urban schools can and must be at the center of this struggle. Recovering the civic purposes of public schools will take more than tweaking the curriculum. Levinson calls on schools to remake civic education. Schools should teach collective action, openly discuss the racialized dimensions of citizenship, and provoke students by engaging their passions against contemporary injustices. Students must also have frequent opportunities to take civic and political action, including within the school itself. To build a truly egalitarian society, we must reject myths of civic sameness and empower all young people to raise their diverse voices. Levinson's account challenges not just educators but all who care about justice, diversity, or democracy.

icivics the great state: 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 the great state: The Dial Francis Fisher Browne, 1898

icivics the great state: *180 Days of Social Studies for Sixth Grade* Kathy Flynn, Terri McNamara, 2018-04-02 Supplement your social studies curriculum with 180 days of daily practice! This essential classroom resource provides teachers with weekly social studies units that build students' content-area literacy, and are easy to incorporate into the classroom. Students will analyze primary sources, answer text-dependent questions, and improve their grade-level social studies knowledge. Each week covers a particular topic within one of the four social studies disciplines: history, economics, civics, and geography. Aligned to the National Council for the Social Studies (NCSS) and state standards, this social studies workbook includes digital materials.

icivics the great state: *An Instructional Guide for Literature: The Great Kapok Tree* Brenda Van Dixhorn, 2014-11-01 By completing fun, challenging activities and lessons, students will uncover the true meaning behind this beautifully illustrated story. This instructional guide for literature is the perfect tool to aid students in analyzing and comprehending this sensational story. Appealing and challenging cross-curricular lessons and activities were written to support the text and incorporate research-based literacy skills to help students become thorough readers. These lessons and activities work in conjunction with the text to teach students how to analyze and comprehend story elements in multiple ways, practice close reading and text-based vocabulary, determine

meaning through text-dependent questions, and much more.

icivics the great state: *For Which We Stand: How Our Government Works and Why It Matters* Jeff Foster, 2020-09-01 Discover everything you ever wanted to know about how the government really works with this accessible, highly designed and illustrated handbook from Marjory Stoneman Douglas AP government teacher Jeff Foster. Now more than ever, it's so important for everyone to understand our government: where it came from, how it works, and how we can bring about change. And, after all, in the words of author and government teacher Jeff Foster, If you don't participate, you can't complain. This book is a comprehensive and entertaining guide that answers questions like: What is the Constitution? What are the branches of the government? What is the Electoral College? What are the political parties? What are the different responsibilities of the city, state, and federal governments? Plus, discover the complete backstory on some of our government's most important moments, like why we wrote the Declaration of Independence, and how people since then have worked with—and protested against—the government to improve the lives of all Americans. Each spread features a mix of black-and-white and full-color art, including infographics, charts, maps, political caricatures, and other engaging visual elements that will be fun and easy for kids to understand. Includes a foreword from Yolanda Renee King, an activist and the granddaughter of Martin Luther King, Jr. and Coretta Scott King, plus lots of amazing back matter about how kids can participate and get involved.

icivics the great state: *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 the great state: *Building Vocabulary: Student Guided Practice Book Level 11* Timothy Rasinski, Nancy Padak, 2010-03-18 *Building Vocabulary from Word Roots* helps students unlock the meaning of over 60% of the words they encounter in the classroom and beyond with a systematic approach to teaching vocabulary using Greek and Latin prefixes, bases, and suffixes. Students are introduced to one new root per lesson and this full-color *Student Guided Practice Book* is filled with daily activities to ensure that they learn the root and the many English words it generates.

icivics the great state: *Of the People, by the People, for the People and Other Quotations from Abraham Lincoln* Abraham Lincoln, G. S. Boritt, 1996 -- Thomas F. Schwartz, Illinois Historic Preservation Agency, Lincoln Herald

icivics the great state: *Find the Kittens* Michele Dufresne, 2015-09-01 Look at all the places cute kittens can hide.

