

# How a Bill Becomes a Law



Thank you for participating in IKEducation's civics education lesson, How a Bill Becomes a Law. On the following pages are materials and resources to use with this online lesson. We hope you enjoy these resources!

## Class Materials

Pages 1-4 will be used during the online session. Each student needs one copy of each page. Pages can be printed back to back.

## Follow-Up Activity

Pages 5-12 can be used for a classroom activity to reinforce the process of a bill becoming a law. Page 5 shows a suggested set-up for the activity.

Pages 6-12 can be printed on card stock, cut out and glued or taped together to make dice. Put the dice in the places as indicated on the set-up page.

Students can work in groups of 2-4 to come up with an idea for a bill and decide if it will begin in the House of Representatives or the Senate. Alternatively, the teacher can create the bills and where they will be introduced. Students could possibly draw their bill out of a "hat".

They will begin in either the H.R. Committee spot or the Senate Committee depending on the decision of the group or teacher. Each group will start in that spot and roll the dice to discover what the next step for their bill will be and then move to that spot and roll the dice again.

If their bill dies, they can come up with another idea for a bill and try again!

Having the students use the Travel Log helps them remember where they have been and what happened to their bill.

This can be turned into a writing activity when they are finished.

# Journey of a Bill Becoming a Law

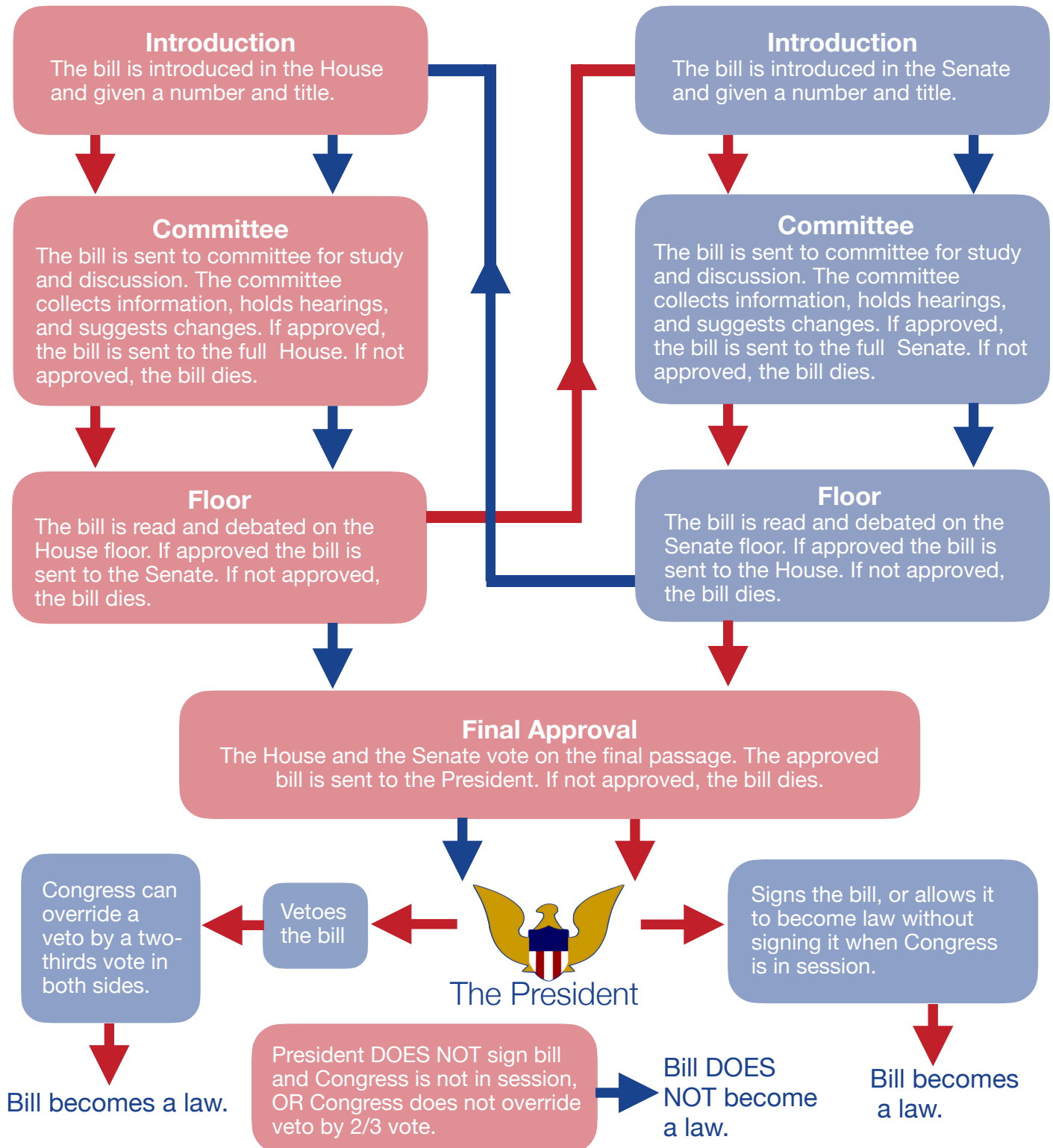


House of  
Representatives



Senate

A bill starts out in either the HR or the Senate.



Choose one of the three bills below.

H.R. 1. Vegetarian Lunches

Be it enacted by the House of Representatives of the United States of America in Congress assembled, that all school lunches provided to students attending public schools in the United States consist of vegetarian foods only.

This act will take effect immediately upon passage.

H.R. 2. Voting Age

Be it enacted by the House of Representatives of the United States of America in Congress assembled that the voting age for United States citizens be lowered from the current age of 18 years of age to 12 years of age.

This act will take effect immediately upon passage.

H.R. 3. Increased Recess Time

