

PARTIES BEFORE PUPPIES

Critical Thinking, Argumentation, Communication



Overview:

- A group is assigned a card from a deck which lists a thing, place, situation, etc.
 - (ex. Hot dogs, chatbots, birthday parties, puppy kisses, spiders)
- The group's members must work together to come up with reasons their card topic is positive.
- Meanwhile, a "ranker" (not in a group, can be the teacher) ranks the cards on a scale of best to worst.
- Each group then takes turns trying to convince the ranker that the card they represent should be at the top (or higher on the list).
- After hearing the arguments, The ranker tells whether they have changed their mind.
- Finally, students reflect on what types of arguments worked or did not.



at least 30 min

Classroom needs:

- Deck of random things
- White board / dry erase markers/ marker board
- At least 4 students or groups (one group for each card)
- (Large classroom): microphone(s)

Choose Your Own Modification(s):

- Offer a round where the ranker can ask questions of each group
- Offer a round of rebuttals where groups can refute the claims of one or more of the other groups
- Have more than one ranker to see how the arguments convince some and not others
- Give points for how many spaces theirs went up in the final rankings
- Include a moment where groups can identify logical fallacies in others' arguments and how they were used in persuasion

