**The “How True was My Answer?” Game**

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I adapted this game from the manual to accompany “Elfie” by Mathew Lipman and associates at the Institute for the Advancement of Philosophy for Children (IAPC).

The game introduces some of the vocabulary people use to qualify their statements about truth. Certainty is something people might always like but can’t always have. And even if you feel certain of something, it doesn’t mean it’s true.

The activity can be done face-to-face in a school or family setting and also online.

Each person is asked a different question. After they have given an answer, they will say whether they think it is:

1. Completely true
2. Mostly true
3. A little bit true
4. Not at all true.

Discuss or suggest a method that is easiest for people to show how they want to rate their answer. It might be through a hand movement, writing on a card they hold up, or saying a word or two like “completely” or “a little bit”

After each answer and rating, invite others to show if they disagree and to what extent: “a little bit”, “a lot” or “completely”. If there is any disagreement, say “OK, let’s explain,” and go into brief discussion.

The questions below are suggestions. You could use them all or make a selection. The first six are taken from the IAPC manual. The second set are from me.

1. How many letters are in your first name?
2. Can a person be at home and at school at the same time?
3. Do rabbits have short ears?
4. Can a plant be a person?
5. Are you ever wrong?
6. Can you catch a virus if you never leave your house?
7. Can some people predict the future?
8. Do people learn from their mistakes?
9. Is the society you live in fair?
10. Can everyone sing in tune?

After completing the activity, ask the participants what general thoughts they have about the idea of truth and what other interesting connections they can make to life as they know it.