

BUILDING THE CRITERIA

“In two lessons, your class decides a mine's fate. Today you write the rules you'll judge it by.”



YOUR ROLE TODAY: THE JUDGES

A judge without rules is just an opinion with a loud voice. Before the big proposal arrives, your team builds its judging rules — called

CRITERIA

(one rule = a criterion). Then you decide which rules matter most.

LOOK HARD FIRST — 30 SECONDS ON THE IMAGE

A mine and a town, side by side. This is real life somewhere in the world every single day. Look for 30 silent seconds, then write:

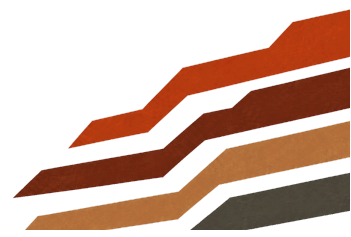
One thing that **WORRIES** me: _____

One thing that **SURPRISES** me: _____

One question I would **ASK**: _____

YOUR IDEAS RETURN

Last lesson you brought one idea: what should a mine have to **PROVE**? Share yours in the class harvest, then write down the two strongest ideas you heard from **OTHER** people:



■ READ THE ARTICLE — THEN TRY TO JUDGE IT

- 1 Read “The town that said yes — and the town that said no” (separate sheet). It is fiction, built for this exact job. Do your three marks as you read: underline the good, box the costs, circle the hardest sentence.
- 2 Talk with your partner — 90 seconds: which town got it right? You must pick one and give a reason.
- 3 Then answer honestly below.

We picked: ☐ Marla Creek (said yes) ☐ Eddington (said no) ☐ we could not agree

The sentence I circled as hardest to judge — copy it here:

Why was this argument so hard to settle? (Hint: what were you and your partner counting differently?)

THE BIG IDEA — WHY CRITERIA EXIST

You just judged without rules — and it turned into “depends what you count.” Criteria fix that: agreed rules, written BEFORE the judging starts, so the decision is fair instead of loud. Your version, one sentence:

■ BUILD THE FIVE — FROM YOUR OWN IDEAS

Your mission interviews join in here too — the adults’ reasons for choosing where to live are criteria from real life. Your teacher will sort everything into piles on the board, and the class names each pile. Write the five names your class lands on — these are your criteria:

1. _____ 2. _____ 3. _____ 4. _____ 5. _____

The pile that surprised me — a small idea that became part of a big criterion:

Quick check — circle the one that is a CRITERION (a testable rule), not an opinion: “Mines are ugly” ·
“The mine must keep dust below agreed limits” · “I love this town”

■ WEIGHT THE RULES — 20 POINTS, REAL CHOICES

With your team: spread **20 points** across the five criteria. More points = matters more when you judge. The rule about the rule: **no even spreads**. Giving everything 4 points is refusing to think — at least one criterion gets 6 or more, at least one gets 2 or less. Then draw your radar on the template sheet.

Our hardest argument was between _____ and _____ — and we settled it because:

■ WRITE THE TEST QUESTIONS — ONE PER CRITERION

A criterion is only useful if you can test it. For each one, write the question your team would ask a mining company. Start each with a question word: *How... What... Who... How much...*

Environment: _____

Economy: _____

Community: _____

Governance (promises & checks): _____

Liveability: _____

■ EXIT TICKET — THE JUDGE SIGNS OFF

1. Finish the sentence: a criterion is _____

2. My team gave the most weight to _____ because

3. Lock your hunch: a real proposal arrives next lesson. Before you've seen a single fact, my gut says my verdict will be... ☐ YES ☐ NO ☐ DEPENDS. In Lesson 5 we find out whether your rules or your gut wins.

SKILLS I USED TODAY — TICK WHAT'S TRUE

☐ read a text and marked it like a judge · ☐ argued a case with no easy answer · ☐ helped build rules from scratch · ☐ made a real choice with 20 points · ☐ turned a rule into a question that tests it

