

Philosopher's Fruit Salad

You need players to be in a circle.

If your answer is yes, swap places across the circle. If you're the only person who answers yes, just spin round and stay where you are. Swap places if you think the hole in a donut is part of the donut.

Starting with the players standing up prevents sloth from taking over; and lowers the threshold of effort for people deciding to swap - people tend to decide quite quickly. Having them sit tends to make players think harder before they decide to swap - you get a more gradual build-up of players deciding to swap.

A good feature of this game is that players will often swap spontaneously after they hear the reasons given by others.

Slight differences in the question also make different people swap, creating the opportunity to explore what made people think differently for slightly different questions. Try:

Is it ever right to kill someone?

Is it ever right to kill a child?

Could it ever be wrong NOT to kill someone?

Questions such as the last one that feel like double negative require careful statement and often clarification, but are good mindstretchers.