

Ethics Game

DIRECTIONS:

1. As a group, create a game that can be played revolving around ethics. You have nearly limitless choices, so the real challenge is going to be selecting a specific kind of game. Use the following as potential models:
 - a. Board Games (Monopoly, Life, Risk, etc)- There is a mix of chance (rolling dice or using a spinner) and choice (buying, selling, and other decisions)
 - b. 1v1 Games (Chess, Checkers, Battleship)- Direct competition between individuals, mostly based on choices
 - c. Trivia Games- Probably hard to do because of the correct/incorrect nature of the questions
 - d. Physical Games (Heads-up 7-up?)- Not sure what you could do with these, but maybe worth thinking about
 - e. Group Games (Charades, Pictionary)
 - f. Fantasy Games (Dungeons & Dragons, etc.)- I know nothing about these...
 - g. Computer Games (Sims, Civilization)- Complex decisions and planning
 - h. Card Games (Poker, Rummy, Tonk, etc)- Chance and choice, risk-taking
 - i. Solo Games (Solitaire, puzzles, riddles, etc.)- 1 person against indifferent conditions
 - j. Verbal Games (Truth or dare, Categories)
2. Your task: decide which type of game (from the list above or one of your own choosing) and develop a set of rules and instructions that anyone could follow. Use the back of this paper, and feel free to look at the samples I have left. I would actually like to play these games in class, so make sure your instructions are clear and specific.
3. You may use your phones to look up other games (Hollywood Game Night probably has some good possibilities), but be sure to let the sub know what you are doing.
4. The instructions are due at the end of class, one paper per group. Any physical pieces of the game must be designed and constructed outside of class. Not due by next class, but you should begin working on them.

REQUIREMENTS:

1. Knowledge of ethics **MUST** be the central component of your game. Anyone playing the game will need a working knowledge of ethics.
 - a. No games of pure chance (craps, roulette, etc.) or skill (like darts or "trashketball")
2. This must be a game that can be played in the classroom, so no dangerous or inappropriate materials (weapons or large items that must be swung or thrown). Also, no excessively active or contact-based games/sports (soccer, hide/seek, twister).
3. I must be able to tell YOUR understanding of ethics based simply on the rules and procedures.
4. Rules/Instructions must be easily followed; break them up into sections if necessary (setup, materials, rules, step-by-step procedures, how to win, etc)

GROUP MEMBERS: