

TEACHER INSTRUCTIONS/KEY

Goal

Students apply the Biblical teaching that a ruler's role is to execute judgment and justice by deciding appropriate punishment or restitution in real-world scenarios.

Instructions

1. Read the instructions together.
2. Students complete the questions (give them 8-10 minutes); discuss as a class.

Suggested Answer Key

1. Restitution: repay full value (and ideally additional penalty)
Possible punishment for theft
Principle: Theft requires repayment and justice.
2. Punishment: strong penalty for violence
Restitution: cover medical costs and lost wages
Principle: Harm to a person must be punished and repaired.
3. Restitution: repay financial damage caused
Punishment: penalty for lying under oath
Principle: Lying that harms others is treated as serious injustice.

Wrap-Up/Final Direction

Ask students any of these questions you think are appropriate:

- Which cases clearly required punishment, which required restitution, and which required both?
- Why is repayment (restoration) important in justice?
- What happens if a judge fails to punish wrongdoing?
- What happens if victims are not restored?

American Government & Politics: A Christian Worldview: You're the Judge, Part 1

You are the judge. For each case: decide what happened (the crime), decide what justice requires (the punishment and/or penalty for wrongdoing), and decide on possible restitution (repaying or restoring what was taken/damaged). Be ready to explain your reasoning!

Case #1 – The Stolen Tools

A man steals \$800 worth of tools from his employer and sells them. He is caught and admits guilt, but the tools are gone and cannot be returned.

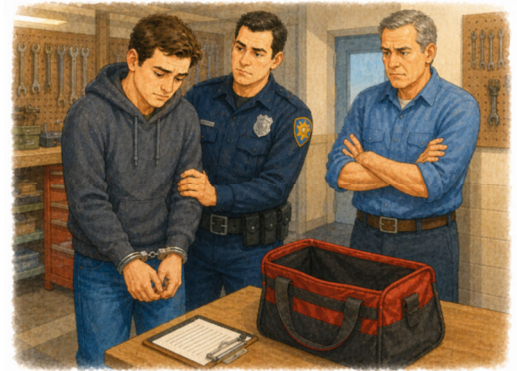
Your Judgment:



Case #2 – The Violent Assault

During an argument, one man punches another repeatedly, breaking his jaw and causing \$5000 in medical bills and three weeks of missed time at work.

Your Judgment:



Case #3 – The False Testimony

A witness lies in court about a business deal, causing an innocent man to lose \$25,000 in a legal judgment.

Your Judgment: