



Activity: Civics Match Up!

NGSSS Standards: This activity will address basic knowledge found in many of the middle school and high school civics and government benchmarks.

LESSON OVERVIEW:

In this activity, students will be introduced to questions on the naturalization test for prospective U.S. citizens through an engaging matching game. This activity will evaluate students' basic civics knowledge. This is a fun introductory activity for the beginning of the year to determine students' knowledge. It can also be used throughout the year or at the conclusion of the civics course to determine recollection of basic civics facts.

OBJECTIVES:

Students will be able to...

- Identify answers to questions from the civics portion of the USCIS Naturalization exam.
- Use reasoning skills to answer questions they may not know.

MATERIALS:

Review civics flash cards for the United States Naturalization Test. See link below from the USCIS website. English and Spanish versions available.

[Civics Flash Cards \(Reversed colors cut-out version\)](#)

Print out appropriate questions and answers through number 58. Cut the questions and answers separately and place in two separate stacks for distribution. One stack will contain all the questions selected to use during the exercise. The second stack will include all the corresponding answers to the questions. Mix up the cards in each of the two individual stacks so they will not be in the exact order numerically.

Select only the questions with specific corresponding answers, as opposed to questions that designate a more generic response (on the answer card) such as where to locate this information.

Civics Flash Cards
for the Naturalization Test



U.S. Citizenship
and Immigration
Services

8423 (rev. 11/18)

LESSON PREPARATION:

- Print and cut out individual flash cards, sorting cards into two piles – questions and answers. It is recommended that the answer cards are numbered with small numbers on the back that correspond to the correct question for efficient matching as needed by the teacher.
- **Option 1 – One to One Match Up:** Select the question/answer pairs you wish your class to use for the activity. Choose several cards appropriate to the number of students (1 card per student). Half of the students will be receiving a question and half will be receiving an answer. For example: If there are 24 students in the class, select 12 questions and the 12 corresponding answers, for a total of 24 cards.
- **Option 2 – Group Match Game:** Select the question/answer pairs you want your class to use for the activity. Choose the number of cards to use, based on the number of small groups you will have during the activity. It is recommended that you have for examples five groups of five students in each group. Each small group should receive 10 question cards and 10 answer cards. For example: 5 small groups would have a total of 50 questions and 50 answers divided among the small groups. Make sure the questions and matching answers go to each group.

ENGAGED LEARNING ACTIVITIES:

- **Introduction:** Begin by telling students that they will be participating in a scavenger hunt for this lesson. Explain that they will be receiving a card with either a question or an answer. It is their job to find the match to their card by talking to their classmates.
- **Option 1 – One to One Match Up:**
 - **Divide the class into two equal groups:** Give each student in half of the class one of the questions (cards should be mixed up) and the other half of the class should each receive one the answers (cards should be mixed up). Make sure when you distribute the cards that you have given out the corresponding questions and answers. Instruct the students to find the match for their question/answer. Once the students have found the student with their matching card, they should stand together. Note: If there is an uneven number of students, either have an extra pair of cards and give one student more than one card or partner two students to even out the activity. (You may need to provide further direction. For example, let students know they are to look for an answer to their question if they have a question card, and vice versa.)
 - **Debrief the activity:** Go around the room and have the students read the question card only. Before the student with the answer card reads the answer, have the class try to answer the question. The student with the answer card will verify the correct answer.
- **Option 2 – Group Match Game:**
 - **Divide the class into small groups or pairs:** Provide each group with 10 question cards and the corresponding answers (the cards should be mixed up). Working in their groups, students will need to match the questions with the corresponding answers.

ALTERNATE/EXTENSION ACTIVITIES:

- **Citizenship Exam Simulation:** Simulate the civics portion of the USCIS Citizenship Exam by randomly selecting 10 questions from the flashcards. Those getting 6 or more correct would be able to pass the civics portion of the citizenship exam.
- **Pop Quiz:** Use cards as a weekly pop quiz to quiz basic student knowledge.
- **Around the World:** Play the around the world game where the student sitting in the first desk stands next to the person next to/behind them. Ask a question from the cards. The first student to answer the question moves back/over to the next student while the other student sits down. Continue the process to see which student can move the furthest in the class by answering questions from the flash cards. The person who makes it around the room back to their original seat wins the game.