icivics the great state: *Reader, Come Home* Maryanne Wolf, 2018-08-14 The author of the acclaimed *Proust and the Squid* follows up with a lively, ambitious, and deeply informative book that considers the future of the reading brain and our capacity for critical thinking, empathy, and reflection as we become increasingly dependent on digital technologies. A decade ago, Maryanne Wolf's *Proust and the Squid* revealed what we know about how the brain learns to read and how reading changes the way we think and feel. Since then, the ways we process written language have changed dramatically with many concerned about both their own changes and that of children. New research on the reading brain chronicles these changes in the brains of children and adults as they learn to read while immersed in a digitally dominated medium. Drawing deeply on this research, this book comprises a series of letters Wolf writes to us—her beloved readers—to describe her concerns and her hopes about what is happening to the reading brain as it unavoidably changes to adapt to digital mediums. Wolf raises difficult questions, including: Will children learn to incorporate the full range of deep reading processes that are at the core of the expert reading brain? Will the mix of a seemingly infinite set of distractions for children's attention and their quick access to immediate, voluminous information alter their ability to think for themselves? With information at their fingertips, will the next generation learn to build their own storehouse of knowledge, which could

impede the ability to make analogies and draw inferences from what they know? Will all these influences change the formation in children and the use in adults of slower cognitive processes like critical thinking, personal reflection, imagination, and empathy that comprise deep reading and that influence both how we think and how we live our lives? How can we preserve deep reading processes in future iterations of the reading brain? Concerns about attention span, critical reasoning, and over-reliance on technology are never just about children—Wolf herself has found that, though she is a reading expert, her ability to read deeply has been impacted as she has become increasingly dependent on screens. Wolf draws on neuroscience, literature, education, and philosophy and blends historical, literary, and scientific facts with down-to-earth examples and warm anecdotes to illuminate complex ideas that culminate in a proposal for a biliterate reading brain. Provocative and intriguing, *Reader, Come Home* is a roadmap that provides a cautionary but hopeful perspective on the impact of technology on our brains and our most essential intellectual capacities—and what this could mean for our future.

icivics the great state: Teaching America David Feith, 2011-09-16 In *Teaching America*, more than 20 leading thinkers sound the alarm over a crisis in citizenship--and lay out a powerful agenda for reform. The book's unprecedented roster of authors includes Justice Sandra Day O'Connor, Senator Jon Kyl, Senator Bob Graham, Secretary Rod Paige, Alan Dershowitz, Juan Williams, Glenn Reynolds, Michael Kazin, Frederick Hess, Andrew Rotherham, Mike Feinberg, Seth Andrew, Mark Bauerlein and more. Their message: To remain America, our country has to give its kids a civic identity, an understanding of our constitutional system, and some appreciation of the amazing achievements of American self-government. But we are failing. Young Americans know little about the Bill of Rights, the democratic process, or the civil rights movement. Three of every four high school seniors aren't proficient in civics, nine of ten can't cut it in U.S. history, and the problem is only aggravated by universities' disregard for civic education. Such civic illiteracy weakens our common culture, disenfranchises would-be voters, and helps poison our politics.

icivics the great state: Georgia Education Journal , 1936

icivics the great state: *The Palgrave Handbook of Learning for Transformation* Aliko Nicolaidis, Saskia Eschenbacher, Petra T. Buergelt, Yabome Gilpin-Jackson, Marguerite Welch, Mitsunori Misawa, 2022-01-24 This handbook offers an expanded discourse on transformative learning by making the turn into new passageways to explore the phenomenon of transformation. It curates diverse discourses, knowledges and practices of transformation, in ways that both includes and departs from the adult learning mainstay of transformative learning and adult education. The purpose of this handbook is not to resolve or unify a theory of transformation and all the disciplinary contributions that clearly promote a living concept of transformation. Instead, the intent is to catalyze a more complex and deeper inquiry into the “Why of transformation.” Each discipline, culture, ethics and practice has its own specialized care and reasons for paying attention to transformation. How can scholars, practitioners, and active members of discourses on transformative learning make a difference? How can they foster and create conditions that allow us to move on to other, unaddressed or understudied questions? To answer these questions, the editors and their authors employ the metaphor of the many turns into passageways to convey the potential of transformation that may emerge from the many connecting passageways between, for instance, people and society, theory and practice, knowledge created by diverse disciplines and fields/professions, individual and collective transformations, and individual and social action.

