



YES OR NO GAME

(15-20 minutes)

OBJECTIVE

Students vote and tally the results.

MATERIALS

Yes & No Cards handout; popsicle sticks

GET READY

- ✓ Copy and cut out the *Yes* card and the *No* card from the *Yes & No Cards* handout.
- ✓ Attach the two cards to popsicle sticks, if desired.

INSTRUCTIONS

- ✓ As a class, brainstorm 10 to 15 statements that can be judged with a vote of yes or no. Have fun with this list. Some suggestions are: *I like broccoli. I like the color blue. I wish I could fly. School should be all year round. It was okay for Goldilocks to go inside the bears' house. All whale killing should be stopped. There is too much violence on TV.*
- ✓ Either designate a student leader or lead the activity yourself.
- ✓ Announce the first issue to be voted on.
- ✓ Hold up the *Yes* sign and point to one side of the room. Have students wishing to vote *Yes* go to that side of the room.
- ✓ Hold up the *No* sign and point to the other side of the room. Have students wishing to vote *No* go to that side of the room.
- ✓ Continue to do the same thing for the rest of the statements.
- ✓ Hold a final vote that can be implemented directly such as, "We will do math next."
- ✓ Tally each vote, write the results on the blackboard, and implement the vote.

DISCUSSION QUESTIONS

- ★ *Did the same people vote "Yes" on every issue? Did the same people vote "No?"*
- ★ *Did any of your friends vote "Yes" when you voted "No," or "No" when you voted "Yes"?*
How did that make you feel?
- ★ *Did you think about changing your vote to be on the same side as a friend?*
- ★ *Would you have voted differently if this had been a secret ballot?*
- ★ *Might a secret vote be important sometimes? When?*
- ★ *Which vote gave you power? What power did it give you?*
- ★ *How does voting give adults power?*

MORE!

During the next week, vote as often as possible on issues that can be implemented in the classroom so students can see the direct relationship between their votes and their lives.



YES OR NO GAME

YES & NO CARDS

YES

NO