

# Prespore Socrates: discussion game from Institute of Play

The great Greek philosopher Socrates distrusted the written word and always Express their thoughts orally. His disciples he made to talk by asking clarifying questions, until they were not able to answer or did not recognize what was wrong. And even it to court over a Socrates did not cook, saying that his whole life was a preparation for protection. The ability to argue he, unfortunately, did not help, and the Athenians sentenced him to death. However, his methods for a long time it survived.

The ability to convincingly argue and prove their point of view will be useful in any case. However, in the school that do not teach, preferring the learning material and answers from the Board. Students at the Institute require the ability to debate and justify their answers and reasoning on the proposed theme. But, oddly enough, in schools the development of these skills is rarely enough. But, according to the same Socrates, truth is born in dispute, and from the joint discussion of the text would be more useful than learning from the opinions of the authors of the textbook. In American schools realized this a long time and began to organize debates and hold discussion clubs. We would love to borrow some of these ideas. And for a start is fine Socratic Smackdown. The rules of this game is simple, it does not require special training either from students [essay help sites](#) or from teachers, and it need nothing but a text for discussion, questions and tables to fill in points that are in the manual.

The game will teach students the rules of debate and ability to ask deep questions. Any class can be divided into those who are responsible in the classroom, and those who sit in the back row. And both Socratic Smackdown will help to learn how to formulate thoughts and to listen to others ' opinions.

Source: Institute of Play.

To participate in Socratic Smackdown may from four to forty people. As the creators say, a lesser number of people easier in order to stir up a shrinking violet. In the class are organized groups of 4-6 people, who are issued with a text and questions to him for preparation. Then each group in turn sits in the center of the class and discussing the text, trying to apply certain techniques of discussion, while other students noted what they did correctly and where it would be possible to speak better.

You will get points for each applied skill, both individual students and the whole team. You can't interrupt and insult the questioner – points are removed. After the discussion, involved in her students record their impressions, and to watch – the pros and cons of playing team. At the end of the lesson, points are counted, is the best debater and the best team.

To demure is not silent during the discussion, the creators of the game to introduce special tokens which are issued at two or three per person. When a student says something, he gets rid of one coin, and by the end of the discussion, no one should be tokens on hand. Thus, everyone gets a chance to speak.

According to the creators of the game, it teaches students to work in teams, to ask questions and seek answers to them and to Express their opinions correctly. Honestly, these skills would not hurt to learn not only the students but also many adults. Even in one lesson, during which the boys play Socratic Smackdown, they have time to learn the basic skills of debate. What if you conduct such lessons regularly, once a quarter, constantly complicating the rules and giving students more freedom of action? In addition, Socratic Smackdown can be used not only for study but also, for example, to solve conflicts in the class – almost every problem can be solved if you discuss it.

You can also read about other projects of the Institute of Play, and to look at a selection of educational games from Games for Change.

According to the materials of Institute of Play.