

The Bill

The Computer Games Compulsory Subject Bill, 201_

A Bill for an Act to amend The Education Act 1972

This Bill provides for the introduction of a compulsory subject of Computer Games to be introduced into all South Australian schools.

The purpose will be to improve co-ordination skills for all students and develop competitive spirit.

This copy of the Bill is given to the Facilitator.

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This copy of the Bill is given to the Speaker.

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This copy of the Bill is given to the Clerk.



Speaker

The Speaker is the person who chairs the meeting, understands the Standing Orders (rules) and maintains order in the House of Assembly. The mace is a symbol of the Speaker's authority.

Maintaining Parliamentary Order

Remember to introduce each person by their name eg Member for Julie.

Suggested statements to keep order:

'Order! There is far too much noise in the chamber!'

'Order! Honourable Members of the Opposition/Government are making far too much noise!'

'Order! The Honourable Member for _____ will stop interjecting!'

(Facilitator reads the Bill to everyone)

Facilitator: The Bill we are discussing today is The Computer Games Compulsory Subject Bill, 201_

The Opening

(Clerk stands and rings the bell)

Clerk: Honourable Members please stand.

(Serjeant-at-Arms and Speaker enter from the centre aisle at the opposite end of the room to the Speaker's chair. Serjeant-at-Arms places mace on right shoulder, stands and walks in front of the Speaker. The Speaker follows one metre behind)

(Serjeant-at-Arms stops two metres into the aisle and stands to the side. The Speaker stays slightly behind the Serjeant-at-Arms and waits to be announced)

(Serjeant-at-Arms announces the Speaker to all the Members)

(Speaker steps in front of the Serjeant-at-Arms and bows to the Government. Government bows back)

(Speaker bows to the Opposition. Opposition bows back)

(Speaker walks to the Speaker's chair and sits down)

(Serjeant-at-Arms follows behind the Speaker and places the mace on a table in front of the Speaker with the crown facing the Government side. The Serjeant-at-Arms walks to his/her seat)

Speaker: Members, please sit down. Parliament is now in session. The rules of the Parliament must be obeyed. Clerk, please read out the rules.

(Clerk stands, reads rules, sits)

Speaker: The Computer Games Compulsory Subject Bill, 201_, will now be debated. Clerk please read out the Bill.

(Clerk stands, reads Bill, sits)

The Debate

Speaker: I call on the Minister for Education to introduce the Bill.

(The Minister for Education stands, introduces and speaks to the Bill)

Speaker: I call on the Leader of the Opposition.

(The Leader of the Opposition stands and speaks to the Bill)

Speaker: I call on the Premier.

(The Premier stands and speaks to the Bill)

Speaker: I call on the Shadow Minister for Education.

(The Shadow Minister for Education stands and speaks to the Bill)

Speaker: I call on the Member for Wattle.

(The Member for Wattle stands and speaks to the Bill)

Speaker: I call on the Member for Protea.

(The Member for Protea stands and speaks to the Bill)

Speaker: I call on the Member for Sturt Desert Pea.

(The Member for Sturt Desert Pea stands and speaks to the Bill)

Speaker: I call on the Member for Kangaroo Paw.

(The Member for Kangaroo Paw stands and speaks to the Bill)

Speaker: I call on the Minister for Education.

(The Minister for Education stands and speaks to the Bill)

(The Speaker asks if anyone wishes to speak on the Bill. The Speaker chooses members in turn from Government, Opposition and Independents or Minority Parties, if represented. The Speaker chooses people to speak by saying Member for _____ using their first name e.g. Member for Julie or Member for Vu)

Speaker: Does anyone wish to speak on the Bill? Stand if you wish to speak.

Speaker: Member for _____

(The Speaker repeats these two lines each time someone chooses to speak)

(When the Facilitator feels that the whole group has contributed, run the Vote.)

The Vote

Speaker: A vote on the Bill will now be taken. Clerk, read the title of the Bill again.

(Clerk stands, reads the Bill, sits)

Speaker: Members who wish to support the Bill, please sit on my right hand side. Members who oppose the Bill, please sit on my left-hand side. Government and Opposition Whips please come out to count the vote.