Be it enacted by the House of Representatives of the United States of America in Congress assembled that all public schools in the United States, to include grade levels Pre-Kindergarten through 12th grade, provide students two 30 minute recesses each day.

This act will take place immediately upon passage.

Choose one of the three bills below.

S. 1. Mandatory School Sports

Be it enacted by the Senate of the United States of America in Congress assembled that all students in grades Pre-Kindergarten through 12th grade be required to participate in school sponsored sports.

This act will take place immediately upon passage.

S. 2. Youth Employment

Be it enacted by the Senate of the United States of America in Congress assembled that current labor laws be changed to allow children to be employed from the age of 12.

This act will take place immediately upon passage.

S. 3. Halloween Holiday

Be it enacted by the Senate of the United States of America in Congress assembled that Halloween be observed on the last Saturday of October, regardless of the date, in place of observing Halloween on October 31, unless that day falls on the last Saturday of October.

This act will take place immediately upon passage.

# Journey of a Bill Becoming a Law Travel Log



*Today you will be traveling the journey of a bill trying to become a law.*

**Directions:** Write in first person from the perspective of the bill. Record each action that occurs and each location you land on.

**(Start)** I began my adventure as a bill about \_\_\_\_\_

\_\_\_\_\_

in the *(House of Representatives or Senate)* \_\_\_\_\_

**(Roll 1)** The first thing that happened was \_\_\_\_\_

\_\_\_\_\_

**(Roll 2)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 3)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 4)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 5)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 6)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 7)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 8)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 9)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 10)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 11)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 12)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 13)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 14)** \_\_\_\_\_

\_\_\_\_\_

**(Roll 15)** \_\_\_\_\_

\_\_\_\_\_

# Suggested Set-Up

Students who receive HR bills will stay on this side of the room.

## 1. HR Committee

## 2. HR Floor

## 3. Senate Floor

## 4. Final Congress Vote

## 5. President 6. Override

- This set-up is recommended for medium-to-large classes where it may be desirable to divide the class for crowd control purposes. Classes of 10 or fewer may not require duplicated stations.
- The dice are unique to each station. All dice are labeled accordingly. If possible, have multiple dice at each station.
- The dice determine whether or not students will move forward to the next station. They may be instructed to stay put and revise their bill, or their bill may die.
- If their bill dies, they should return to their respective committee and choose another bill, as time allows.
- Because the dice determine how far and how fast students will advance, it is unlikely, but not impossible, that they will all be clustered at one table once they've moved onto the senate or HR floor.
- Station 5 (the president) and station 6 (veto override) can share one table. The odds are slim that multiple groups will need a veto override to pass their bill, so crowd control shouldn't be an issue.

Students who receive senate bills will stay on this side of the room.

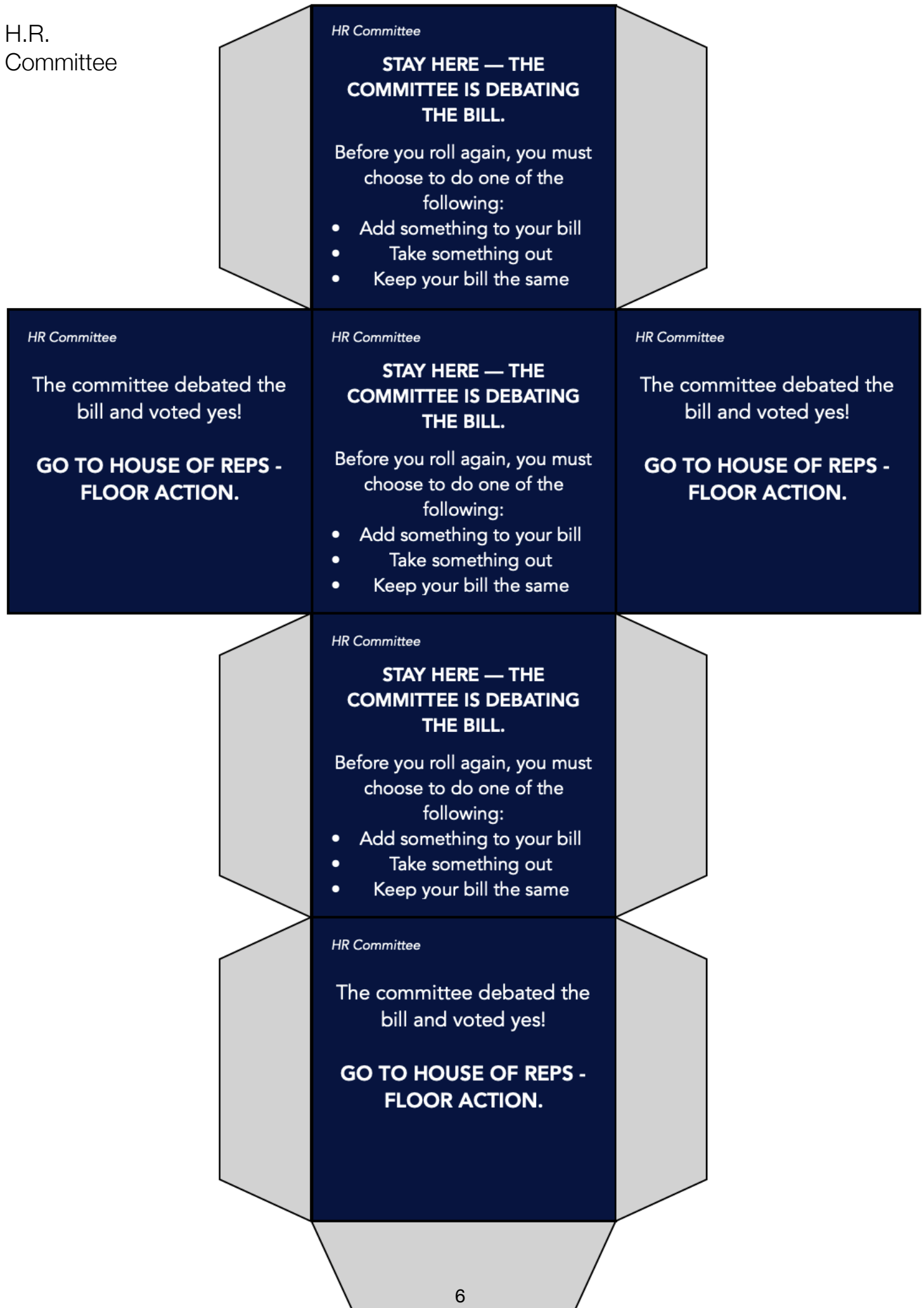
## 1. Senate Committee

## 2. Senate Floor

## 3. HR Floor

## 4. Final Congress Vote

## 5. President 6. Override





H.R.  
Floor

*HR Floor*

**STAY HERE — THE WHOLE  
HOUSE OF REPS IS DEBATING  
THE BILL.**

Before you roll again, you must  
choose to do one of the  
following:

- Add something to your bill
- Take something out
- Keep your bill the same

*HR Floor*

The House of Reps debated  
the bill, and a majority of  
representatives voted yes!

**GO TO SENATE - FLOOR  
ACTION. IF YOU HAVE  
ALREADY BEEN THERE, GO  
TO THE FINAL CONGRESS  
VOTE.**

*HR Floor*

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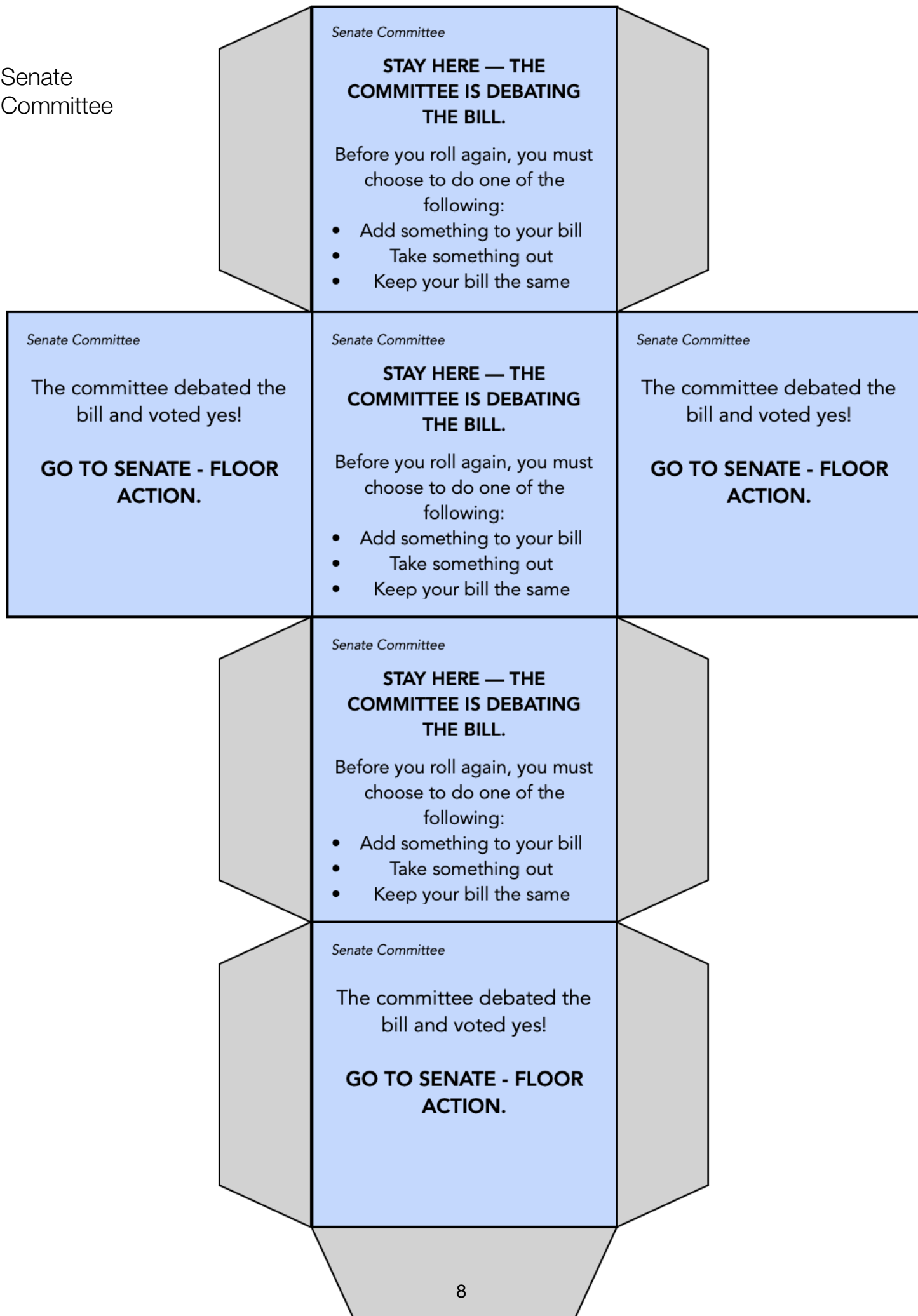
*HR Floor*

