ESU TEACHING RESOURCE

TWO REASONS FOR, TWO REASONS AGAINST

OVERVIEW

This game gives students practise generating the ideas and reasons they will need in debates.

Students should gain familiarity with this, and with a variety of examples of reasons given, and as such be more prepared to take part in a debate.

OBJECTIVES

- To practise coming up with reasons, even when you don't agree with the position you are defending.
- To practise thinking on your feet.

RESOURCES

Some topics, e.g.
We should get rid of school uniform
We should lower the voting age
We should get rid of homework
We should delete our social media accounts

TASK

Go around the group, giving each pair of students a motion. Ask the first student to give two reasons in favour of the motion, and the second student to give two reasons against the motion. Students do not need to analyse their reasons in great detail, so long as they present two distinct ideas.

Half-way through the group, you can introduce students to structure, by asking each student to start their speech by saying "I have two reasons for / against. My first reason is..., my second reason is..."

Tip: Use simple motions that the students can relate to (see examples above). If a student cannot think of any reasons, ask the next student, and come back to them with a different motion.
With larger groups, involve the whole class by dividing the room into two. Give the whole room a motion, explaining that one side should think of reasons for the motion, and the other side think of reasons against. Give the class 15-30 seconds of thinking time before selecting students at random to deliver the for and against speeches. (Take care to occasionally call on a student who has already spoken, so that those who have already had a turn still feel the need to prepare in case they are called again.)