



## Short Takes / Icebreakers

So, you have been asked to present a session on the courts and the Constitution and they've only given you 20 minutes? Or perhaps, you want an opening to start off a longer presentation. These "short takes" can be used as "icebreaker" activities or as stand alone presentations, depending on the time allotted for your engagement. The short takes that follow are useful when discussing the courts and the judiciary.

You will find these "short takes" integrated into many of the activities featured throughout these materials.

### **Each One, Teach Many**

This strategy is a variation of the Each One Teach One activity. It is designed to stimulate interest when introducing an unfamiliar subject. Participants share information about a specific topic with other participants.

In this specific activity, cut out fact strips from Article V of the Florida Constitution and the Code of Judicial Conduct for Florida judges. Attachment A provides a variety of fact strips. You can also expand to include all branches of government.

Provide one fact strip for each participant. Distribute individually and have each participant silently read his/her assigned fact. Then, have each participant circulate and share his/her fact with one person at a time until they have spoken with at least five people with different facts.

Participants should talk with only one person at a time. The object is to share a fact and learn a new fact from another participant until you have shared with at least five other persons.

After approximately 15 minutes, the facilitator should begin asking the full group to share some of the facts they learned. This will generate further interest in specific topics that may become the focus of future presentations. The facilitator or resource person conducting the debrief should have an understanding of Article V, the Code of Judicial Conduct, and related subjects.

As a comparative study, the same exercise can be done using the U.S. Constitution and focusing on the federal courts.

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Adapted from *Each One Teach One*, Street Law series 1998.

### **Judicial Bingo**

This exercise helps participants think about the knowledge, skills, and attributes of an effective judge. The facilitator should begin the activity by asking participants to think about what it takes to be a good judge. Have participants classify their thoughts according to knowledge, skills, and qualities/ dispositions. Then using Attachment B, participants should list (one per box) the knowledge, skills, and qualities they feel are most important. After approximately 10-15 minutes, the facilitator should ask participants to circulate throughout the room and mark off a box each time they find a match. Insert the name of the person in the box of the word you matched. They should circulate and review their charts with as many people as possible until they have three in a row like bingo or tic-tac-toe. As soon as anyone has accomplished this, they should shout Bingo and come to the front of the room. Have the first five people that shout Bingo come to the front to report what words they matched. Provide some type of prize for the winners such as a gavel, scales of justice pin, or pocket Constitution.



As each person reports, the facilitator should enter the word on one of three large chart papers titled Knowledge, Skills, and Qualities. Have the audience help decide where each word belongs. After all five reporters have finished; seek out other words from the full audience not mentioned by the five reporters. Enter these on the charts as well.

Debrief by reviewing the knowledge, skills, and attributes chosen by the audience. Tie into the Code of Judicial Conduct (see appendices). This is good starter to use with the election/merit selection activity as well as the judicial discipline and accountability activity.



**Attachment A: Fact Strips**

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The terms of Florida circuit and county court judges shall be for six years.

-Florida Constitution  
Article V, Section 10 b(3c)

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Justices and judges shall devote full time to their judicial duties. They shall not engage in the practice of law or hold office in any political party.

-Florida Constitution  
Article V, Section 13

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All justices and judges shall be compensated only by state salaries fixed by general law.

-Florida Constitution  
Article V, Section 14

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Article V of the Florida Constitution establishes the judicial power of the state courts.

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Florida courts include a Supreme Court, district courts of appeal, circuit courts, and county courts.

-Florida Constitution  
Article V, Section 1

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The Supreme Court of Florida shall consist of seven justices.

-Florida Constitution  
Article V, Section 3

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## Attachment A: Fact Strips

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The Supreme Court of Florida shall hear appeals from final judgments of trial courts imposing the death penalty.

-Florida Constitution  
Article V, Section 3b (1)

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No justice or judge shall serve after attaining the age of 70 years except upon temporary assignment or to complete a term, one-half of which has been served.

-Florida Constitution  
Article V, Section 8

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A judicial qualifications commission is vested with the jurisdiction to investigate and recommend to the Supreme Court of Florida the removal from office of any justice or judge whose conduct demonstrates a present unfitness to hold office or warrants such discipline.

-Florida Constitution  
Article V, Section 12

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Judges in Florida may be subject to reprimand, fines, suspensions, or even removal from office for certain conduct.

-Florida Constitution  
Article V, Section 12

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Add additional facts from Article V of the Florida Constitution, the Code of Judicial Conduct, or other relevant documents.



## Attachment B: Judicial Bingo

**Insert the knowledge, skills, or qualities you feel are most important for judges.  
Please put only one word in each box.**

Knowledge	Skills	Qualities

**The facilitator will indicate when to begin circulating around the room.**

**Talk with others individually to find matching words.**

**X through each matching word and insert the name of the person who had the matching words.**

**When you have three matches in a row (like bingo or tic-tac-toe) shout “Bingo!” and report to the front of the room.**