

Welcome, Future Leader! Let's Explore Our Community!

Just like Ethan and Emily Tuttle learn about important ideas, today we're going to explore how communities work and why rules and choices matter!

Materials Needed:

- Paper and crayons/markers
- Building blocks (like LEGOs or wooden blocks)
- Optional: A Tuttle Twins book related to rules or community (e.g., The Law)

Activity 1: Why Do We Have Rules?

Imagine playing your favorite game with no rules! Would it be fun? Probably not! Rules help make things fair and safe. Think about rules at home (like cleaning your room) or rules in a game. Why are they important?

Let's think about community rules, which are often called laws. Why do we have laws like stopping at a red light or not taking things that don't belong to us? (Discuss safety, fairness, respecting others' property).

Discussion Question: How do rules help us live together peacefully, like in the stories of the Tuttle Twins?

Activity 2: My Rights, My Responsibilities!

Everyone has rights! A right is something you are allowed to have or do. For example, you have the right to express your ideas (respectfully!) and the right to own things. What are some things you think you have a right to?

With rights come responsibilities! A responsibility is a job or duty you have. If you have the right to own a toy, you have the responsibility to take care of it. If you have the right to speak, you have the responsibility to listen to others.

Action Time: Draw a picture! On one side, draw something that represents one of your rights. On the other side, draw the responsibility that goes with it.

Activity 3: Building Our Town!

Let's use our building blocks to create a small town! We need houses, maybe a store, a park, and roads. As we build, think about who makes decisions for a real town.

Towns often have a **Mayor** and a **Town Council**. These are people chosen by the citizens (the people living there) to help make rules (laws or ordinances) and make sure things run smoothly, like fixing roads or making sure parks are safe. They provide services that individuals might find hard to do alone.

What kinds of decisions would our block town leaders need to make? (Where to put a new park? Should we have a rule about building heights?).

Activity 4: The Marketplace!

Imagine one person in our block town makes amazing block cars, and another grows pretend block food.

How can they get what the other person has? They can trade! This is like a small marketplace. People should be free to choose what they want to trade or buy.

Just like the Tuttle Twins learn about markets, it's important that people can make choices about what they do, what they create, and what they trade, as long as they aren't hurting others.

Wrap-up: Talk about how rules, rights, responsibilities, leaders, and free choices all work together to make a community (like our block town or our real town) a good place to live.