

What is Conscience Activity– Build a Conscience 3000–S

Objective:

This interactive activity helps students learn how a conscience helps them know if something is right or wrong. Like a “super-computer” a conscience compares your actions against your core values to help you know if an action feels right or wrong.

Key Concepts:

(See full lesson plan on “what is a conscience” at TalkingTreeBooks.com)

Your conscience is the voice in your head, and the feeling in your heart that helps you know if something is right or wrong.

What are some ways your conscience tells you something is wrong: Achy heart, tight feeling in your stomach, nervousness, feelings of worry, fear of getting in trouble, wanting to hide your action from others

What are some ways your conscience tells you something is right: Heart full of warmth or glow, feelings of pride, wanting to share what you’ve done

How a conscience works:

When you are ready to do or say something, your conscience works super-fast to compare what you want to do against your core values. If the action is in-line with your values (what you know is right), it sends your body and mind signals that feel good about the action. If the action is not in line with your core values, your conscience sends you signals that let you know something is wrong in the action.

Build a Conscience 3000 using the diagram and pre-printed pieces that follow.

How to use the Conscience 3000-s

1. One student chooses an input card and reads the action to the class. The student inserts the card into the left side of the Conscience 3000-S.
2. The Conscience 3000-S compares the action to core values. (It helps to make old fashioned computer noises while the computer does its thing.)
3. Another student pulls out an answer card indicating if the action feels right or wrong.
4. Discuss which core value was in-line or in-conflict with the action (honesty, respect, responsibility, etc.)



Build a Conscience 3000-S Diagram



Prep Action Inputs

1. Print and cut out action cards in PDF

Prep Box

1. Select a large box and cut holes on right and left.
2. Decorate box by wrapping in paper or painting.
3. Paint words, or cut out and paste on the pre-printed words in the PDF.

Prep Answer Outputs

1. Cut out the answer output cards in the PDF.

Cut out these words to paste to the front of the box

conscience 3000-s

Honesty

Respect

Responsibility

Caring

Fairness

Cut out the output cards

Feels Wrong

Feels Right

Cut out these input cards- choices increase in complexity

You Break a glass and say your friend did it

**You see a man drop \$5, But
he doesn't know he dropped it.
You pick it up and hand it back to him.**

**Your friend misses the winning goal and you
yell, "you messed up! You made us lose!"**

**You Promise your mom you'll feed the Dog
When you get home from School.
You remember and you feed him.**

**You and your classmate are supposed to
Complete a Project. You sit and play while
your classmate does all the work.**

**You rip a few pages in a library book by
accident.
You tell the librarian when you return it.**

You are Playing at your friend's house and get mad at him, so you throw his toy Down to Break it.

You spill juice on your mom's favorite Coat and you hide the Coat so she won't know.

You are at the store with your Dad and really want a Pack of gum. You slip a Pack in your Pocket while no one is looking.

You and your friend try out for the school play and you get a part, but she doesn't. You act humbly and encourage her to try again next time.

Your friend's mom says he has to finish all his math before he can play. You do half of the math problems for him so you can play sooner.

You studied for a test, but during the test you forget an answer, so you look at your friend's test paper and copy the answer.

You are on a field trip to a nature Preserve and see there are names scratched into the Bark of a tree. You think it would be cool for your name to be remembered too, so you scratch your name in the tree.

You are allowed to play on the computer for 30 minutes and have set a timer to remind yourself when to stop. When the time is almost up, you secretly add some more time to the timer.

you and your brother are supposed to pull weeds in the garden. He's not feeling well, so you do more than him and tell him to take it easy.

Input cards – Create your own
