

# The Three Branches of the U.S. Government Materials



Dear Educator,

Thank you for participating in IKEducation's civics lesson, The Three Branches of the U.S. Government.

On the following pages are materials and resources to use with the Three Branches of Government program.

The graphic organizer is useful for students to use during the program to take notes and write down important information that will help with the quizzes and activities.

We have also included a set of hexagon cards like the virtual ones we will be using in this program.

Thank you, again for allowing us to teach your students! We hope you enjoy these resources. Please let us know how we can help you and your classroom with other programs or resources in the future!

Sincerely,  
The IKEducation Team  
Eisenhower Foundation



[www.IKEducation.com](http://www.IKEducation.com)



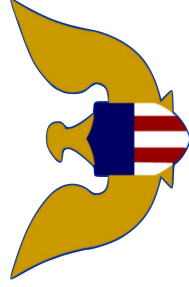
## Legislative Branch

Who is in charge?

Responsibilities and Powers:

Other Information:

Primary Sources



## Executive Branch

Who is in charge?

Responsibilities and Powers:

Other Information:

Primary Sources



## Judicial Branch

Who is in charge?

Responsibilities and Powers:

Other Information:

Primary Sources

## Hexagon Cards

Print your own hexagon cards for your class to reinforce what they have learned about the Three Branches of Government. Use the blank cards for students to add information and create new connections.

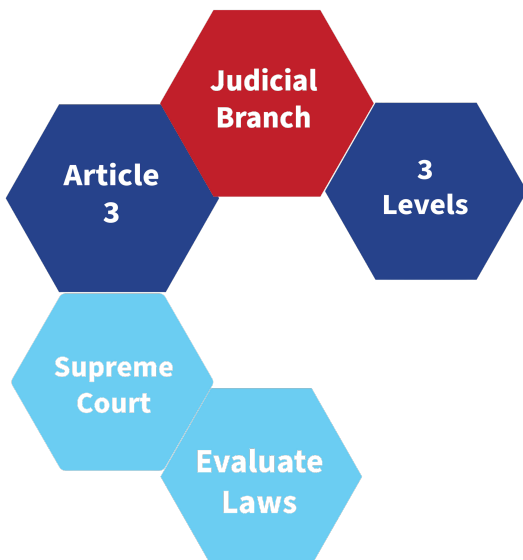
Print the cards on card stock and cut out.

Students can use them independently to reinforce their knowledge about the Three Branches of Government.

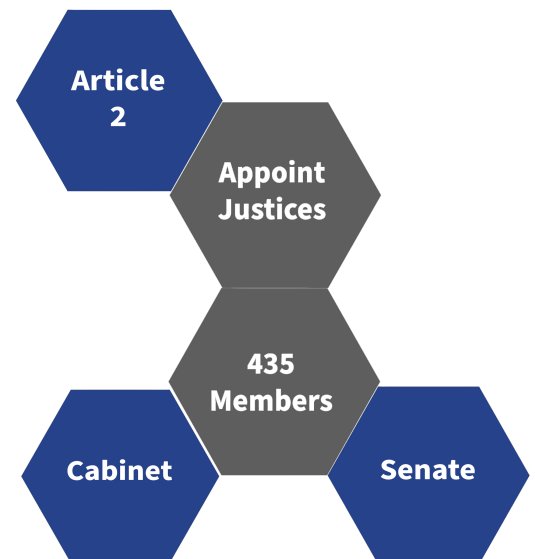
Groups of students (up to 4 or 5) can use these cards as a game.

1. Shuffle cards and give each student 5 cards. The remainder of the cards go in a draw pile.
2. Decide who will go first.
3. The first person lays a card down. Rotate in a clockwise direction. The next person needs to lay a card that can be connected to another card already laid down, or can begin a separate branch, if they are able to do that. In order to connect two cards, they must have a direct connection to each other.
4. If no card can be connected or another branch cannot be started, that person draws a card from the draw pile.
5. Play ends when all the cards have been connected.

Example: These cards are correctly connected.



Example: These cards are not correctly connected.



**Congress**

**House  
of  
Representatives**

**Makes  
Laws**

**Legislative  
Branch**

**Senate**

**Article  
1**

**435  
Members**

**100  
Members**

**President**

**Vice  
President**

**Enforces  
Laws**

**Executive  
Branch**

**Cabinet**

**Article  
2**

**Veto  
Power**

**Nominate  
Judges**

**Supreme  
Court**

**9  
Justices**

**Evaluates  
Laws**

**Judicial  
Branch**

**3  
Levels**

**Article  
3**

**Lifetime  
Appointment**

**Overtake  
Presidential  
Acts**