icivics the great state: *Game On? Brain On!* Lindsay Portnoy, 2020-09-18 Get in the game! The research is clear: human beings are born to play. In *Game On? Brain On!*, Lindsay Portnoy unpacks the games and playful experiences that invite engagement and deep learning. Using cognitive science to explore the ways in which play helps students acquire and maintain critical skills, Portnoy shows how inviting creativity and excitement into the classroom results in big gains for everyone. She also shares how, by being intentional, educators can create equitable access to playful learning experiences for all children. Through relatable vignettes, ready-to-use examples, and informative Level Up toolboxes, Portnoy empowers educators to teach a better way--through

play! Whether you're a n00b or a pro, you'll gain a deeper appreciation for what happens in the mind when engaged in play. --Amber Coleman-Mortley, director of social engagement, iCivics Lindsay Portnoy brilliantly shows us why and how to bring play's power into classrooms through games. --Peter Gray, research professor of psychology at Boston College Lindsay Portnoy does a wonderful job emphasizing the importance of play in learning and how we need to ensure that we are addressing equity in terms of play. --Steve Isaacs, teacher, game design and development, Bernards Township Public Schools Game On? Brain On! is guaranteed to make you feel good while learning about play--just like a great, fun game!--Dr. Kat (Karen) Schrier, author of Knowledge Games

icivics the great state: *The Dumbest Generation* Mark Bauerlein, 2008-05-15 This shocking, surprisingly entertaining romp into the intellectual nether regions of today's underthirty set reveals the disturbing and, ultimately, incontrovertible truth: cyberculture is turning us into a society of know-nothings. The Dumbest Generation is a dire report on the intellectual life of young adults and a timely warning of its impact on American democracy and culture. For decades, concern has been brewing about the dumbed-down popular culture available to young people and the impact it has on their futures. But at the dawn of the digital age, many thought they saw an answer: the internet, email, blogs, and interactive and hyper-realistic video games promised to yield a generation of sharper, more aware, and intellectually sophisticated children. The terms "information superhighway" and "knowledge economy" entered the lexicon, and we assumed that teens would use their knowledge and understanding of technology to set themselves apart as the vanguards of this new digital era. That was the promise. But the enlightenment didn't happen. The technology that was supposed to make young adults more aware, diversify their tastes, and improve their verbal skills has had the opposite effect. According to recent reports from the National Endowment for the Arts, most young people in the United States do not read literature, visit museums, or vote. They cannot explain basic scientific methods, recount basic American history, name their local political representatives, or locate Iraq or Israel on a map. The Dumbest Generation: How the Digital Age Stupefies Young Americans and Jeopardizes Our Future is a startling examination of the intellectual life of young adults and a timely warning of its impact on American culture and democracy. Over the last few decades, how we view adolescence itself has changed, growing from a pitstop on the road to adulthood to its own space in society, wholly separate from adult life. This change in adolescent culture has gone hand in hand with an insidious infantilization of our culture at large; as adolescents continue to disengage from the adult world, they have built their own, acquiring more spending money, steering classrooms and culture towards their own needs and interests, and now using the technology once promoted as the greatest hope for their futures to indulge in diversions, from MySpace to multiplayer video games, 24/7. Can a nation continue to enjoy political and economic predominance if its citizens refuse to grow up? Drawing upon exhaustive research, personal anecdotes, and historical and social analysis, The Dumbest Generation presents a portrait of the young American mind at this critical juncture, and lays out a compelling vision of how we might address its deficiencies. The Dumbest Generation pulls no punches as it reveals the true cost of the digital age—and our last chance to fix it.

icivics the great state: *Friends Divided* Gordon S. Wood, 2017 A New York Times Book Review Notable Book of 2017 A Wall Street Journal Best Book of 2017 From the great historian of the American Revolution, New York Times-bestselling and Pulitzer-winning Gordon Wood, comes a majestic dual biography of two of America's most enduringly fascinating figures, whose partnership helped birth a nation, and whose subsequent falling out did much to fix its course. Thomas Jefferson and John Adams could scarcely have come from more different worlds, or been more different in temperament. Jefferson, the optimist with enough faith in the innate goodness of his fellow man to be democracy's champion, was an aristocratic Southern slaveowner, while Adams, the overachiever from New England's rising middling classes, painfully aware he was no aristocrat, was a skeptic about popular rule and a defender of a more elitist view of government. They worked closely in the crucible of revolution, crafting the Declaration of Independence and leading, with Franklin, the diplomatic effort that brought France into the fight. But ultimately, their profound differences would

