

EduTrend Contents

G4C · DEBATE AND DISCUSSION GAMES · MIDDLE SCHOOL

Switch-Side Debate

Argue one side of a light motion, then switch sides and argue the other

Ages 12–14	Level: Intermediate	45 minutes	Teams of 3 · 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

Switch-Side Debate

Two teams of three debate a light motion, such as “Every school should have a pet.” Each team has an opener, a rebutter and a summariser, with one-minute speeches. After the first round, teams switch sides and debate again using what they heard. Observers track the strongest arguments on each side, and the class discusses how arguing both sides changed their thinking.

Learning outcomes

By the end of the session students can:

- speak to a time limit;
- rebut the other side;
- argue a view you may not hold;
- reflect on both sides.

KEY WORDS

motion · proposition · opposition · rebuttal · summary · switch

CURRICULUM LINKS

English: spoken language. Citizenship: debate and democracy.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**LISTEN**	**TALK**	**CLOSE**
Voices and bodies ready	One game, clear rules	Invented roles	Everyone heard	What worked?	Calm and positive

Materials (whole class)

- Motion cards
- Role cards
- Timer
- Observer sheets
- Worksheets 1, 2 and 3

Before the session

- Choose light motions.
- Print role cards.
- Plan teams.
- Explain speech order.

SAFETY

Use light motions. Challenge ideas, not people; no personal remarks.

ACTIVITY 04 · SESSION PLAN

Step by step

Switching sides shows that debate is about reasoning, not personal belief.

Time	What happens	Say or ask
0–5 min **Warm up**	One-minute speech on a fun topic.	*"Can you fill one minute?"*
5–10 min **Explain**	Roles, order and timing.	*"What does the rebutter do?"*
10–35 min **Play**	Debate, switch, debate.	*"What did you learn from the other side?"*
35–45 min **Close**	Discuss strongest arguments.	*"Did switching change your view?"*

CHALLENGE CARD (print or copy onto the board)

Argue both sides of the motion convincingly and name the strongest point on each.

ACTIVITY 04 · FACILITATOR NOTES

The discussion game know-how in brief

Arguing both sides helps students understand opposing views.

Clear roles and time limits keep debates fair and inclusive.

Common ideas to listen for

- “You must believe what you argue.” Debate is practice.
- “Winning means talking loudest.” Reasons win.
- “Rebuttal means repeating your point.” It answers theirs.

Adapting the activity

Support

Provide speech frames for each role.

Stretch

Add points of information: short, polite questions during a speech.

WORKSHEET 1

Speech planner

Name: _____ Class: _____ Date: _____

Plan your one-minute speech.

Plan

Part	Notes
Opening	
Point 1	
Point 2	
Close	

WORKSHEET 2

Observer sheet

Track arguments.

Arguments

Side	Strongest point	Why
For		
Against		

WORKSHEET 3

Reflection

Reflect.

Arguing the other side made me think...

FOR THE TEACHER

Assessment checklist

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

Student	Keeps to time	Rebuts fairly	Reflects on both sides

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

ABOUT THIS ACTIVITY

Switch-Side Debate is a sample activity from the EduTrend Contents G4C Debate and Discussion Games 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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