

**Plan**

Think of a predicament involving a difficult decision. Then share your situation with the class.

**Prepare**

**Group work** For each student in the group, write three situations followed by a *yes/no* question. Write each on a separate card.

Start with a situation and question like this:

*You find a wallet with \$500 in it. The street is empty, so no one sees you pick it up. You really need the money to pay your rent. Would you keep the money?*

Then make three answer cards for each student in the group. Write YES, NO, or DEPENDS on each card.

**Present**

**Class activity** Play the game.

1. Place the cards face-down in two piles: situations and answers.
2. Take three situation cards and one answer card. Look at your cards, but don't show them to anyone.
3. Take turns. Read one of your situation cards to any other player.
4. If that player's answer matches **your** answer card, you discard that situation card. Do not take another card.
5. If the player's answer does *not* match your answer card, you discard that situation card and take another one from the pile.
6. Always discard your answer card after your turn and take a new one.
7. Put used answer and situation cards face-up in a pile. Shuffle and reuse them if you run out.
8. Players who answer DEPENDS must always explain their answer.
9. The first player to get rid of all three situation cards wins.

