

Both Sides of the Argument

Improve your debate preparation

The object of the game:

The objective of this activity is to know the topic, use the resource effectively, and predict your opposition. Points are accumulated in two ways:

- a) When the Offense has arguments for which the Defense didn't provide a rebuttal.
- b) When the Defense provides rebuttals against the Offense's arguments.

Materials:

- Category Cards
 - Topics
 - Stance (for, against)
 - Rhetoric Tool (ethos, pathos, logos)
 - POV
 - Arguments/Rebuttals
- Stopwatch/timer
- Answer papers & pens/pencils
- Each team needs a device connected to Internet and access to https://sdgs.un.org/#goal_section

To set up play:

1. Divide into two teams of 2-4 players each (total of 4-8 people). Teams should have equal number of players.
2. Place the cards in the middle.
3. Each team will be given answer papers and will need writing tool (pen/pencil).
4. Stopwatch placed in middle.
5. Each team will have an online device with a window open to the SDGs website.

To begin play:

1. Flip a coin or rock/paper/scissors to choose who is Offence (arguments) and who is Defence (rebuttals).
2. The Offence chooses:
 - a. a topic card and shows the opposition.
 - b. a Rhetorical Tool card and shows the opposition.
 - c. a stance card and shows the opposition

- d. a POV card and shows the opposition
3. The stopwatch is set to 4 minutes. During this time, the Offence writes down arguments and the Defence writes down rebuttals to what they predict will be the Offence's arguments.

To score:

1. After the 4 minutes have passed, both teams must stop writing.
2. The Offence team reads out its arguments.
3. For each argument that has no rebuttal from the Defence, the Offence scores a point.
4. However, for any argument for which the Defence does have a rebuttal, the Defence team scores a point.

To continue play:

1. The two teams switch roles. The Offence becomes the Defence and vice versa.
2. The second team then chooses the cards to start the play again.
3. The teams can agree to end after a certain amount of time or after a certain number of rounds.
4. At the end, both teams will add up their total points and the team with the highest number is the winner.

Rules:

1. Both teams can use the designated website.
2. Neither team can use any other websites.
3. Teams must follow the instructions of the card choices. If the Defence deems that the Offence has not followed the parameters of the cards, the Defence will receive the point. For example, if the rhetoric tool was logos, but the argument was pathos, the Defence team automatically receives the point.
4. During the 4 minutes, both teams can create as many arguments/rebuttals as possible.
5. Both teams must have the same amount of turns to play Offence and Defence.