

# Chutes and Ladders - Honesty

## EXPLANATION:

Honesty and integrity are important attributes for everyone. A classroom-made version of Chutes and Ladders challenges students to explore versions of truth by posing challenging questions.

**GRADE LEVELS:** 4–6

**STUDENT GROUPING:** Whole group discussion, individual creation of questions, and small-group game play

**ACTIVITY LENGTH:** 30–40 minutes

## CASEL CORE COMPETENCY: *SELF-AWARENESS*

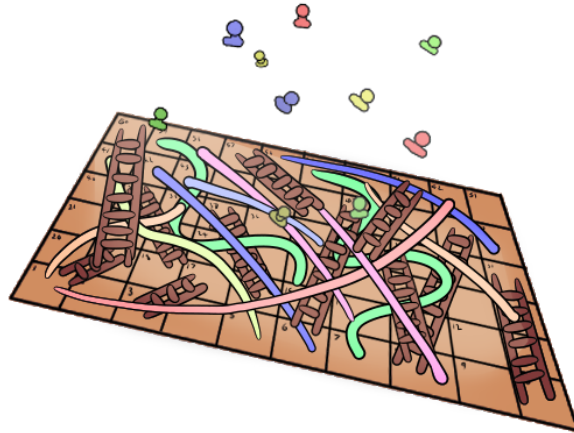
- Demonstrating honesty and integrity
- You can learn more about the CASEL framework [here](#)

## SCOPE OF TASK:

A major component of honesty is not telling lies, but honesty means more than not lying. A more complete definition of honesty includes refraining from doing things that are morally wrong. If you have to hide what you are doing because you will get into trouble, you are likely not being honest. Therefore, honesty is about speaking and acting truthfully.

1. Activate students' prior knowledge about what honesty is. Ask students to define honesty. Ask a student to record students' responses on the board. Questions to prompt students' responses could include:

- What does it mean to be honest?
- Is being truthful the same thing? Why or why not?
- Is it OK to be dishonest? Why or why not?
- Are there other words that describe honesty?
- How do you feel after you have been dishonest?
- How do you feel if you know someone has been dishonest to you?



2. Explain to the students that there can be many responses to scenarios—honest responses and dishonest answers or lies. Give some examples:

- You are playing a game with a group of friends. You see one friend cheat so that they can beat someone else. Do you: a) tell your friend that they are not playing fairly, or b) say nothing?
- You see your Dad drop a \$10 bill, and you pick it up and keep it. Your Dad asks if you have seen the \$10. Do you: a) say “no,” or b) tell him that you found it?

3. Ask the students to brainstorm some scenarios with dilemmas in which they must consider how they could respond honestly.

4. Tell the students that you are going to make a class version of the game Chutes and Ladders. The students are going to write some scenario questions that have both an honest and a dishonest response. Players' responses determine whether they go up a ladder or down a chute.

5. Every student gets to make a challenging question to contribute to the deck of scenario questions. Encourage a variety of responses by telling the students to think about scenarios that matter to them. They can use their own experiences and values to inform their questions. Depending on the context of the classroom, questions could explore bullying, cheating, friendships, social media, fighting, etc. For example:
  - Your friends think it's funny to call a classmate by a swear word. Do you: a) join your friends in the name calling to make your friends laugh, or b) tell your friends that you feel it is mean and that you are going to report the swearing?
6. Students can write their scenario questions (which can be anonymous) on note cards or pieces of cardstock, to be used in the Chutes and Ladders class game. As a whole group, model game playing using the standard rules and the new game cards. When a player's game piece is at the bottom of a ladder, they are asked a question. If they give the honest response, they move up the ladder. If they give the dishonest response, they do not move. When a player's game piece is at the top of a chute, they are asked a question. If they give the honest response, they do not move. If they give the dishonest response, they move down the chute. Then place the game in a quiet part of the room.
7. Encourage students to play the game using the classroom-made questions when they have free time.
8. During the week, check in with the students to see how they felt about the questions—are they challenging their thinking?
9. Students can add questions to the game any time they wish!

## RESOURCES:

- Note cards or cardstock cut into cards for question writing
- Game of Chutes and Ladders
- Dice
- Optional: Computers with Internet access to search for the rules of Chutes and Ladders if students do not know how to play the game