The House debated the  
bill, but a majority of  
representatives voted  
no.

**THE BILL IS DEAD.**



Senate  
Committee



Senate  
Floor

*Senate Floor*

**STAY HERE — THE WHOLE  
SENATE IS DEBATING THE  
BILL.**

Before you roll again, you must  
choose to do one of the  
following:

- Add something to your bill
- Take something out
- Keep your bill the same

*Senate Floor*

The Senate debated the bill,  
and a majority of senators  
voted yes!

**GO TO HOUSE OF REPS -  
FLOOR ACTION. IF YOU  
HAVE ALREADY BEEN  
THERE, GO TO THE FINAL  
CONGRESS VOTE.**

*Senate Floor*

**STAY HERE — THE WHOLE  
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- Add something to your bill
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- Keep your bill the same

*Senate Floor*

The Senate debated the  
bill, but a majority of  
senators voted no.

**THE BILL IS DEAD.**

Final  
Congress  
Vote

*Final Congress Vote*

The House and Senate  
vote on the bill.

**THE HOUSE VOTES YES.  
THE SENATE VOTES NO.  
THE BILL IS DEAD.**

*Final Congress Vote*

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*Final Congress Vote*

The House and Senate  
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**THE SENATE VOTES YES.  
THE HOUSE VOTES YES.  
THE BILL GOES TO THE  
PRESIDENT.**

*Final Congress Vote*

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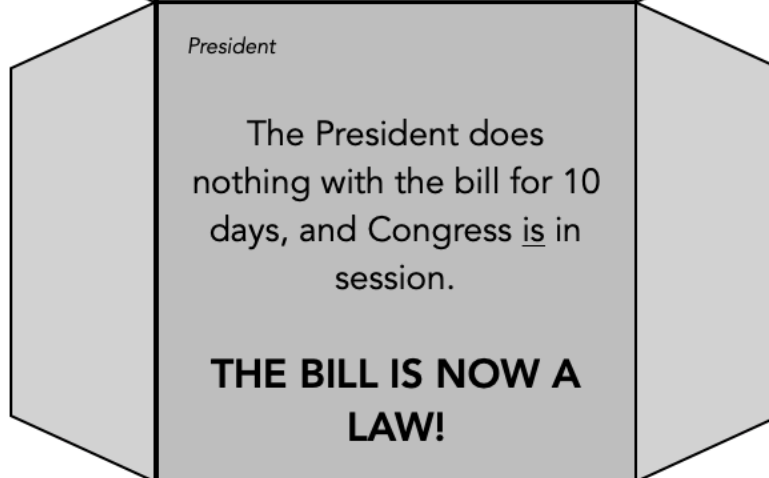
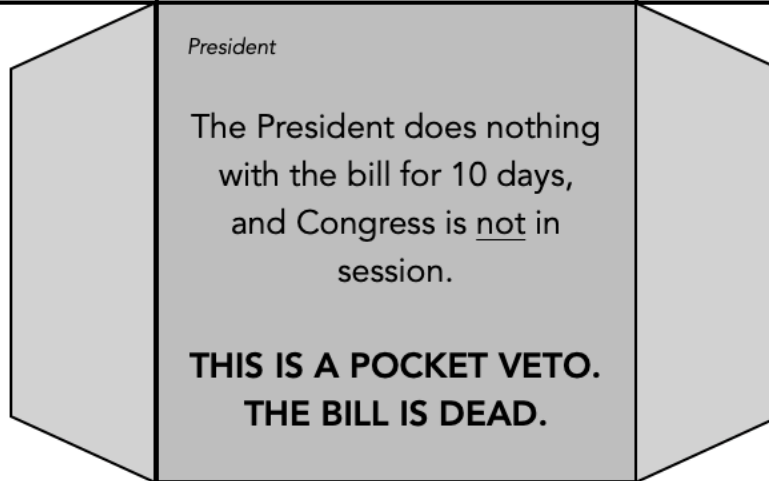
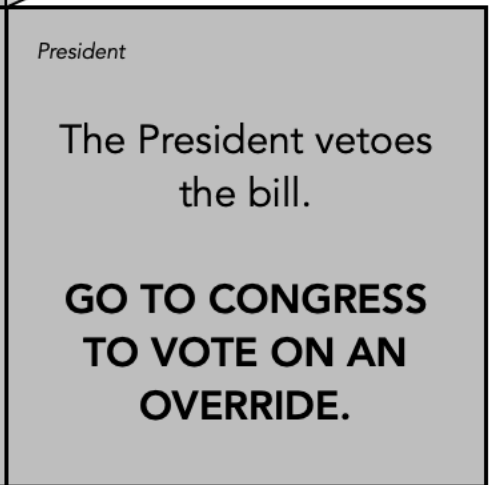
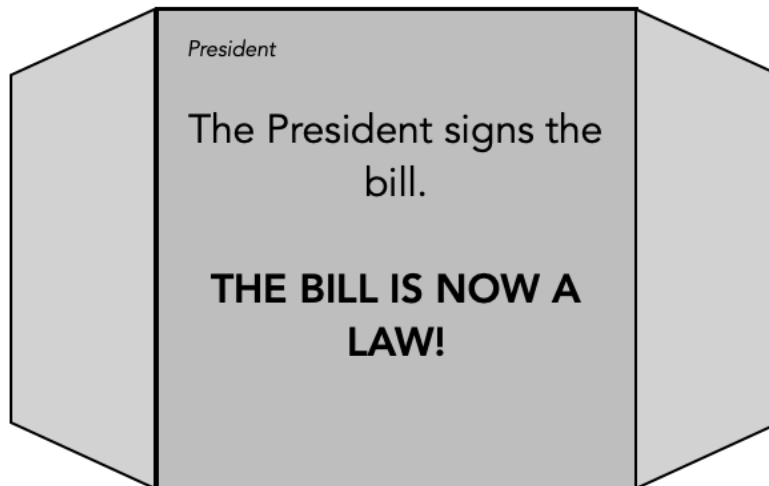
**THE SENATE VOTES YES.  
THE HOUSE VOTES NO.  
THE BILL IS DEAD.**

*Final Congress Vote*

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THE HOUSE VOTES YES.  
THE BILL GOES TO THE  
PRESIDENT.**

President



Override of  
Veto

*Override*

The Senate and House of  
Representatives vote to  
override the President's  
veto.

**THE HOUSE VOTES YES.  
THE SENATE VOTES YES.  
THE BILL IS NOW A LAW!**

*Override*

The Senate and House of  
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override the President's  
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THE SENATE VOTES NO.  
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