

Civics: A Christian Worldview.
Majority Madness Voting Game (10-15 minutes)

TEACHER INSTRUCTIONS/KEY

Prep

Print this page for yourself—no student handout for this!

Objective

This game shows how majorities can vote for selfish or unjust outcomes.

Instructions

1. Tell students: “You are voting on class policies. Majority wins. No discussion.”

Vote 1: Should everyone get 5 extra minutes of lunch tomorrow? Vote by raising hands for “Yes” or “No,” count votes, and write the total on the board.

Vote 2: Should everyone get free snacks tomorrow? Again, vote by raising hands for “Yes” or “No,” count votes, and write the total on the board.

Now reveal the consequences:

- Extra lunch time → next week’s lunch shortened by 10 minutes
- Free snacks → one randomly chosen student must pay \$20

Ask students these questions:

- Would you have voted differently had you known the consequences?
- Was the majority wise in voting this way? (Assuming they voted “Yes”!)

2. Tell students: “Take out a piece of notebook paper. You’re going to vote by secret ballot on two scenarios.”

Scenario 1: Everyone gets \$5, but one student chosen at random has to pay \$50.

Scenario 2: Everyone gets an “A” in Civics this year, but one student chosen at random gets an “F.”

3. Students SECRETLY write “Scenario 1” and their vote of “Y” or “N,” then write “Scenario 2” and either “Y” or “No,” then turn in their votes.

4. Count the votes and write the totals on the board, one scenario at a time.

Wrap-Up

Ask students these questions:

- Why is it easy to vote for benefits when someone else pays?
- Does majority vote always equal justice?
- Would you feel differently if YOU were the one paying?
- What do you think is the lesson of this game?