(Clerk stands and rings the bell while the Members decide on which side they wish to vote)

(When the vote has been counted the Whips will whisper the result to the Speaker and announce the results to the Parliament)

Speaker: The result of the vote is ____ for and ____ against.

*(If the vote is **for** the Bill the Speaker will say)*

Speaker: The Bill has been passed. Serjeant, please take the Bill to the Legislative Council.

OR

*(If the vote is **against** the Bill the Speaker will say)*

Speaker: The Bill has not been passed. We will move to the next item of Business for the Day.

OR

*(If the vote is **tied** the Speaker will say)*

Speaker: There being equal votes for and against the Bill I cast my vote for the Bill because I believe the ideas put forward by the Honourable Members has made me decide to vote for the Bill.

The Clerk

The Clerk has a clear understanding of the Standing Orders (rules) and provides advice to the Speaker on chairing the House of Assembly. The Clerk calls items of business, reads titles of Bills and announces petitions. The Clerk is not politically aligned to any political party.

(If at Parliament, dress up in the traditional costume)

(Clerk stands and rings the bell)

Clerk: Honourable Members please stand.

(The Serjeant-at-Arms escorts the Speaker into the room. The Speaker asks Members to sit down and then opens Parliament. The Speaker asks the Clerk to read out the rules of the Parliament)

(Clerk stands)

Clerk:

- 1. Always stand up to speak.**
- 2. Always address your remarks through the Speaker. Address the Speaker as 'Madam Speaker' or 'Mr. Speaker'.**
- 3. Members speak without interruption.**
- 4. The Speaker keeps order.**

(Clerk sits)

(The Speaker asks the Clerk to read out the Bill. Clerk stands)

**Clerk: The Computer Games Compulsory Subject Bill 201_.
A Bill for an Act to amend the Education Act 1972.**

(Clerk sits)

(The Speaker asks the Clerk to read out the Bill again after the debate and before the vote)

(Clerk stands)

**Clerk: The Computer Games Compulsory Subject Bill 201_.
A Bill for an Act to amend the Education Act 1972.**

(Clerk sits)

(The Speaker invites Members to stand and vote)

(Clerk stands and rings the bell while the Members decide on which side they wish to vote)

Serjeant-at-Arms

The Serjeant-at-Arms assists the Clerk in their duties. In South Australia this includes a ceremonial role of carrying the Mace and escorting the Speaker to enter the Chamber at the beginning of the meeting. The Serjeant-at-Arms takes part in ceremonial activities and is responsible for security and providing services to Members and visitors.

(If at Parliament, dress up in the traditional costume)

(The Serjeant-at-Arms and the Speaker enter from the centre aisle at the opposite end of the room to the Speaker's chair. The Serjeant-at-Arms places mace on right shoulder, stands and walks in front of the Speaker. The Speaker follows one metre behind)

(The Serjeant-at-Arms stops two metres into the aisle and stands to the side. The Speaker stands slightly behind and waits to be announced)

Serjeant-at-Arms: Honourable Members, the Speaker.

(The Serjeant-at-Arms steps aside. The Speaker steps in front and bows to the Government)

(The Government bows back)

(The Speaker bows to the Opposition)

(The Opposition bows back)

(The Speaker walks to the Speaker's chair and sits down)

(The Serjeant-at-Arms follows behind the Speaker and places the Mace on a table in front of the Speaker with the crown facing the Government side. The Serjeant-at-Arms walks to his/her seat)

Member for Kurrajong

Minister for Education

The Ministers sit on the front benches and are responsible for various portfolios such as Education, Health and Transport. The Education Department is responsible to the Minister for Education. The Minister for Education is responsible to the Parliament. The Minister for Education is the first speaker in the debate.

(The Speaker bows to the Government)

(The Government bows back)

Speaker: I call on the Minister for Education to introduce the Bill.

(The Minister for Education stands, introduces and speaks to the Bill)

Madam/Mr. Speaker,

I would like to introduce this Bill as I think it is a wonderful new idea for the students of South Australia. I would like to say that when students learn computer games they will be much better at quiz games such as 'Who wants to be a millionaire' and they could learn more about the world and also get smarter so they could go on the quiz shows as well.

