

Debating Dichotomies



This game facilitates practice of argument construction and delivery and forces participants to explore the role of “taking a position” on a topic.

- Before playing, Game Leader produces a list of dichotomies.
- Game Leader explains the idea of dichotomies and that for the duration of this game there is no middle ground!
- Participants get into two groups of three with one Chair and two speakers for each side.
- The Chair introduces each of their speakers in turn, Speaker 1 advocates the advantages of their side and Speaker 2 attacks the disadvantages of the other side.

The full order of speaking is:

- a. Team 1 Chair
- b. Team 1 Speaker 1
- c. Team 2 Chair
- d. Team 2 Speaker 1
- e. Team 1 Chair
- f. Team 1 Speaker 2
- g. Team 2 Chair
- h. Team 2 Speaker 2

The audience then decides which team has been most articulate and persuasive by voting.