lead to a fundamental crisis, in their friendship and in the nation writ large, as they became the figureheads of two entirely new forces, the first American political parties. It was a bitter breach, lasting through the presidential administrations of both men, and beyond. But late in life, something remarkable happened: these two men were nudged into reconciliation. What started as a grudging trickle of correspondence became a great flood, and a friendship was rekindled, over the course of hundreds of letters. In their final years they were the last surviving founding fathers and cherished their role in this mighty young republic as it approached the half century mark in 1826. At last, on the afternoon of July 4th, 50 years to the day after the signing of the Declaration, Adams let out a sigh and said, At least Jefferson still lives. He died soon thereafter. In fact, a few hours earlier on that same day, far to the south in his home in Monticello, Jefferson died as well. Arguably no relationship in this country's history carries as much freight as that of John Adams of Massachusetts and Thomas Jefferson of Virginia. Gordon Wood has more than done justice to these entwined lives and their meaning; he has written a magnificent new addition to America's collective story.

icivics the great state: Aspects of Athenian Democracy Walter Robert Connor, 1990 Three papers which aim to inform debate about the proper form of a modern democracy by consideration of the Classical Athenian model: 'City Dionysia and Athenian Democracy' by Connor; 'Perceptions of Democracy in Fifth Century Athens' by Raafalub; 'Solonian Democracy in Fourth Century Athens' by Hansen; 'Oikos/Polis: Towards a Theory of Athenian Paternal Ideology 450-399 BC'.

icivics the great state: The North Carolina State Constitution John V. Orth, Paul M. Newby, 2013-04-11 North Carolina's state constitution charts the evolution over two centuries of a modern representative democracy. In *The North Carolina State Constitution*, John V. Orth and Paul M. Newby provide an outstanding constitutional and historical account of the state's governing charter. In addition to an overview of North Carolina's constitutional history, it provides an in-depth, section-by-section analysis of the entire constitution, detailing the many significant changes that have been made since its initial drafting. This treatment, along with a table of cases, index, and bibliography provides an unsurpassed reference guide for students, scholars, and practitioners of North Carolina's constitution. Co-authored by Paul M. Newby, a sitting justice of the North Carolina Supreme Court, the second edition includes significant constitutional amendments adopted since the date of the first edition. Almost every article was affected by the changes. Some were minor-such as the lengthening the term of magistrates-and some were more significant, such as spelling out the rights of victims of crimes. One was obviously major: granting the governor the power to veto legislation-making North Carolina's governor the last American governor to be given that power. In addition, the North Carolina Supreme Court has continued the seemingly never-ending process of constitutional interpretation. Some judicial decisions answered fairly routine questions about the powers of office, such as the governor's clemency power. Others were politically contentious, such as deciding the constitutional constraints on legislative redistricting. And one continues to have momentous consequences for public education, recognizing the state's constitutional duty to provide every school child in North Carolina with a sound, basic education. *The Oxford Commentaries on the State Constitutions of the United States* is an important series that reflects a renewed international interest in constitutional history and provides expert insight into each of the 50 state constitutions. Each volume in this innovative series contains a historical overview of the state's constitutional development, a section-by-section analysis of its current constitution, and a comprehensive guide to further research. Under the expert editorship of Professor G. Alan Tarr, Director of the Center on State Constitutional Studies at Rutgers University, this series provides essential reference tools for understanding state constitutional law. Books in the series can be purchased individually or as part of a complete set, giving readers unmatched access to these important political documents.

icivics the great state: Catalogue Florida State College for Women, 1915

icivics the great state: Building Vocabulary From Word Roots Student Book Lv 7 (4c) Timothy V. Rasinski, 2007-04-05 The Teacher's Guide includes lesson plans with detailed notes about words from each root, overhead transparencies for introductory activities, standards-based connections, and differentiation strategies. A resource CD is also included with 50 bonus activities to

support a variety of learning styles.

icivics the great state: 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.

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