

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Who Should Decide the Rules? 3rd Grade Leadership Puzzle

Analyze 10 tricky scenarios about fair rules and leadership to see if you can balance group needs with individual fairness.

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**1. Imagine your class is picking a new game. If the teacher lets the person who won the last game make ALL the rules for everyone else, this is an example of:**

- A. A Democracy
- B. An Absolute Monarchy
- C. A Shared Contract
- D. Fair Distribution

**2. True or False: In a 'State of Nature' (a place with no rules and no leaders), everyone would always be safer than they are in a city with laws.**

- A. True
- B. False

**3. If a group of students agrees to give up their right to run in the halls so that everyone can be safe from falling, they have made a \_\_\_\_\_.**

- A. Secret promise
- B. Social contract
- C. Legal battle
- D. Private club

**4. A park has only one swing. Which way of deciding who uses it is based on 'Equity' (giving more to those who need more help)?**

- A. Giving the swing to the strongest student first.
- B. Letting the person who arrived first stay for an hour.
- C. Giving extra time to a student who has an injury and cannot run.
- D. Selling the swing time for play-money.

**5. True or False: 'Consent of the governed' means the people being ruled must agree that their leaders have the right to lead them.**

- A. True
- B. False

**6. When a leader makes a decision based on what helps the largest number of people in the community, they are looking out for the \_\_\_\_\_.**

- A. General will
- B. Individual desire
- C. Fastest runner

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D. Best artist

**7. If you are designing a fair world but don't know if you will be born rich, poor, tall, or short, you are using the \_\_\_\_\_ strategy.**

- A. Wall of Knowledge
- B. Curtain of Coins
- C. Veil of Ignorance
- D. Bridge of Bravado

**8. True or False: Civil Disobedience is when someone follows every single law perfectly, even if they think a law is very unfair.**

- A. True
- B. False

**9. If a group decides that 'might makes right' (the strongest person gets to keep all the snacks), they are lacking \_\_\_\_\_.**

- A. Physical power
- B. Justice
- C. Speed
- D. Loudness

**10. A 'Utopia' is often described by philosophers as:**

- A. A world where only the strongest survive.
- B. An imaginary place where everything is perfect.
- C. A city with no buildings or trees.
- D. A government run by computers.