

WOULD YOU DO IT?

Aim: Give Ss practice describing predicaments.

Preparation: Make one copy of the worksheet for every S.

Materials: Six index cards (or paper cut into cards) for every S

Plan

- Give each S a worksheet.
- As a class, brainstorm examples of predicaments or difficult situations (e.g., *You find a wallet with \$500 in it. You find someone's cell phone. You forget a friend's birthday.*).
- Have Ss think of their own situation involving a difficult decision.
- Then Ss share their predicaments with the class.

Prepare

- Divide the class into small groups.
- Explain the task. Groups write three situations for each S in the group. Remind them to write each situation and its yes/no question on a separate card.
- Have Ss make three answer cards by writing YES, NO, or DEPENDS on each card.
- Remind Ss that they should each have six cards (three with situations and three with answers).

Present

- Collect all the cards and divide them into two piles: situations and answers.
- Go over the rules on the worksheet as a class.
- Then Ss play the game.

WOULD YOU DO IT?

Plan

Think of a predicament involving a difficult decision. Then share your situation with the class.

Prepare

GROUP WORK For each student in the group, write three situations followed by a yes/no question. Write each situation and question on a separate card. For example:

You find a wallet with \$500 in it. The street is empty, so no one sees you pick it up. You really need the money to pay your rent. Would you keep the money?

Then make three different answer cards for each student in the group. Write YES, NO, or DEPENDS on each card.

Present

CLASS ACTIVITY Play the game.

1. Divide the cards and place them face down in two piles: situations and answers.
2. Take three situation cards. Look at your cards, but don't show them to anyone.
3. Take turns. Read one of your situation cards to any other player.
4. The player gives his/her honest answer to the question: YES, NO, or DEPENDS. Players who answer DEPENDS must always explain their answer.
5. Take an answer card from the pile. Show it to the group.
If that player's answer matches the answer card, you discard that situation card. Do not take another card.
If the player's answer does *not* match the answer card, you discard that situation card and take another one from the pile.
6. Always discard the answer card after your turn.
7. Put used answer and situation cards face up in piles. Shuffle and reuse them if you run out.
8. The first player to get rid of all three situation cards wins.