Mr /Madam Speaker in my research I have found most South Australians like the idea. They believe that student's co-ordination skills will be improved which gives them more confidence and skills to play different sports.

Thank you.

(The Minister for Education will be called upon to speak again at the end of the debate to summarise the ideas and try to influence everyone to vote with the Government)

(The Minister for Education stands)

I believe computer games should be a compulsory school subject because teachers could use computer games to show how to play a new game step by step.

Students would find it useful because they could learn from experts on the game.

In closing some computer games have great learning outcomes for young people.

Member for Boronia

Leader of the Opposition

The Leader of the Opposition leads the Opposition Party. The Opposition is the major political party that won the second most seats in the House of Assembly during the last election.

The Leader of the Opposition is the second speaker in the debate.

(The Speaker bows to the Opposition)

(The Opposition bows back)

Speaker: I call on the Leader of the Opposition.

(The Leader of the Opposition stands and replies to the Minister for Education's introduction of the Bill)

Madam/Mr. Speaker,

As the Leader of Opposition I think we should not have computer games as a compulsory subject.

What would the electricity bill be? It would be far too high for any school to afford.

Many teachers would not know how to play so money would have to be spent on training them. In my Party's view this is a waste of the taxpayer's money.

This money could be better spent on bigger playing grounds and more outside play equipment. If we spend the money on computer games we are encouraging our children to be lazy. They need to get outside more and exercise.

Member for Grevillea

The Premier

The Premier is the leader of the Government in the House of Assembly. The Government is formed by winning the most seats in the House of Assembly. They choose the Ministers, who are responsible for running the State of South Australia through the various government departments.

The Premier is the third speaker in the debate.

(The Speaker bows to the Government)

(The Government bows back)

Speaker: I call on the Premier.

(The Premier stands and speaks to the Bill)

Madam/Mr. Speaker,

I think it would be a good idea to put computer games in schools for learning and eye coordination which would help reading abilities. Hand coordination would help ball skills and holding items.

64% of primary school students think it is a good idea to have computer games in class.

After interviewing some students here are a few comments:

‘It would be fun and heaps cool and it would be good for eye coordination and hand coordination.’

‘It is fun.’

‘It would be fun for students.’

‘School would be more fun.’

Member for Banksia

Shadow Minister for Education

Shadow Ministers are Members of the Opposition. They are responsible for shadowing or following Ministerial portfolios.

The Shadow Minister for Education is the fourth speaker in the debate.

(The Speaker bows to the Opposition)

(The Opposition bows back)

Speaker: I call on the Shadow Minister for Education.

(The Shadow Minister for Education stands and speaks to the Bill)

Madam/Mr. Speaker,

Who will pay the electricity bills? It will cost even more for the controllers, games, machines. Who is going to pay for this?

The children would be fighting over the controls and what games to play. They would rush their work and make it all messy and not take their time to make it neat as they would be trying to get to the computer games.

I think we should not have computer games in schools due to the enormous cost involved with such a project.

Member for Wattle

Government Backbencher

**Government Backbenchers are Members of the Government who won a seat at the last election but do not hold a Ministerial portfolio.
The Member for Wattle is the fifth speaker in the debate.**

(The Speaker bows to the Government)

(The Government bows back)

Speaker: I call on the Member for Wattle.

(The Member for Wattle stands and speaks to the Bill)

Madam/Mr. Speaker,

I would like to support the Minister for Education and say how wonderful I think this idea is for the students of South Australia.

In my electorate I did a survey and found that families were in favour of the idea as it would mean young people could learn to use the computer games in a responsible and correct way. They would learn the proper rules and have lots of fun learning.

The parents were very supportive of the young people improving their co-ordination skills as well as their general knowledge.

Young people want to learn things in fun and interesting ways rather than just sitting in desks in rows learning things by rote.

Computer games can offer a whole new area of knowledge and co-ordination skills to young people and I myself think we should all support this wonderful Bill.

