FOR IMMEDIATE RELEASE
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COVID-19 Educational Challenge Through iCivics.org – Civic learning through educational online games for middle school and high school students, and educators.

In the wake of the global pandemic of COVID-19 with all of its uncertainty, it is essential that we come together to find ways to keep our students educated and entertained. We are all in this together!

For many families, the unprecedented shut down of schools calls for a great deal of adjustment. Parents who are home with their children must find ways to manage their children and keep them educated and entertained. It is our hope that we can get students excited about learning civics education in a fun way during their time at home during the COVID-19 pandemic.

Civics education is often not taught in schools these days, so there is a growing lack of understanding about our system of government. The District Court of Guam, Judiciary of Guam, and Guam Bar Association have partnered to keep our community strong by keeping our kids educated through civics education outreach.

Chief Judge Frances Tydingco-Gatewood, Chief Justice F. Philip Carbullido, and Guam Bar Association President Jacqueline T. Terlaje, are pleased to launch the COVID-19 Educational Challenge through iCivics.org, which offers civic learning through educational online games for middle school and high school students, and educators. The games and lesson plans help to promote civics education and encourage students to become active citizens. iCivics works to ensure every student in America receives a quality and engaging civic education and graduates from high school well prepared and enthusiastic for citizenship.

iCivics’ games transform abstract concepts into real-life problems. Young people learn how government works by experiencing it. They step into the role of a judge, a member of Congress, a community activist, even the President of the United States - and do the job they do. Students gain civic knowledge and skills because the learning experience is fun and challenging. They learn without even realizing it. Each time a student completes a game, they earn points based off their lessons and time put into each game. At the end of the challenge we will award cash prizes to those with the three highest points in: middle school and high school. We will also award prizes to educators with the top three highest class participation.

To help educators continue to support their students during a school closure, iCivics has put together a blog with tips from the iCivics’ Curriculum team for creating a remote teaching toolkit using lesson plans, infographics, games, and other free resources.

There are many games for students to explore and learn. Some relevant games during this time, especially with the upcoming 2020 elections, are “Win the White House” and “Cast Your Vote”, both of which help students learn about how the U.S. election system works and the important role citizens play in our democracy. Coronavirus has generated many rumors and false reports. Students can learn to spot false reporting and sharpen their news literacy skills by playing “Newsfeed Defenders.”

Justice O’Connor founded iCivics in 2009, with the goal of transforming civic education for every student in America with innovative, truly engaging games and resources. Of all her accomplishments, Justice O’Connor considers iCivics to be her most important work and greatest legacy. Today, more than 108,000 teachers and 6 million students in all 50 states utilize iCivics’ innovative and free online resources. Guam was the first U.S. Territory to utilize iCivics as an entire lesson plan for the District Court of Guam and Guam Bar Association’s 2019 Civics Education Summer Camp held in June through August 2019.

Join the COVID-19 Educational Challenge Through iCivics.org – Civic learning through educational online games for middle school and high school students, and educators. We introduce this challenge to keep our kids educated and entertained during this global pandemic. This fun challenge is a great resource for online learning and teaching students with educational games and lesson plans that also encourage students to become active citizens.

Before joining and registering for the challenge, please be sure you have an active email address, because at the end of registration, you may be asked to verify your iCivics account through an email address.

It’s easy to enter the challenge by joining the iCivics community, starting off by registering for a free account at: www.icivics.org

1. You can either register as an Educator; or register as a Student. We will award first through third place prizes to students in middle school and high school, and prizes to educators and schools who have the most student participation.

2. You will be asked to enter a class code to be linked to the 2020 COVID-19 Challenge class. YOU MUST ENTER THE CLASS CODE below, which will automatically enter you into the challenge: Class Code* Taft71533

3. Upon registration you will be given an automatic generated username.

4. Once you have completed your registration by setting up your password, you will receive a welcome message.

5. After receiving your welcome message, you can create your own avatar and start playing, learning and earning those points.

Law Day is celebrated annually on May 1st in the United States. This year’s theme is “Your Vote – Your Voice – Our Democracy: The 19th Amendment at 100.” In Guam, we celebrate Law Month annually throughout the month of May. In celebration of and conclusion of Law Month, we will announce winners of this challenge on Monday, June 1, 2020. Good luck and start now – you have until May 31, 2020, to rack up your points!

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