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Contact: Michael Rozansky | mrozansky@asc.upenn.edu | 215.746.0202

Do you know your rights? Multiplayer game teaches students about the Bill of Rights

PHILADELPHIA – Just in time for Bill of Rights Day (Dec. 15), Annenberg Classroom has released the multiplayer version of a game for middle and high-school students that challenges them to apply their knowledge of the Constitution to everyday legal scenarios.

Annenberg Classroom’s [“That’s Your Right”](#) game lets students compete against each other online in a spirited, fun competition that checks their understanding of the first 10 amendments to the Constitution. Playing with online cards and tokens, students must match different constitutional concepts – from the right against self-incrimination to freedom of the press – with different kinds of real-world issues.

The free game, which has different skill levels, is ideal for classes. It also has a single-player mode. When players watch short videos about the individual amendments, they are rewarded with visual upgrades and can customize the look of the game.



Watch a video trailer for the game by clicking [here](#) or visiting http://youtu.be/YYqoyAf_Jq0.

The game was developed by Annenberg Classroom, at the Annenberg Public Policy Center of the University of Pennsylvania, in conjunction with Filament Games, a producer of educational games based in Madison, Wis.

“Games are a great way to engage students in the classroom. Annenberg Classroom’s ‘That’s Your Right’ game shows students how the Bill of Rights is important in their lives today,” said Ellen Iwamoto, the policy center’s writer/researcher who oversaw development of the game.

“We couldn’t be more excited to develop and release ‘That’s Your Right’ for the Annenberg Classroom curriculum,” said Abby Friesen, Filament Games’ lead game designer on this game. “Bill of Rights Day is a great opportunity to discuss the Constitution, and ‘That’s Your Right’ gives students and teachers an authentically fun way to get that conversation started.”

The game is part of the comprehensive, multimedia Constitution curriculum offered at AnnenbergClassroom.org, which provides free classroom resources for middle and high-school teachers. In addition to games, the website contains award-winning documentaries on landmark Supreme Court cases and constitutional concepts, daily civics news, a moderated online student discussion forum, articles called Speak Outs that are based on current events, lesson plans, downloadable books on the Constitution, a glossary, and an interactive Constitution guide called What It Says, What It Means.

Other games on AnnenbergClassroom.org include:

- [The First Amendment: Tinker v. Des Moines](#): Based on the landmark Supreme Court case on student free-speech rights, this game teaches about legal concepts, the courts, and the First Amendment’s right to free speech.
- [Executive Command](#): Players take on the role of the president to deal with various challenges as commander in chief, world leader and policy maker. (Created in partnership with iCivics.)
- [Law Craft](#): Players take on the role of a legislator and must get a bill passed on an issue that is important to constituents. (Created in partnership with iCivics.)
- [Court Quest](#): Players help ordinary citizens who are looking for justice make their way through either the local, state or federal court system. (Created in partnership with iCivics.)
- [Branches of Power](#): Players learn how the three branches of government work by taking on the roles of legislator, president and Supreme Court justice to get laws enacted. (Created in partnership with iCivics.)

[Annenberg Classroom](#) is a project of the Leonore Annenberg Institute for Civics at the Annenberg Public Policy Center. In addition, the policy center is a partner in the [Civics Renewal Network](#), a consortium of more than 25 organizations dedicated to elevating the visibility of civics in education and providing a wealth of no-cost, high-quality resources for teachers. Among the network’s partners are the Library of Congress, the National Archives, the National Constitution Center, the Newseum, and the U.S. Court system.

[Filament Games](#) is a production studio that develops engaging teaching and learning games. The company’s games combine best practices in commercial game development with key concepts from the learning sciences, sparking inspiration through exploration and discovery. Filament Games works with teachers, parents and students to engineer authentic gameplay mechanics that assist educators with meeting Next Generation Science Standards, Common Core requirements, and specific learning objectives. For more information, visit www.FilamentGames.com.