

Name: _____ **Date:** _____

Your Playground Peace Treaty: A Pre-K Ethical Architect Quiz

Construct solutions for sharing toys and helping friends using multi-step moral reasoning to balance individual wants with group harmony.

1. Imagine you see a friend crying because they have no blocks. You have all the blocks. What is the BEST way to make the whole classroom happy?

- A. Keep all the blocks so your tall tower doesn't fall.
- B. Give them half your blocks so you can build together.
- C. Hide the blocks so no one can play with them.
- D. Tell them to find a different toy in another room.

2. If the rule is 'hands to yourself,' it is okay to push a friend if they took your favorite crayon.

- A. True
- B. False

3. A person who is _____ will tell the teacher they accidentally spilled the juice, even if they are afraid of getting in trouble.

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

4. You and your friend both want the red tricycle. There is only one. How can you solve this fairly?

- A. The fastest runner gets to keep it all day.
- B. Break the tricycle so no one can use it.
- C. Use a timer so you both get a turn for five minutes.
- D. Ask everyone else in the class to pick a winner.

5. Being a good leader means you listen to what your friends need before making a choice.

- A. True
- B. False

6. When we think about what is _____ to everyone, we are helping our whole community stay happy.

- A. Fair
- B. Loud
- C. Scary
- D. New

7. A friend drops their lunch on the floor. You have two cookies. What is the 'Virtuous' or kindest thing to do?

Name: _____ **Date:** _____

- A. Eat both cookies very quickly.
- B. Give them one of your cookies so they aren't hungry.
- C. Tell them they should have been more careful.
- D. Trade your cookie for their toy.

8. It is always right to follow the rule 'Always clean up,' even if a friend needs help with a scraped knee right now.

- A. True
- B. False

9. If you find a shiny sticker that belongs to someone else, the _____ thing to do is give it back.

- A. Strongest
- B. Right
- C. Silliest
- D. Easiest

10. The class wants to play Tag, but one person cannot run fast. How can the class make the 'best' choice for everyone?

- A. Let that person sit out and watch the others play.
- B. Play a different game like 'Hide and Seek' that everyone can do.
- C. Make the slow person be 'It' the whole time.
- D. Tell them they have to practice running alone.