

## Nail 1st Grade Fairness Dilemmas Quiz

Imagine choosing the last swing on the playground or sharing a snack fairly. Students practice making kind choices through simple moral reasoning scenarios.

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**1. Maya finds a shiny toy on the playground. She knows it belongs to Sam. What is the 'virtue' or good character choice?**

- A. Keep it because she found it first
- B. Hide it so no one can play with it
- C. Give it back to Sam because being honest is good
- D. Trade it to another friend for a snack

**2. Rules are only important if a teacher is watching you.**

- A. True
- B. False

**3. If Leo shares his big box of crayons with the whole class so everyone can finish their art, he is making the \_\_\_ number of people happy.**

- A. Smallest
- B. Greatest
- C. Silliest
- D. Angriest

**4. The 'Golden Rule' says we should treat others the way we want to be treated. Why is this a good rule?**

- A. It helps us think about other people's feelings
- B. It helps us get more toys than our friends
- C. It lets us do whatever we want
- D. It makes us run faster

**5. A 'dilemma' is when you have to choose between two or more choices that both seem important.**

- A. True
- B. False

**6. When you wait your turn in line even when you are in a hurry, you are following a \_\_\_.**

- A. Secret
- B. Dream
- C. Rule
- D. Recipe

**7. If a baker gives a free loaf of bread to a hungry family, what 'virtue' or good trait are they showing?**

- A. Greed

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

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

- B. Generosity
- C. Speed
- D. Fear

**8. Being fair always means that every single person gets the exact same thing, even if one person needs it more.**

- A. True
- B. False

**9. If you tell the truth even when you might get in trouble, you are being \_\_\_\_.**

- A. Noisy
- B. Honest
- C. Quiet
- D. Fast

**10. Two friends want the same swing. They decide to use a timer so they each get 5 minutes. This is a way to solve a problem using \_\_\_\_.**

- A. Fighting
- B. Fairness
- C. Running away
- D. Hiding