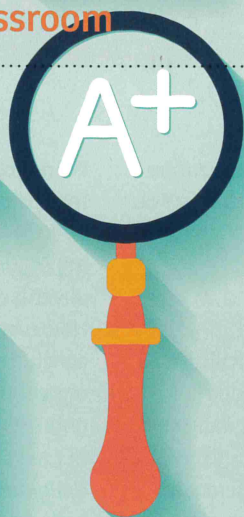




For the classroom



The Values Game: a classic RE learning idea

This powerful learning tool for pupils in moral education and RE was first devised in the mid-1990s. This version enables any teacher to work on the values agenda today.

What did Jesus value? What about the Buddha?

Suggestions: Jesus' values: God/love/forgiveness/integrity/friends. Buddha's values: compassion/awareness/truth/enlightenment/detachment.

Aims of the game

- to enable pupils to use the language of values, ethics and morality better
- to enable a well-focused use of classroom talk for RE
- to stimulate thinking about what really matters
- to develop critical and empathic skills with regard to examples from religion.

Rules for playing

- Blow up the gameboard and make a set of cards for each group of four. Take five cards each from the face-down pile.
- Play in turn: ask the person on your left where they would put the card. Discuss. Place it where you think it belongs, for you, after hearing the discussion.
- When it's your turn, you can move one and place one – always ask the person to your left what they would do.
- When the grid is full, then play on round for four more turns each, just moving cards. Discuss as you go.

Following on

- Ask pupils: Which were your top five values? Why? How can you justify the choice?
- What would Bart Simpson, Taylor Swift, Wayne Rooney or Harry Potter choose?
- What about Moses, Guru Nanak or the Buddha? Texts to back that up?
- And what five values does society need for the next ten years? Why?
- Ask pupils to use a writing frame to develop their thinking, then apply their ideas in a longer piece of prose. Use this for assessment if you like.
- Study scriptures from different traditions that express the values of that religion.
- Consider together: Where do our values come from?
- Consider together: How can a society that values different things be united?

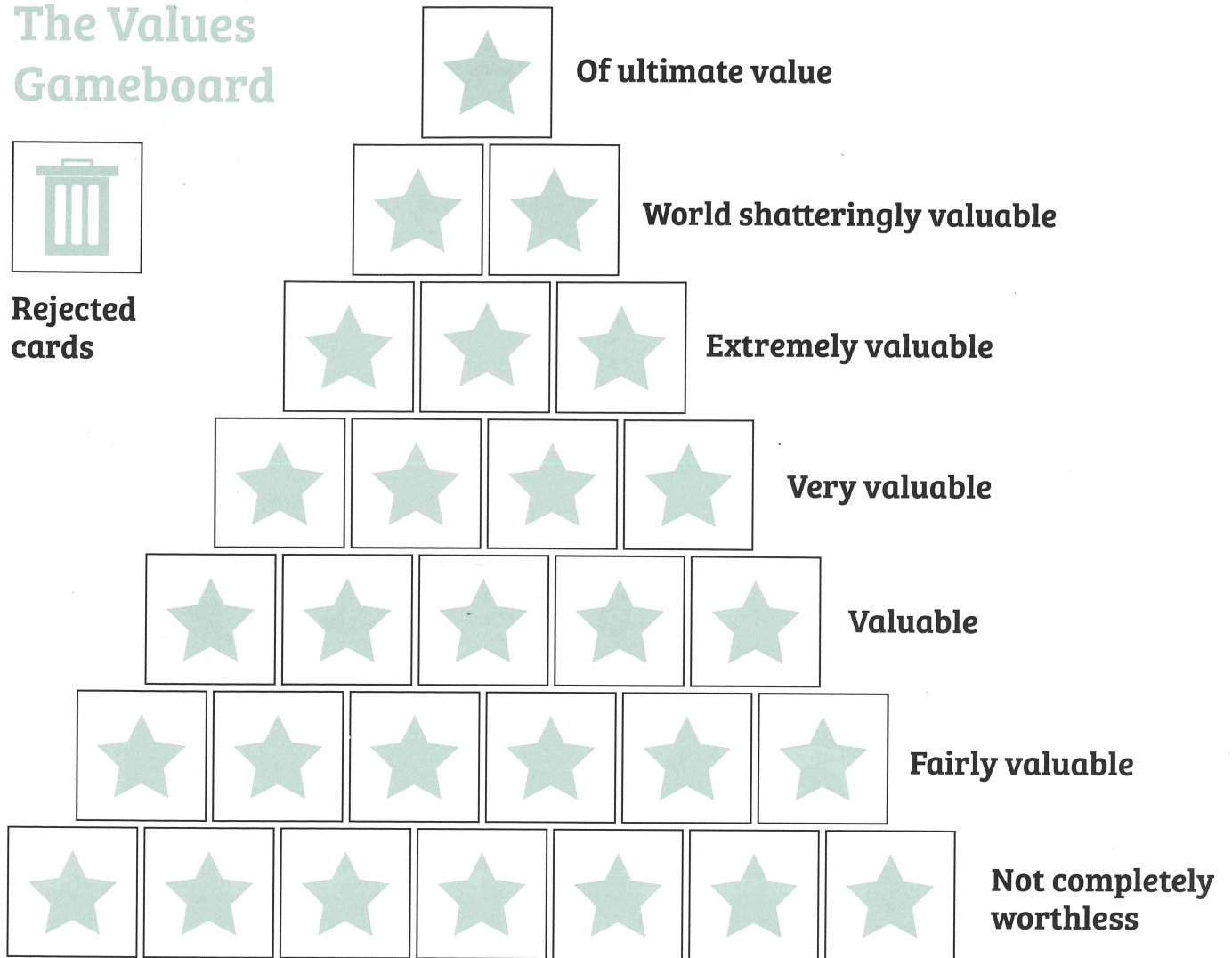


Additional materials available for NATRE members and *REtoday* subscribers on the RE Today website:
www.retoday.org.uk

The Values Gameboard



Rejected cards



Empathy	Love	Dignity	Tolerance	Commitment	Humility	Gentleness	Kindness
Peace	Openness	Loyalty	Learning	Democracy	Equality	Creativity	Honesty
Thoughtfulness	Strength of mind	Beauty	Gratitude	Integrity	Wealth	Humanity	Perseverance
Acceptance	Freedom	Self-satisfaction	Self-control	Success	Justice	Devotion to God	Hope
Forgiveness	Tradition	Goodness	Spirituality	Sexiness	Vision	Leadership	???