Member for Protea

Opposition Backbencher

Opposition Backbenchers are Members of the Opposition who won a seat at the last election but do not hold a Shadow Ministerial portfolio. The Member for Protea is the sixth speaker in the debate.

(The Speaker bows to the Opposition)

(The Opposition bows back)

Speaker: I call on the Member for Protea.

(The member for Protea stands and speaks to the Bill)

Madam/Mr. Speaker,

The computer games idea has a lot of initial concerns like costs and electricity matters, but the main worry in my case is that youth will be deeply influenced by this decision.

I think that computer games should not become a subject in schools because a lot of games are influential and kids will copy language and behaviour of the characters in the game. If some one came up with an educational, friendly non-controversial game I would be very happy for this decision.

Computer games have only been around for about 10 years and we have no proof that people who have played computer games as children are successful in their adult years. Because computer games has only been around for this small period of time we have not had a case that has seen the person driven to depression, confusion but we are sure this will happen.

I hope that by hearing this message you will realise that this idea is really more mentally dangerous than it sounds.

Member for Sturt Desert Pea

Government Backbencher

**Government Backbenchers are Members of the Government who won a seat at the last election but do not hold a Ministerial portfolio.
The Member for Sturt Desert pea is the seventh speaker in the debate.**

(The Speaker bows to the Government)

(The Government bows back)

Speaker: I call on the Member for Sturt Desert Pea.

(The Member for Sturt Desert Pea stands and speaks to the Bill)

Madam/Mr. Speaker,

I think having computer games in all South Australian schools is a good idea because 90% of school children would like to have computer games as a compulsory school subject and the 10% of other children that don't want to can do a different subject.

I also think it is a good idea because school would be much more fun and school isn't meant to be all work. The types of computer games our Government has in mind are quiz games and sports games.

Thank you.

Member for Kangaroo Paw Opposition Backbencher

Opposition Backbenchers are Members of the Opposition who won a seat at the last election but do not hold a Shadow Ministerial portfolio.
The Member for Kangaroo Paw is the eighth speaker in the debate.

(The Speaker bows to the Opposition)

(The Opposition bows back)

Speaker: I call on the Member for Kangaroo Paw.

(The member for Kangaroo Paw stands and speaks to the Bill)

Madam/Mr. Speaker,

There is already enough subjects in the schools for students to learn and computer games is much more a fun thing for after school hours.

The skills that have been discussed by the Government as being learned from computer games can be learned lots of other ways by actually playing the sport and getting the exercise instead of just your fingers and thumbs being exercised.

This is the silliest idea this Government has come up with and I know that South Australian parents do not support this Bill.

Member for Correa

Government Whip

The Government Whip is a Political Party Manager in Parliament who is responsible for arranging the business of their House of Parliament. The Whip organises Members of his/her Party to take part in debates. The Whip counts the votes after a debate.

(The Speaker bows to the Government)

(The Government bows back)

(When the Speaker invites anyone to speak on the Bill the Whip can contribute to the debate with a personally scripted speech or a spontaneous speech)

Madam/Mr. Speaker,

(The Speaker calls on the Whips to count the vote)

(The Government Whip leaves his/her seat and stands next to the Clerk. If the Government Whip wishes to vote no he/she tells the Opposition Whip to include his/her vote in their count. The Government Whip counts the people on the Government side)

(The Whip whispers the result to the Speaker)

Member for Eucalyptus

Opposition Whip

The Opposition Whip is a Political Party Manager in Parliament who is responsible for arranging the business of their House of Parliament. The Whip organises Members of his/her Party to take part in debates. The Whip counts the votes after a debate.

(The Speaker bows to the Opposition)

(The Opposition bows back)

(When the Speaker invites anyone to speak on the Bill the Whip can contribute to the debate with a personally scripted speech or a spontaneous speech)

Madam/Mr. Speaker,

(The Speaker calls on the Whips to count the vote)

(The Opposition Whip leaves his/her seat and stands next to the Clerk. If the Opposition Whip wishes to vote no he/she tells the Government Whip to include his/her vote in their count. The Opposition Whip counts the people on the Opposition side)

(The Whip whispers the result to the Speaker)