

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.

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.