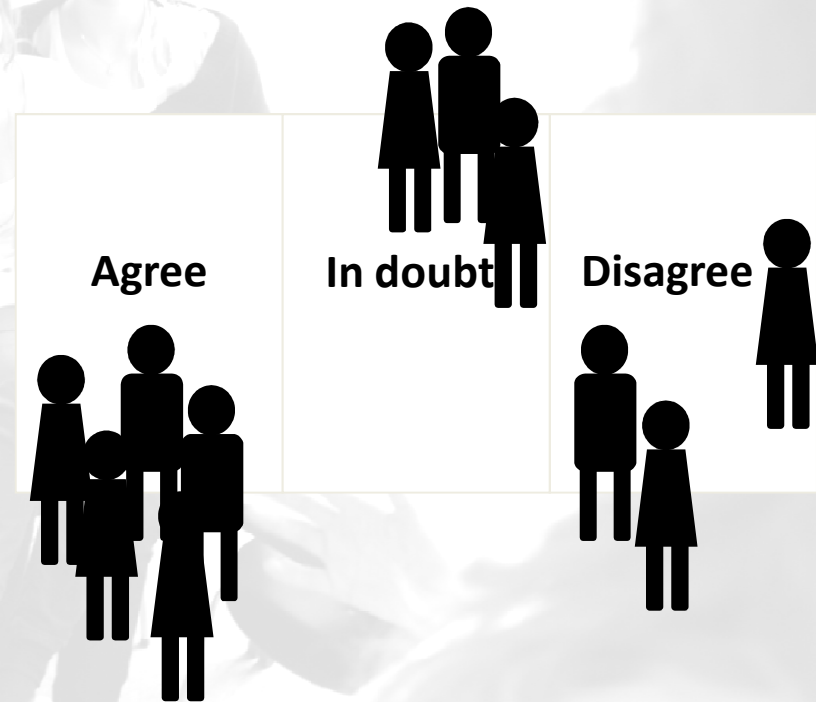


Take-a-stand

How to play:

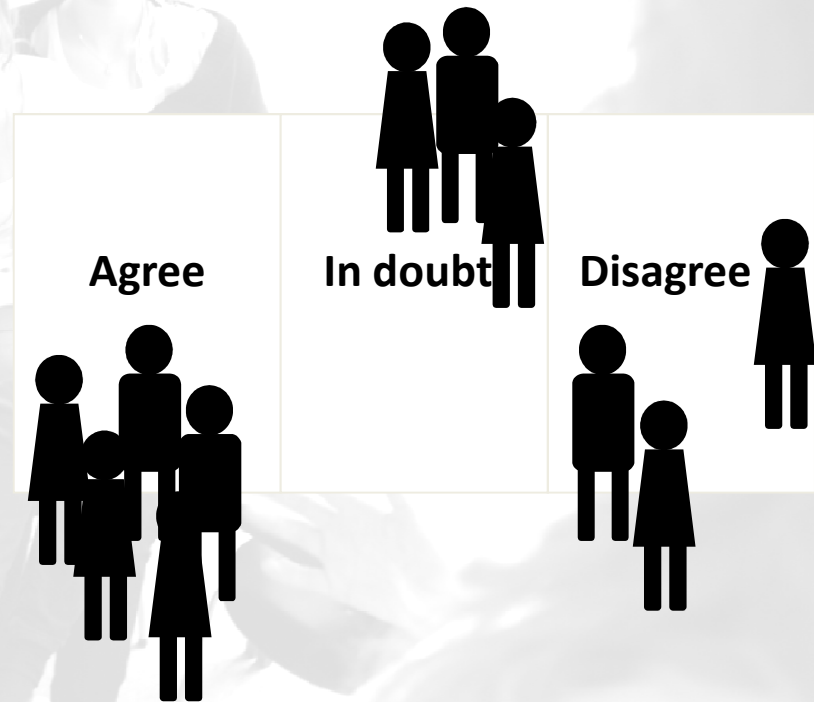
- Three signs (agree, disagree and in doubt) is distributed in the room.
- A statement containing a dilemma is read aloud.
- The students position themselves by the most appropriate response – the students is allowed to change opinion as the game progresses.
- The guide/coordinator explore the attitudes/stands of the students and try to uncover why they have positioned themselves as they have.
- The guide/coordinator can change the premise of question by introducing minor alterations.



Take-a-stand

Examples of statements:

- It is uncool to use a condom.
- If my my friends smoke, I will tell them that I think it is a bad ideer.
- I think that it is appropriate, that parents decide how much alcohol teenagers should drink.



Take-a-stand

The strenghts

- As a break – the class gets activated.
- As a discussion-starter.
- The studens remembers the exercise well (in general).
- Even the quiet students participates.

The weaknesses

- If a few students 'dictates' the stands of their classmates.
- If the exercise generates to much of a disturbance.

