



EduTrend Contents

P4C · THOUGHT EXPERIMENTS · MIDDLE SCHOOL

The Teleporter

If a machine made a perfect copy of you somewhere else, would it be you?

Ages 12–14

Level: Intermediate

50 minutes

Circle and small groups
· up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

The Teleporter

Students imagine a teleporter that scans you, destroys the original and builds an exact copy on Mars with all your memories. The copy says “I made it!” Is it you? Then a twist: the machine breaks and the original is not destroyed. Now there are two. Students map their answers on a chart and enquire into whether personal identity depends on body, memories or something else.

Learning outcomes

By the end of the session students can:

- explore personal identity;
- compare body and memory views;
- use a twist to test a view;
- evaluate intuitions.

KEY WORDS

identity · copy · memory · body · person · continuity

CURRICULUM LINKS

Science: DNA and cells.

Computing: copies and data.

English: science fiction.

1**STIMULUS**

Share something to think about

2**THINK**

Quiet thinking time

3**QUESTION**

Create and choose a question

4**ENQUIRE**

Reason together

5**BUILD**

Agree, disagree, add

6**REFLECT**

Last words

Materials (per class)

- Teleporter scenario cards
- Identity chart
- Question and thinking-move cards
- Worksheets 1, 2 and 3

Before the session

- Read the stimulus and note possible concepts.
- Prepare question and thinking-move cards.
- Set out a circle so everyone can see each other.
- Print the worksheets.

SAFETY

Everyone may pass. Discuss ideas, not people, and use the story or invented examples rather than personal situations.

ACTIVITY 04 · SESSION PLAN

Step by step

Stay neutral: ask for reasons, examples and counter-examples rather than giving your own view.

Time	What happens	Say or ask
0–8 min Stimulus	Present the teleporter scenario and twist.	<i>“What did you notice?”</i>
8–20 min Questions	Students create questions in pairs and vote on one.	<i>“Which question is most interesting to talk about?”</i>
20–44 min Enquiry	Enquire into the chosen question, building on each other’s ideas.	<i>“What makes you the same person over time?”</i>
44–50 min Last words	Each person says one last thought or passes.	<i>“Has your thinking changed?”</i>

CHALLENGE CARD (print or copy onto the board)

State what makes you the same person and test your answer on both parts of the scenario.

ACTIVITY 04 · FACILITATOR NOTES

The philosophy in brief

The philosopher Derek Parfit used teleportation cases in *Reasons and Persons* (1984) to explore personal identity. Thought experiments like this separate things that normally go together, such as body and memory.

Common ideas to listen for

- “It’s obviously you.” The twist challenges this.
- “Memories are the whole person.” Bodies may matter too.
- “Science fiction can’t teach us.” It tests ideas.

Adapting the activity

Support

Explore only the first part.

Stretch

Write your own twist.

WORKSHEET 1

Our questions

Name: _____

Class: _____ Date: _____

Write questions the stimulus makes you wonder about.

Our questions

Question	Who asked	Votes

WORKSHEET 2

What makes it you?

Test views.

What makes it you?

View	First scenario	Twist
Same body		
Same memories		
Something else		

WORKSHEET 3

Last words

Before and after.

Would the copy be you? Before the enquiry I thought... Now I think... because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Asks a philosophical question	Gives reasons and examples	Listens and builds on others

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

The Teleporter is a sample activity from the EduTrend Contents P4C Thought Experiments programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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