

LOCAL GOVERNMENT IN CONNECTICUT, 3rd EDITION

Instructor's Guide

Chapter 3

Class Discussion

1. What are some examples of titles of local elected and appointed officials?
2. Does your municipal government have all of the titles listed in this chapter? If not, why not?
3. Does your municipal government have all of the boards and commissions listed in this chapter? If not, why not? If you have more than those listed, why?
4. What is the difference between elected officials and appointed officials?
5. Which determines if the position is elected or appointed?
6. Who do you think should run your local government? Why?
7. Is there anyone that has ever contacted their local elected official? What for?

Class Assignments

1. Have the class identify the department managers in your municipality. Do you know the responsibilities of those department managers listed?
2. Has anyone ever gone to a local public meeting?
3. If you have contacted a local elected official, why did you?
4. Discuss some of the differences between the municipal government and the educational system.
5. Find out if your town government and board of educational work together on projects.
6. Discuss some of the joint projects that they have worked on in the past.
7. Have the class determine how easy or difficult it is to contact the elected and appointed officials using the municipal website.

Field Trips-Other Ideas

- Call up your Municipal Clerk and find out who runs your city or town government.
- Check-out your city or town's website to look at its organization. Does it make sense?
- After reviewing the municipal website, invite the chief executive officer to class to discuss the website and ways to improve it.
- Visit the municipal public library and see if they have a copy of the municipal budget? Charter? Capital Improvement Plan? Ask the librarian if they know how often someone looks at it.
- Invite the chief executive officer to class to discuss ways the students think how the local government is being managed and way to improve it.