



Objective

Students will learn about the importance of rules in the classroom and in the community.

Procedure

1. Begin by asking the students to play the "Eraser Game." Have the group queue up into two separate lines and begin to play the game. Do not give them any rules. Use their responses to lead them so that they see they need to know the rules in order to play the game.
2. Tell the first person in each line to pass the eraser from the front to the back of the line. Tell the last person to bring the eraser to the first person in line.
3. After students begin to play, interrupt the game at intervals to give one of the following directions: "Oh wait, you ..."
 - are supposed to pass the eraser with your eyes closed.
 - must pass the eraser with your left hand.
 - should all be on your knees.
 - are to walk backward to the front of the line when you bring the eraser forward.

After each interruption, ask teams to begin again.

4. Stop to review problems with the students. Help them understand that they had difficulties because of the "after the fact," arbitrary way the rules were given.
5. Write "A rule should be easy to follow" on the board. Work with the students to develop a clear set of rules for the Eraser Game. List the students' suggestions and then vote to select a few simple rules for the game.
6. Play the game again to demonstrate that clear rules and directions make for a better structured and more fair process.
7. Once the students have successfully played the Eraser Game, debrief the lesson by explaining that people need rules to play games and also to work and live together.

