LEAPHOLES THE GAME!

Developed by:
Monica D. Rosales
Social Studies Teacher
mrosales@dadeschools.net

Doral Middle School
"Home of the Blue Dolphins"
5005 Northwest 112th Avenue
Room 314

Phone: 305-592-2822, Ext. 314 Fax: 305-597-3853



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PROJECT OVERVIEW

CURRICULUM AREA:

Social Studies 7-12

QUOTE:

"Laws and institutions, like clocks, must occasionally be cleaned, wound up, and set to true time."

-Henry Ward Beecher (1813-1887) American politician

TITLE OF PROJECT:

"Leapholes the Game!"

THE PROJECT:

Leapholes is a time travel novel with a legal twist, where law books and important legal precedents come to life. Though a work of fiction, all of the cases woven into the Leapholes storyline are actual and important cases from American legal history. Students will create a unique game board where they will integrate information from the books storyline as well as information derived from the cases in the book.

STANDARDS:

Sunshine State Standards, Social Studies Benchmarks: SS.C.2.4.3, SS.C.2.4.5, SS.C.2.4.6; Sunshine State Standards, Language Arts Benchmarks (*Grades 7-12): LA*1.7.7, LA*6.2.1, LA*6.2.2, LA*6.1.1; NCSS Curriculum Standards for Social Studies: II Time Continuity and Change, V Individuals, Groups and Institutions, X Civic Ideals and Practices.

THE STUDENTS:

Leapholes the Game, can be modified to adapt to students in grades 7-12. Students should be assigned to work in groups of 3 or 4students.

THE STAFF:

Monica Rosales has been teaching since 2003, and has taught Bilingual Curriculum Content students, Inclusion, Regular, Advanced, Honors and Gifted social studies. She has received numerous awards and recognitions including: 2004 Doral Middle School, Rookie Teacher of the Year, 2007 Miami-Dade County Council for the Social Studies, Middle School Teacher of the Year finalist, 2008 Doral Middle School Teacher of the Year and the 2008 United States History Teacher of the Year for the Biscayne Chapter of the Daughters of the American Revolution Society. Ms. Rosales has also been recognized as a Who's Who Among America's Teachers for 2004-2006, and honored as a Marquis Who's Who in America. There is no need for assistants to adapt this project although parent involvement is highly encouraged.

MATERIALS AND FACILITIES:

Students are encouraged to be as creative as possible in the creation of their game boards. Therefore, students may use recycled materials such as: magazine cut-outs and used game boards and game pieces. For play money students are encouraged use recycled play money from old game boards or to purchase play money and game pieces from their local dollar store. If students do not have a used game board they could use cardboard or poster board cut to an appropriate size.

RESOURCES:

Teachers may plan a fieldtrip to introduce how students may use their media center or local public library. Students are required not only to read the book, Leapholes, but also to conduct primary document research on the historical cases presented in the book.

OVERALL VALUE:

Students will learn about the American legal system in a very hands on way. They will use creativity to learn from each other while engaged in a fun interactive game of their own creation. Teachers will enjoy watching their students as they have fun and learn during game play.

MORE INFORMATION:

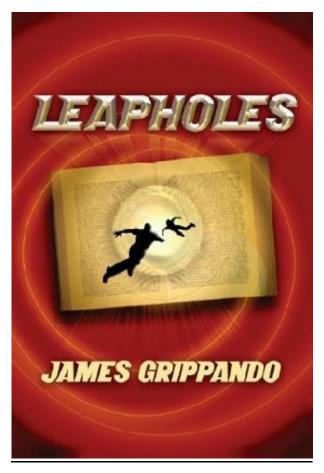
Monica D. Rosales mrosales@dadeschools.net Doral Middle School 5005 N.W. 112th Ave. Miami, Fl. 3178

Mail Code: 6151

Phone: 305-592-2822, Ext.314

Fax: 305-597-3853

About The Book



"James Grippando is a very inventive and ingenious storyteller."
-Nelson DeMille

Leapholes is the story of Ryan Coolidge, a boy who hates middle school and who is in the worst kind of trouble--trouble with the law. The one person who can help Ryan is a mysterious old lawyer named Hezekiah. Hezekiah may have magical powers, or he may have the most elaborate computerized law library ever conceived. Either way, together, Ryan and Hezekiah do their legal research by zooming through "leapholes," physically entering the law books, and coming face-to-face with actual people from some of our nation's most famous cases--like Rosa Parks and Dred Scott--who will help Ryan defend himself in court. Leapholes is time travel with a legal twist, where law books and important legal precedents come to life. Though a work of fiction, all of the cases woven into the Leapholes storyline are actual and important cases from American legal history. For example, the U.S. Supreme Court's decision that slaves are property, not people, appears at Dred Scott v. Sandford (1857). Packed with the pacing and suspense of a legal thriller, Leapholes is so historically accurate and conveys such a keen understanding of basic legal concepts that it is the first young adult novel ever to gain the enthusiastic backing of the American Bar Association.

