TEACHER GUIDE • FREE BROWSER GAME

Here Comes the Judge

A clue-by-clue vocabulary game where Hammurabi, the lawgiver, presides.



Mid-case: the class guessed "Mesopotamia" (struck out), so the third clue appeared and the case dropped to 6 points.

WHAT
Students identify 15 Mesopotamia vocabulary terms from clues the judge reveals one at a time.

WHO
Whole class on a projector, small teams, or one student at a computer.

TIME
About 15–25 minutes for all 15 cases.

NEEDS
Any web browser. No login, no install, no cost.

PLAY THE GAME	www.duelinghistory.com/duels/HereComesTheJudgeGame/
WATCH THE VIDEO	www.duelinghistory.com/music/HereComesTheJudgeVideos/

Why a judge? Hammurabi gave Babylon one of the first written law codes, so he is the right man to weigh the evidence. Each term is a "case." The judge reads the clues in order, hardest first, and the fewer clues your class needs, the more points the case is worth. The game also has a built-in teacher setup (the **Court Clerk**), so you can load your own 15 terms for any unit.

A Tour of the Courtroom

What every part of the screen does



1. **The docket (term tiles).** The 15 possible answers. Click the tile you think the clues describe. Wrong guesses are greyed out for that case; closed cases are stamped CLOSED.
2. **Scoreboard.** Points, Cases Won (right answers) and Cases Lost.
3. **Case bar.** Which case you are on, what it is worth right now, and how many clues are showing.
4. **The Evidence.** The clues the judge has revealed, newest at the bottom.
5. **Case worth.** The point ladder: 10, 8, 6, 4, 2. The red rung is the current value.
6. **NEXT CASE.** Opens a new case and reveals the first clue. The first click brings the judge in.
7. **MORE CLUES.** Reveals the next clue and lowers the value one rung.
8. **RESET.** Starts the whole game over with a fresh, shuffled docket.
9. **Voice / Sound.** Turn the judge's spoken clues and the sound effects on or off. Below them: how many cases are closed.
10. **Directions.** Student-friendly rules, plus a Restart button.
11. **Judge's bench.** The judge's rulings: "Objection!", "Case closed!" and point updates.
12. **Court Clerk.** Teachers only. Hidden setup for loading your own terms (see page 4).
13. **Judge Hammurabi.** Reads every clue aloud. Click him to hear the last line again.

Keyboard shortcut: press the **Space bar** for NEXT CASE, or for MORE CLUES while a case is open. This is handy when you are driving the projector from across the room.

How to Play

Rules, scoring, and ways to run it

Hearing a case

1. **Click NEXT CASE.** Judge Hammurabi enters and reads the first clue about a mystery term.
2. **Click the tile** you think the clue describes. Right on the first clue earns the full 10 points.
3. **Stuck? Click MORE CLUES.** Each new clue lowers the value: 10, 8, 6, 4, 2. A wrong guess also costs a clue and greys out that tile for the case.
4. **Miss on the last clue** and the case is lost. It goes back on the docket to be retried later.
5. **Close all 15 cases** to win. The case bar shows the final score.

Scoring

Clues shown	1	2	3	4	5 or more
Case is worth	10	8	6	4	2

Wrong guesses do not subtract points. They cost time, because the judge moves to the next, easier clue. The real reward is guessing early.

Ways to run it

- **Whole class on the projector.** Read the clue, then give everyone ten seconds to write a guess on a mini whiteboard before anyone calls it out. Click the tile the majority chose, so everyone commits before the verdict.
- **Two teams.** Teams alternate cases and keep their own tally of the points shown. The other team may "object" with a better guess after a miss.
- **Solo review.** Students play at a computer before a quiz and screenshot their final score as an exit ticket.
- **Write the evidence.** After playing, students write their own five-clue sets, hardest to easiest, for terms from your next unit. Load the best ones through the Court Clerk and let the class play each other's cases.

The 15 cases (Mesopotamia set)

Polytheism	Fertile Crescent	Sargon
Mesopotamia	City-State	Dynasty
Cultural Diffusion	Empire	Code of Hammurabi
Sumer	Cuneiform	Monarchy
Gilgamesh	Babylon	Theocracy

The Court Clerk: Use Your Own Terms

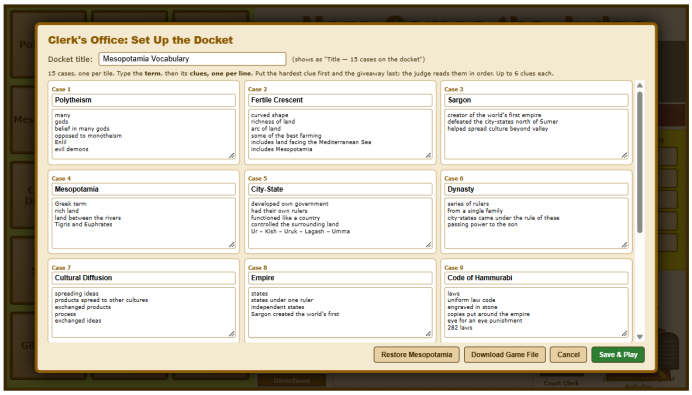
Teacher setup

Hidden next to the judge is the **Court Clerk**, a Babylonian scribe with a clay tablet. When a student clicks him, the judge just says that the clerk keeps the court's records. A teacher can open the **Clerk's Office** and replace all 15 cases with vocabulary from any unit or subject.

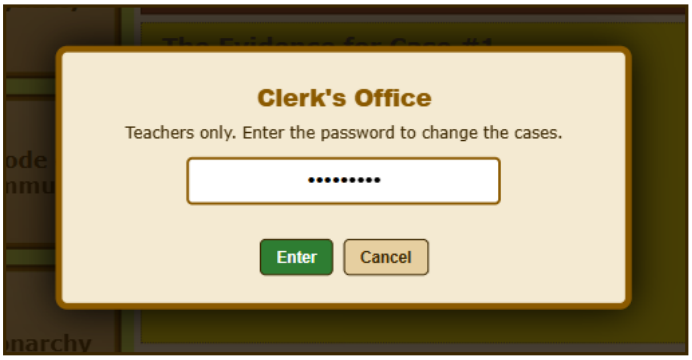
TO OPEN THE CLERK'S OFFICE

Hold Ctrl + Shift and click the Court Clerk. Password: **hammurabi**

Keep this page off the projector so students do not learn the password.



The setup screen: a docket title, then 15 cases.



The password prompt (password typed as dots).

Setting up a new docket

1. Type a **Docket title**, such as *Ancient Egypt Vocabulary*. It appears on the case bar.
2. For each of the 15 cases, type the **term**, then its **clues, one per line**. Five or more is best; every clue after the fifth is worth 2 points.
3. Order matters: put the **hardest clue first** and the giveaway last. The judge reads them top to bottom.
4. Click **Save & Play**. The board rebuilds with your terms and the game restarts.

The other buttons

- **Download Game File** saves a copy of the whole game with your terms built in. It opens in any browser, even with no internet, so you can share it with another teacher or put it on a classroom computer.
- **Restore Mesopotamia** puts the original 15 cases back. Then click Save & Play.
- **Cancel** closes the Clerk's Office without changing anything.

Good to know

- Saved terms are remembered by **that computer and browser**. Students on other computers still see the Mesopotamia set. To give them your set, share the downloaded game file.
- Every case needs a term and at least one clue, and no two terms can be the same. The clerk outlines any problem case in red.
- Write clues that build: a vague category first, then features, then the clincher. Five clues gives the full 10-8-6-4-2 ladder.