

# Concept Lines – Naughtyometer

In the Naughtyometer, each group of players arranges their set of cards from most to least naughty.

In groups (I would suggest no more than 6 to a group) they rank the sheets from most to least naughty. Most of the cards are paired to bring out dialogue about particular concepts. After each group has committed to a decision, they can ask each other questions about their choices. I have put some “questions in waiting” you can use as a facilitator below each pair.

Not doing any homework for a whole week - Not doing any work in school for a whole day.

*Is school like a job? Are there more excuses for not doing homework than schoolwork? What counts as a good excuse? Could there be good reasons for not doing any work?*

Stealing a pen from a pupil - Stealing a pen from the school

*Is stealing always wrong? Is it worse to steal from a person or an organisation? Who are you stealing from if you steal from a school?*

Pushing someone over so he hurts himself - Letting someone fall over and hurt himself when you could have caught him

*Is it worse to do something than to let it happen? How bad is it to let bad things happen?*

Calling another pupil a bad name - Calling a teacher a bad name

*Is calling someone names worse than hitting someone? Would a child feel worse than a teacher? Would you get punished worse for insulting a teacher than a child? Should you?*

Hitting someone back

*Can two wrongs make a right? Can you do something to someone that's done it to you without it being bad?*

Hitting someone - Seeing someone hitting someone, and doing nothing about it

*Is watching someone get hit worse than watching someone fall over?*

ASIDE:

This concept line was originally part of a “philosophy in role” adventure called “Alien Adventures in Philosophy”.

Pupils become philosophers travelling the galaxy in search of a planet to call their own. This episode features an alien schoolteacher who missed the behaviour management lectures to go and see his favourite band. He is at a loss to work out which of his betentacled pupils has been the worst miscreant, and enlists the philosophers to help him decide.

In the Alien Adventures scenario, the final twist is that, having heard their reasons, the alien teacher brings in the various miscreants and is about to give most of them the cane.

The philosophers have to decide whether to intervene – and whether to take notice of the indignant pupil who says that they, in turn, are watching someone get hit and doing nothing about it.

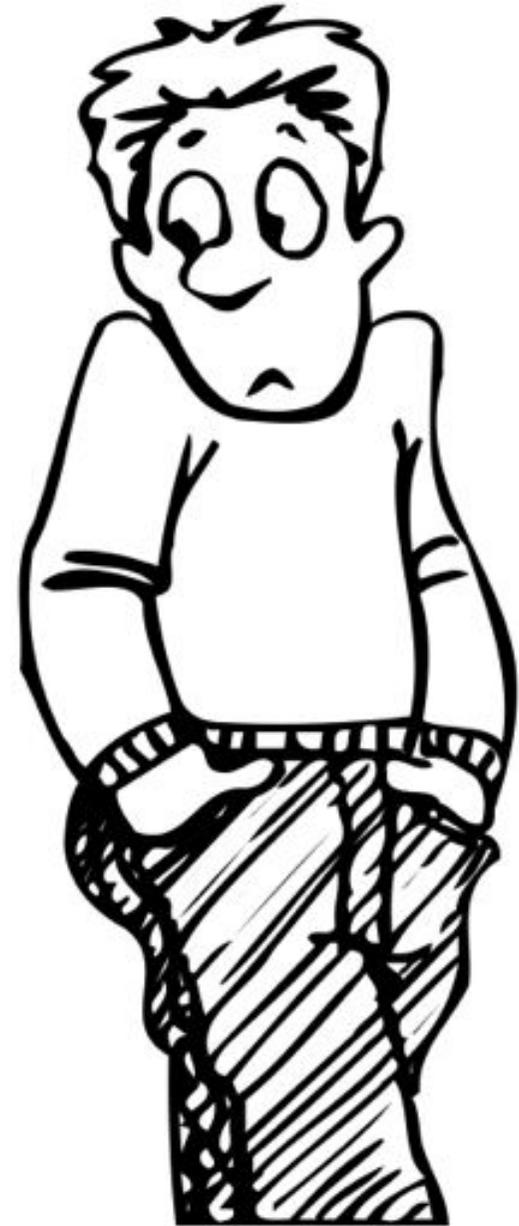
(P4C Trainers who receive this email are welcome to use this resource, but please let people know where they can find it for themselves!)



**Not doing  
any work  
in school  
for a day**

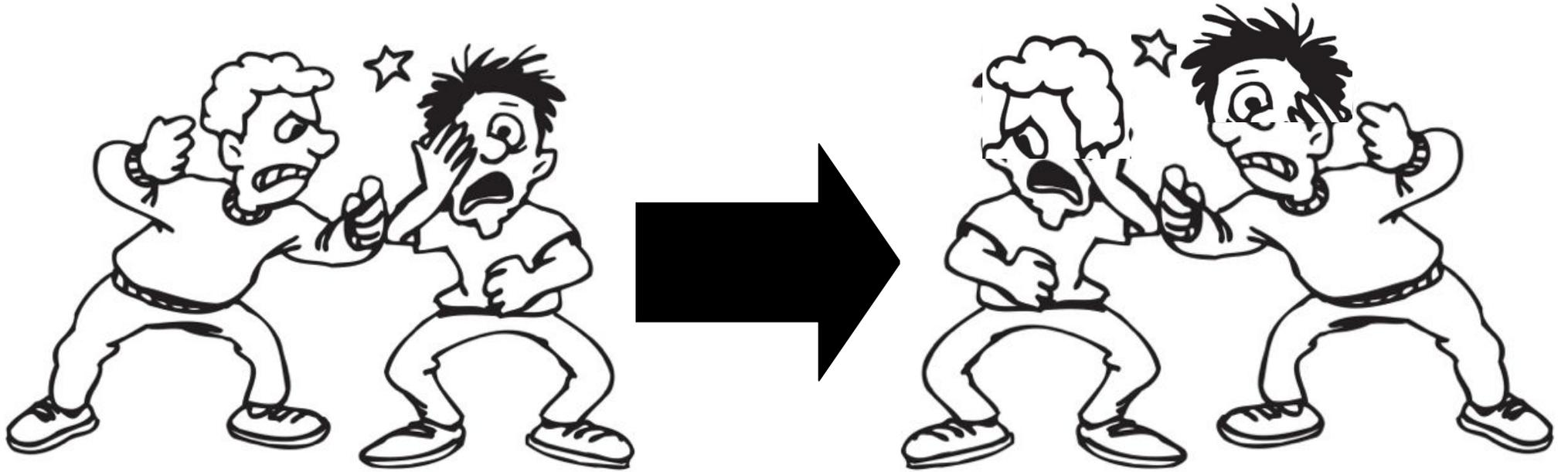


**Seeing someone  
hitting someone,  
and doing nothing**





**Hitting someone**



**Hitting someone back**

**Stealing  
food from  
the school  
canteen**





**Stealing  
someone's  
lunch**



**Forgetting to throw away a  
banana skin and someone  
getting hurt slipping on it**



**Planning to make  
someone slip on a  
banana skin, but it  
not working**

**Calling another  
pupil a bad name**



**Calling a  
teacher a  
bad  
name**

