| Title | **The Philosophy Game** |

| Time | No time limit |

| Preparation | You need to prepare a statement about which students can be expected to have different views (see below) |

| Materials | White Board / Pens |

| Prior Knowledge | To get the best from the game students should have covered in some detail the topic to which the statement relates. However, this game can also be played at the start of a topic to help students explore their ideas and "prior learning". If this is the case, the same statement could be debated at the start and end of a topic so that learning can be evaluated. |

| Objective | The game has a number of possible objectives:

1. To encourage students to debate social questions in an orderly, structured, way.

2. To encourage students to reflect on different opinions and arguments.

3. To help students revise their knowledge about a particular sociological topic in an interesting (competitive and co-operative) fashion. |

| The Exercise | Decide on a statement that can be used as the topic of debate. The statement should be reasonably open-ended (if not vague) since the objective is to stimulate opinions for and against the statement. For example, in relation to something like social stratification the statement could be:

"People achieve the position in society they deserve".

Divide the class into small groups of 3 or 4 students and tell them you want a contribution to the debate from each group in turn. Each contribution can take only one of four forms:

1. **"We agree with the main statement because…"**

2. **"We agree with the idea [state idea that's already been suggested] because…"**

3. **"We disagree with the main statement because…"**

4. **"We disagree with the idea [state idea that's already been suggested] because…"** |

All responses must start with one of the above. Any group that fails to conform to this wording forfeits their turn.

Give the class 5 or 10 minutes to prepare some ideas before you start to ask for arguments. Go round each group in turn asking for one argument that conforms to the wording above. Set a time limit (20 seconds?) for the suggestion of an argument.

Each group scores:

2 points if their argument is accepted by the rest of the class.

1 point if their argument is broadly accepted (with modifications).

0 points if they fail to produce an argument or their argument is not accepted as valid by the class.

The game continues until no more arguments can be produced by any group.