



SCHOOL VIOLENCE PREVENTION DEMONSTRATION PROGRAM

Fairness Memory Game

By Jodi Wardlow

Activity Description

This activity is designed to follow vocabulary-building lessons and to introduce the concepts of justice or fairness. Students will use their understanding of justice to play a memory game.

Suggested Grade Level

Grades 1–2

Estimated Time to Complete

Two class periods of 20–30 minutes and throughout the year (as center games or when necessary to remind students of justice/fairness)

Objectives

Students will

- give examples of justice/fairness
- match situation cards with solution cards

Materials Needed

- Situation and solution cards

Activity Procedures

1. Students will use premade cards with situations written on them. Here's one example: *During recess, a student pushes another student down.* A second card might say: *The student should write an apology letter and miss recess the next day.* Another card might say: *There are five purple markers. Seven students are coloring grapes.* The matching card might say: *The students wait and share the markers.* There would be five to ten situation cards and five to ten solution or consequence cards.
2. Small groups of students would place the cards face down on the playing surface. Taking turns, students flip two cards to find the situation and solution matches. If the one student flips over a situation and solution that don't match, the cards are flipped back over and it's the next student's turn. If they do match, the student keeps them and gets to go again. Cards could be color-coded with situation cards one color and solution cards another to make the game easier. To add a challenge, you could require students to identify the kind of justice (corrective, procedural, or distributive) represented on the cards when they make a match.