

Write your own bill

Use this template to create your own bill for the Make a law – House of Representatives classroom activity.

This page includes a master script for the teacher and individual scripts for students who have been given roles for this activity.

Master script

The Clerk stands up and rings the bell.

Clerk: Honourable members, please stand.

The Serjeant-at-Arms, carrying the Mace, leads the Speaker into the room.

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

The Speaker sits. The Serjeant-at-Arms places the Mace on the table and sits down.

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

The Clerk stands.

Clerk: Always stand up to speak. Begin your speech with the words 'Thank you Speaker'. Members should not interrupt each other. The Speaker keeps order.

The Clerk sits.

Speaker: Clerk, read the title of the bill.

The Clerk stands.

Clerk: The [Click here to enter text.](#) A Bill for an Act to [Click here to enter text.](#)

The Clerk sits.

Speaker: I call the Minister for [Click here to enter text](#) to introduce the bill.

The Minister stands.

Minister: Thank you Speaker, I am pleased to introduce this bill to the House. This bill will...
(the Minister completes their prepared speech).

The Minister sits.

Speaker: I call the Shadow Minister for [Click here to enter text.](#)

The Shadow Minister stands.

Shadow Minister: Thank you Speaker. The opposition does not support this bill. I disagree with this bill because...
(the Shadow Minister completes their prepared speech).

The Shadow Minister sits.

Speaker: I call the Member for _____ (*the first name of somebody who is standing*).

The called member stands and gives their speech.

The Speaker repeats 'stand if you wish to speak' and continues to call upon members until everyone has had a turn or time is up.

Speaker: Order! A vote on the bill will now be taken. Those who support the bill move to the right of the Speaker's chair. Those who oppose the bill move to the left of the Speaker's chair. Whips, count the vote.

The independent and minor party members choose a side and sit down.

The Whips stand up and count the votes on their side of the room. They tell the count to the Speaker.

The Speaker stands.

Speaker: Order! Result of the division. The number of votes for the bill is _____. The number of votes against the bill is _____. The bill is agreed to. Clerk, read the title of the bill.

The Clerk stands.

Clerk: The [Click here to enter text.](#) A Bill for an Act to [Click here to enter text.](#)

The Clerk sits.

Speaker: Order! The House is now adjourned.

The Serjeant-at-Arms collects the Mace from the table and leads the Speaker out of the room.

Individual scripts

The [Click here to enter text.](#) **Bill**

A Bill for an Act to [Click here to enter text.](#)

THE SPEAKER

When you are led in by the Serjeant-at-Arms, sit down and say:

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

After the Clerk has read out the rules, say:

 **Clerk, read the title of the bill.**

Then say:

 **I call the Minister to introduce the bill.**

Wait for the speech to be read.

 **I call the Shadow Minister.**

Wait for the speech to be read.

 **Are there any other comments on this bill?**

Stand if you wish to speak. (wait for people to stand)

I call the Member for _____ (say the first name of someone who is standing, then let them speak)

If anyone else wants to speak, repeat 'stand if you wish to speak'.

When all the members have finished speaking, say:

 **Order! A vote on the bill will now be taken.**

Those who support the bill move to the right of the Speaker's chair.

Those who oppose the bill move to the left of the Speaker's chair.

Whips, count the vote.

After the whips have told you the results of the vote, stand up and say:

 **Order! Result of the division:**

The number of votes for the bill is __

The number of votes against the bill is __

The bill is agreed to. Clerk read the title of the bill a second time.

To end the session, say:

 **Order! The House is now adjourned.**

Follow the Serjeant-at-Arms out of the room.

THE CLERK

Stand up, ring the bell and say:

 **Honourable members, please stand.**

When the Speaker asks you to read the rules, stand up and say:

 **Always stand up to speak.**

Begin your speech with the words 'Thank you Speaker'.

Members should not interrupt each other.

The Speaker keeps order.

The Speaker will ask you to read the title of the bill. Stand up and say:

 **The [Click here to enter text.](#) A Bill for an Act to [Click here to enter text.](#)**

Later, the Speaker may ask you to read the title of the bill again. You say:

 **The [Click here to enter text.](#) A Bill for an Act to [Click here to enter text.](#)**

When the Speaker says 'the House is now adjourned', stand and say:

 **Honourable members, please stand.**

SERJEANT-AT-ARMS

When the Clerk rings the bell, lead the Speaker into the room, carrying the Mace on your right shoulder. Say:



Honourable members, the Speaker.

Place the Mace on the table, then sit down.

When you hear the Speaker say 'the House is now adjourned' stand up, take the Mace from the table and lead the Speaker out of the room.

MINISTER

Thank you Speaker,



I am pleased to introduce this bill to the House.

This bill will... *(Explain how the bill will work and why it's needed)*

SHADOW MINISTER



Thank you Speaker,

The opposition does not support this bill.

I disagree with this bill because... ***(Explain why you disagree)***

GOVERNMENT WHIP

When the Speaker says 'Whips, count the vote', stand up and count the members on your side.

Remember to count yourself and the Prime Minister.

Do not count the Clerk or the Serjeant-at-Arms.

Go and tell the Speaker the results.

OPPOSITION WHIP

When the Speaker says 'Whips, count the vote', stand up and count the members on your side.

Remember to count yourself and the Leader of the Opposition.

Do not count the Clerk or the Serjeant-at-Arms.

Go and tell the Speaker the results.