LESSON PLAN

Leapholes the Game

Overview

Leapholes is a time travel novel with a legal twist, where law books and important legal precedents come to life. Though a work of fiction, all of the cases woven into the Leapholes storyline are actual and important cases from American legal history. Students will create a unique game board where they will integrate information from the books storyline as well as information derived from the cases in the book.

Grade Levels: 7-12

Time Allotment: 1 Day planning, 2 days researching questions, 3-4 days design board, 2 days game play.

Subject Matter: Social Studies, Language Arts

Materials

Students will bring in necessary supplies such as (suggested supplies below)

- Tokens
- Recycled game box, game board or shirt box & cardboard
- Markers/crayons/color pencils
- Glue/tape/staples
- Construction paper
- Index cards

Standards: Sunshine State Standards, Social Studies Benchmarks: SS.C.2.4.3, SS.C.2.4.5, SS.C.2.4.6; Sunshine State Standards, Language Arts Benchmarks (*Grades 7-12): LA*1.7.7, LA*6.2.1, LA*6.2.2, LA*6.1.1; NCSS Curriculum Standards for Social Studies: II Time Continuity and Change, V Individuals, Groups and Institutions, X Civic Ideals and Practices.

Directions: Students will conduct research from the book *Leapholes* and integrate the information into a game board.

- *Time Line: This schedule is based on a 50 minute class period. If you are on a block schedule, you must adjust this time-line.
- Day 1 = Students will be divided into teams of four players and be provided the following directions:

Team assignment: (work will be divided equally. **
NOTE: ALL VOCABULARY AND TRIVIA WILL BE
TURNED IN TWICE: individually on lined paper and
then as part of the question cards)

All the vocabulary and definitions:

(20) Legal questions (For example: questions about a case, legal terminology etc., 10 easy & 10 difficult questions)

(20) People questions (For example: characters from the book/characters from individual cases in history(10 easy & 10 difficult questions) (40) Vocabulary Words (this can be divided between 2 students so each would complete 20)

*Note: Games must include: surprises (Example: go to jail etc..), legal aspects (example: judge, jury....), decorated box and rules. Allow students to be as creative as possible and think of their own ideas.

Day 2-3 = Complete questions and design and discuss game on a scrap paper. Students must plan to bring in supplies for the following day.

*TIP: Suggest to students to recycle old game boards and game pieces from used game boards they may have at home and then cover them up and redesign the board and box with their own new unique idea.

- Day 4-7 = Work on actual board game, question cards and box.
- Day 8= Students will practice, test and adjust their games (each team plays their own game) TEST students: shuffle all cards from team game and test each student individually.

1st question correct answer = A (test complete), If incorrect ask a second question if correct answer = C if incorrect answer test grade = F (test complete)

Day 9 = 1 student volunteers to stay with the board game at a time and the teams rotate and play each others games.

*TIP: Require each individual student in the team to submit their own work on a separate sheet of paper. This way you will ensure that each student is working and contributing to the game.

Learning

Students will be able to:

- Study and Research legal history using primary and secondary sources.
- Identify Key terms, people and events from important American legal cases.

Assessment

- Game day Test
- Board Game Group Grade

Resources:

For additional Teaching resources visit:

American Bar Association. Leapholes.

http://www.abanet.org/abastore/index.cfm?section=main&fm=Product.Add ToCart&pid=5090104 [retrieved from the internet] July 16, 2008.

Vocabulary Hand-out

Vocabulary Words:

Foreboding	Empathize	Accuse	Murder
Foreshadowing	Case law books	Felony	Trial
Flashback	Legal precedent	Judicial review	Jury
Acronym	Precedent	Attest	Court
Vaccine	Loophole	Counsel	Case
Antidote	Skeptical	Testimony	Attorney
Virus	Constrained	Accusation	Defendant
Manslaughter	Ramifications	Judge	Prosecutor
Brig	Davit	Hearing	Empathy
Rationalizes	Client	Verdict	Headstrong
	confidentiality		
Incredulously	Virtual	Plea Bargain	

SAMPLE STUDENT WORK

Game board sample # 1



Game board sample # 2



Additional Resources

- American Bar Association. "Leapholes". 16 July 2008 [Internet] http://www.abanet.org/abastore/index.cfm?section=main&fm=Product.AddToCart&pid=5090104. This website includes additional teaching materials and resources.
- Law for Kids. http://www.lawforkids.org/16 July 2008 [Internet]. This website is an excellent introduction to Law in a student friendly format. This site includes interactive games, legal documents and more.
- "Online Databases." Miami-Dade County Public Schools: Library Media Services 2005. 11 September 2006 [Internet] http://library.dadeschools.net/online_db.htm
- PBS. "Dred Scott's fight for freedom". July 2008 [Internet] http://www.pbs.org/wgbh/aia/part4/4p2932.html. *This website provides teaching resources and additional primary documents.*
- "Researchers: Tools and Services." The Library of Congress. 24 May 2006. 11 September 2006 [Internet] http://www.loc.gov/rr/

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