



# THE BOTTLE OF JUSTICE

### NAME OF THE GAME:

The Bottle of Justice

### THEME:

Justice

### COMPLEXITY:

The game is assigned for children from 9 to 13 years old

### GROUP SIZE:

Groups of 10 pupils (5 pupils for the game, pupils for the committee)

### TIME:

Two school hours

### RELATED THEMES/RIGHTS:

- equality
- dignity
- children/human rights

### OBJECTIVES:

- develop logical thinking
- develop the sense for justice through the game
- develop the sense of equality and tolerance through the game and its rules
- knowledge of children/human rights

### MATERIALS (FOR A GROUP OF 11 PUPILS):

- a plastic bottle
- a dice

- cards with questions (40 cards)
- a board or a paper with a table to write scores
- Stop-watch

### PREPARATION:

- prepare a plastic bottle
- prepare a dice
- prepare a flat surface
- draw a table with row and names of players and a row for scores; or have an already prepared table
- have prepared cards with questions
- prepare a stop-watch

### INSTRUCTIONS:

Ten pupils participate in the game out of which five are players and five are members of the committee. One member of the committee is in charge for time measurement.

Five players sit on the floor in a circle. They all throw the dice, starting from the youngest player. The player with the highest number starts the game. If some players receive the same number, they throw the dice once again.

The player who starts the game spins the bottle. The person to whom the bottom of the bottle points when it stops spinning takes a card with a situation and reads it to the player to whom the cap of the bottle points. This player gives his opinion on the situation in 15 seconds time (one member of the committee measures time). If the player doesn't answer, he receives 0 points. If the player answers, the committee gives the verdict: "Justice is served" or "Justice is not served". Every member of the committee with the verdict "Justice is served" gives the

player one point while with the verdict "Justice is not served" the player receives 0 points.

For example: if the player with his answers gets from the committee two verdicts "Justice is served" and 3 verdicts "Justice is not served", he receives 2 points.

At player's request, the committee explains their verdict.

The game continues clockwise.

The winner is the player who scores 20 points first (depending on time pupils have on disposal, the teacher setups points sufficient for victory).

## QUESTIONS ON CARDS:

1. Your friend and you talk and eat during a break in the schoolyard when suddenly a boy dashes and batters down your friend's brunch without apologizing. What will you do?
2. You notice a card under the desk on the floor. It's the card that is missing in your album, and it is the golden one so its value is doubled. What will you do?
3. It is raining heavily. You have seen an umbrella in the classroom. Nobody is in the classroom because they all left. What will you do?
4. You arrive home, open your schoolbag and notice that you took by mistake your friend's notebook. You write an exam tomorrow and this notebook is tidy and nothing is missing, unlike your. What will you do?
5. Two friends from your class argue, run in the classroom and put in danger everyone. The whole class could be punished because of them. What will you do?
6. A silent girl upsets you with her behavior. It irritates you that she is slow and that she doesn't know how to defend herself, so you insult her and give her a push. What will you do to correct the injustice at least a little bit?
7. Two slices of pizza remain and the teacher let you share them with your friend. A third boy from the class hears that and wants it. What will you do?
8. You are in a hurry so you run, batter down your friend's glasses that break. What will you do?
9. A boy near you smears your T-shirt during the art lesson and doesn't apologize. What will you do?

10. You hit a girl during volleyball in the gym and you laugh at her. What will you do?
11. A boy pours soup on your best friend during lunch in school canteen and he doesn't apologize. What will you do?
12. You notice that a girl from your class takes things from others. She takes a new pen from your best friend this morning. What will you do?
13. A boy with whom you share bench never lends things when you ask him. He didn't lend you an eraser yesterday and you really needed it. What will you do?
14. Two girls argue about one brush during art lesson. Both girls think they own that brush. They ask you an advice. What will you do?
15. You were expelled from a game because the ball hit you but you were convinced that the ball didn't hit you. What will you do?
16. You are late for school because your parents slept and your teacher yells at you. What will you do?
17. Your best friend hangs out with another friend and avoids you. What will you do?
18. You enter the cinema, you buy the ticket and you search for your seat but somebody already sits on your place and doesn't want to move. What will you do?
19. You have bought new trainer shoes and you are very happy because you know that they are beautiful and you can't wait to wear them tomorrow for school. However, somebody tells you tomorrow that they are ugly and that you have no taste. What will you do?
20. During the breakfast two girls who usually don't have breakfast at school, have breakfast today so somebody remains without breakfast. What will you do?

21. A pupil next to you is constantly talking during the lesson and the teacher accuses you and tells you to sit at another desk. What will you do?
22. One swimmer doesn't swim well at a race so he is given another chance while you aren't given another chance. What will you do?
23. Some friends of yours quarrel and fight without any reason and you observe it and wonder. What will you do?
24. A friend accuses you for pushing somebody during the game so the rest of the team expels you from the game even if they haven't seen what happened. What will you do?
25. One pupil misses one point to get better grade so he adds this point while the teacher isn't looking and receives a better grade. What will you do?
26. A friend copies from you and receives a better mark. What will you do?
27. One girl insults your best friend and blames it on you. What will you do?
28. Three pupils from the 8<sup>th</sup> grade find out that one pupil from the 3<sup>rd</sup> grade practices capoeira. They mock at him. They even force him to demonstrate what he knows and while doing that the boy breaks his hand. What will you do?
29. Two pupils do something wrong but they reveal only one pupil. The other pupil isn't punished. What will you do?
30. A friend buys a new bottle for training. Another friend, who has the same bottle, teases him that his bottle is ugly. What will you do?
31. Take a card by your choice and double received scores in this round.
32. Take a card by your choice and double received scores in this round.

- 33. Change the card - you can use this joker whenever you want during the game.
- 34. Change the card - you can use this joker whenever you want during the game.
- 35. Pick two cards.
- 36. Pick two cards.
- 37. Pick two cards.
- 38. Choose a player who will answer your question.
- 39. Choose a player who will answer your question.
- 40. Choose a player who will answer your question.



A TABLE FOR POINTS:

No	NAME AND SURNAME OF PLAYERS	POINTS
1.		
2.		
3.		
4.		
5.		

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