

GAME TIME! – STUDENT INSTRUCTIONS

Convince Me! Game

Student Instructions:

- 1) The teacher selects two participants to come to the stage and convince the audience why their opposing idea for the same topic (related to the theme) is the best idea. The game continues until the arguments seem to be exhausted or until the teacher calls “time.” For example, you may be debating whether or not it is humane to keep circus animals in captivity and expect them to go through rigorous training or leave them in their natural surroundings.