ESU TEACHING RESOURCE

ANALYSIS BOAT-RACE

OVERVIEW

This quick game gives students lots of opportunities to practise using PEEL or REAL to develop an argument

OBJECTIVES

- To use the different aspects of an argument
- To become familiar with methods/strategies for argument-analysis (P-E-E-L, R-E-A-L etc.)

RESOURCES

Some motions, e.g.
This House would ban child actors
This House would abolish the monarchy
This House would prefer to attend a co-educational school than a single-sex school
This House would arm all police officers with guns
This House would ban advertising aimed at children

TASK

Divide the group into teams of four. (Where the group is not a multiple of four, some students can be "race officials".) Students should then be given a motion. They have to analyse one argument for the motion, using an acronym (which they've already had explained), e.g. P-E-E-L (Point, explanation, evidence, link). The first person in the "boat" gives the point, the second the explanation, etc.

Race officials should check that people are fulfilling their role adequately. The first team to complete their "boat" wins the race.

Tip: encourage students to develop good arguments by asking the winning boat to demonstrate their argument in front of the class.