Humanities 12

CHEAT SHEET: CHECKS AND BALANCES

The organizer below shows the basic system of checks and balances laid out in Articles 1-3 of the Constitution. Use them to develop your own "power diagram" like we did on class with RPSLS.

Powers		Checks on Powers
Passes federal laws.	Legislative	President can veto federal bills.
Can override President's veto of a bill by a two-thirds vote.		Supreme Court can declare laws unconstitutional.
Establishes lower federal courts and number of federal judges.	THE REAL PROPERTY AND A DECIMAL OF A DECIMAL	
Approves or vetoes federal bills.	Executive	Congress can override President's veto by
Carries out federal laws.		a two-thirds vote.
Appoints federal judges and other high federal officials.		Senate can refuse to confirm presidential appointments.
Can make foreign treaties.		Senate can refuse to ratify treaties.
Can grant pardons and reprieves to federal offenders.		Congress can impeach and remove President.
		Supreme Court can declare executive acts unconstitutional.
Interprets and applies the law.	Judicial Congress can propose constitutional amendments to overturn judicial decision	
Can declare laws passed by Congress and actions taken by the executive unconstitutional.		
		Congress can impeach and remove federa judges.

Copyright © 1986 by Houghton Mifflin Co. Adapted and reprinted by permission from America: The Glorious Republic, vol. I.

RPSLS Tournament

You'll need a partner, and a mastery of this game to do well. You'll get 5 minutes to practice with your partner, then we're on to a full-scale 15 minute tournament. Winner presents their strategy, then maps out the game on the board. (below is from Wikipedia).

Rock-paper-scissors-lizard-Spock

Rock-paper-scissors-lizard-Spock is a five-gesture expansion of the classic selection method game <u>rock-paper-scissors</u>. It operates on the same basic principle, but includes two additional weapons: the lizard (formed by the hand as a sock-puppet-like mouth) and <u>Spock[1]</u> (formed by the <u>Star Trek</u> Vulcan salute). This reduces the chances of a round ending in a tie.

Rules

The rules of Rock-paper-scissors-lizard-Spock are:

- <u>Scissors</u> cuts <u>paper</u>
- scissors

lizard

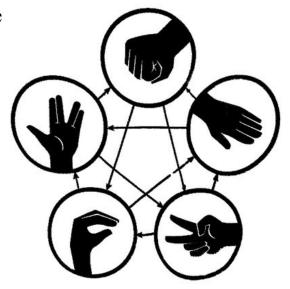
- Paper covers rock
- Rock crushes lizard
- Lizard poisons Spock
- Lizard eats paper

• Scissors decapitates

- Paper disproves
- Spock smashes

- There are ten possible pairings of the five gestures; each gesture beats two of the other gestures and is beaten by the remaining two.

Good luck!



Spock

- Spock vaporizes rock
- Rock crushes scissors