



## WHICH WOULD YOU RATHER BE?

### Aim:

- giving reasons for your opinion and practicing creative thinking
- practising discussion with partner and good listening
- noticing different points of view

**Materials:** for example, animal cards

### Instructions:

- the teacher can show the pupils an example of how to play first
- each pupil is given an animal card. The remaining cards are left, face-down, on the table.
- pupils walk around the class always changing partners after a discussion.
- they show each other their cards and discuss as shown below

**Each in turn gives reasons why they would rather be the animal they have than be their partner's animal.** Alternatively, they could explain which of the two animals they would rather be and why.

Pupils try to think of as many good reasons as possible. When their discussion is over, they take their cards to the table, lay them face down and take a new card. Then they have the same kind of discussion about the new animal (s) with a new partner. The game continues in this way until the teacher stops it.

When the game is over the whole class can discuss, for example, what animal they would like to be and why. The teacher can ask follow-up questions – why would it be better to be bigger / stronger? / What makes you say that? / How do you know that? / Would this always be best?

There could also be a discussion about what is and isn't a good reason and why.



Cards on any subject or theme could be used, and can practise subject content at the same time as playing.

For example, historical figure, countries...