

CHOICES

An ethical and social classroom game

1 The Concept

This new offering from Ziptales gives teachers the chance to deal with real life issues in a way that is positive and affirming.

Issues such as the need for compassion and inclusiveness, the need to act responsibly, how to deal with bullying, and so on – are ideal subjects for classroom discussion. However it is hard to avoid an overly didactic approach.

This new multiple narrative story, called “**Choices**”, is a way to offer teachers plenty of material covering key topics relevant to all youngsters. The content is as follows:

	CYOA	Title	Theme	Story scenario (in brief)	Words
1					
2					
3	1	The shopping cart	Taking a risk	Someone suggests taking a ride down a hill in a shopping cart. Should you?	456
4	2	No one's watching	The temptation of stealing	Why not steal something from a store when no one is watching?	452
5	3	He's lonely	Compassion	Should you visit an old man in a home, or object because you find old people disturbing?	520
6	4	It's art, isn't it?	The temptation of graffiti	A friend suggests you do some graffiti tags at night - no one will know. Should you?	554
7	5	Cast out Cassie	Social exclusion by friends	The boss of a group of girls want to get rid of one girl. Should you object, or go along with it?	450
8	6	Pocket money	Responsibility to parents	The father asks for help on a Saturday, for money: to agree or say no?	553
9	7	Dark secret	Betraying a friend	A friend has confided a secret: should you share it or keep it private?	580
10	8	Cheat or fail?	The temptation of cheating	Someone has the answers to a Math test: should you use them?	597
11	9	The secret party	Avoiding risky behaviour	The older sister is going to a party. There will be no adults. Should you tell?	486
12	10	I don't know him	Dealing with an emergency	An old man collapses in a park. Should you help, or pretend not to see?	730
13	11	Scary story	Empathy or cruelty?	Should you tell a little boy a nice bedtime story, or a really scary one?	619
14	12	The anger monster	Dealing with anger	A friend gets wildly angry and says mean things. What to do?	555
15	13	Finders keepers	Taking advantage	Two boys see an old lady drop a lot of money. Should they give it back, or keep it?	773
16	14	Kings of the hill	Bullying	A boy approaches a group. They send him away. What should you do?	787
17	15	The waterhole	Taking a risk	An older boy suggests jumping off a cliff into a waterhole. Is this a good idea?	700
18	16	A useful lie	Revenge/cruelty	You hear gossip which shows up a rival in a bad light. But it is probably a lie. What to do?	775
19	17	The elevator	Dealing with an emergency	An elevator stops suddenly, and the lights go out. Should you panic?	603
20	18	Bed or binge?	Sensible self control	Getting to sleep at a reasonable hour, or staying online until late. What should you do?	706
21	19	Yummy cake	Greed and self control	There is a magnificent chocolate cake. No one is around. Should you help yourself?	731
22	20	The revenge zombie	Revenge/cruelty	A hacker knows how to get into others' social media accounts. Agree or say no?	718
23	21	Mean girl	Dealing with a bully	A very nasty girl is bossing others around and making trouble. What should you do?	647
24	22	It's not far	Foolhardiness	The parents have said not to go into the sea unsupervised. But the reef is not far. What to do?	733
25	23	Which way?	Ambition and nastiness	On a hike, you come to a fork. You know the right way. The other boy does not. What to do?	746
26	24	The empty house	Responsibility	A boy takes you into an empty house and suggests you vandalise it. What should you do?	664
27	25	Pink hair	Embarrassment, compassion	The grandmother comes to the birthday party with pink hair. What are you to do?	860
28					
29					16,265
30					

2 How it works

The **Choices** game is to be found in the **Choose your own Adventure** section of the Extending Literacy 5-6 part of Ziptales.

It is directly below the other Choose your own Adventure games, with its own *new* portal.

By clicking on any one of the images, the reader is taken inside the game. An introductory page explains that

In this game, you get to try out all sorts of life choices – each a little story. Each one gives you a situation, a scenario, and offers you two options – what would you do in this situation – A or B? You simply pick the one that you think is best.

And you get to find out what happens as a result. You don't need to find out the hard way – as in real life - you get to experience it without ever getting out of your chair.

By going to the grid (on the second page of the story), children are confronted with a range of 25 different stories. All they do is click on one (eg “Scary story”). It opens up the story.

Choices

1 The shopping cart	2 No one's watching	3 So lonely	4 It's art isn't it?	5 Cast out Cassie
6 Pocket money	7 Dark secret	8 Cheat or fail?	9 The secret party	10 I don't know him
11 Scary story	12 The anger monster	13 Finders keepers	14 Kings of the hill	15 The waterhole
16 A useful lie	17 The elevator	18 Bed or binge?	19 Yummy cake	20 The revenge zombie
21 Mean girl	22 It's not far	23 Which way?	24 The empty house	25 Pink hair

The story consists of a page which lays out the story situation eg you are asked to read a bedtime story to a small child – should you tell him a nice story, or a really scary one?

Readers can then choose between these options – (A) and (B). Depending on which they choose, they can see “what happens next”.

After the run on story, there is a short section of teaching points called ‘Think about it’.

At the end of the story (either option), they are offered another story on a similar theme (eg another story about compassion).

3 How do I preview the story?

Adjacent to these notes are all 25 stories and a grid showing what they are all about.

You can choose a topic that seems suitable for the class program, and by opening up the script, quickly read through to see if it is going to be appropriate.

All scripts have a very strong positive moral, such as

“No act of kindness, however small, is ever wasted.” (Aesop) (from Scenario 25)

which emerges from the way the story goes, *and* is picked up explicitly in the ‘Think about it’ notes embedded in each.