



Lesson 1 Dale & Kyle's Dilemma

You will need:

- Finders Keepers KS1/2 Interactive Storybook.
- **RESOURCE 1.1**
Dilemma Cards - enough for each group, cut and folded.
- **RESOURCE 1.2**
Stop and Think sheet - enough for each group.
- **RESOURCE 1.3**
Role Play Masks for use in role play to explore dilemmas (optional).
- **RESOURCE 1.4**
Finding Valuables Factsheet - enough for each group.

Lesson Outcomes

Children explore the law in relation to found money (or property).

Pupils consider what the boys should do and explore reasoning skills to help make moral decisions.

Children practice resistance skills.

The Activity

- As you read the Finders Keepers Interactive Storybook stop at the point in the story where the characters face their dilemmas and discuss.
- Encourage them to explore the morality of the situation as well as the temptation and the justifications of the character.

Discussion prompts:

- Who do you think the person was who lost the money?
- What were they doing with the money?
- Is it okay to keep the money if they don't know who it belongs to?
- Is it okay to keep it, even if the person might be a bad person?
- Does that make it okay (do two wrongs make a right?)
- Is it okay to keep it if nobody knows and if they don't get caught?
- What if belonged to Bert and Ada? Would that be different?
- What if they found £5 or £10 - would that be different? (this point links to Lesson 2)
- Working in pairs, distribute the Dilemma Cards amongst the groups.
- Children explore the possible consequences of their position using the Stop and Think sheets.
- Next, ask the children feedback and further debate their position on the dilemma, making points to support their arguments.

Pupils can use the Dale and Kyle masks if they prefer to work/feedback in role. You can discuss and/or use role play to further explore the issues.

Role play

- In groups (minimum three per group), one pupil states their 'position' on the dilemma while two more stand at each shoulder. One acts as the 'conscience' and the other as the 'persuader'. Ask them to whisper the moral arguments and temptations/persuasions into their ears. The rest observe. Children take turns to repeat the exercise until each has tried a range of roles.
- Reflect on how this influences their position on the dilemma.
- In pairs, in role as Dale and Kyle, ask them to re-enact the scenario in the storybook. Focus on practicing the responses they might make to each other and the skills they have identified to communicate their moral position and explore peer influence and resistance skills.



DILEMMA CARDS

Dilemma

Dale and Kyle have found a big bundle of money in the street. They are tempted to keep it but is it really 'Finders Keepers'?

Your character thinks they should...

Keep it

Dilemma

Dale and Kyle have found a big bundle of money in the street. They are tempted to keep it but is it really 'Finders Keepers'?

Your character thinks they should...

Leave it where it is

Dilemma

Dale and Kyle have found a big bundle of money in the street. They are tempted to keep it but is it really 'Finders Keepers'?

Your character thinks they should...

Tell someone

Dilemma

Dale and Kyle have found a big bundle of money in the street. They are tempted to keep it but is it really 'Finders Keepers'?

Your character thinks they should...

Do something else

What? Decide on your own solution.

STOP AND THINK...

Dilemma:

Dale and Kyle have found a bundle of money in the street.

They don't know who it belongs to and they are tempted to keep it but is it really 'Finders Keepers'?

Stick dilemma position card here

Test it out with the questions below.

Could it make someone feel bad? Who?

How might they feel?

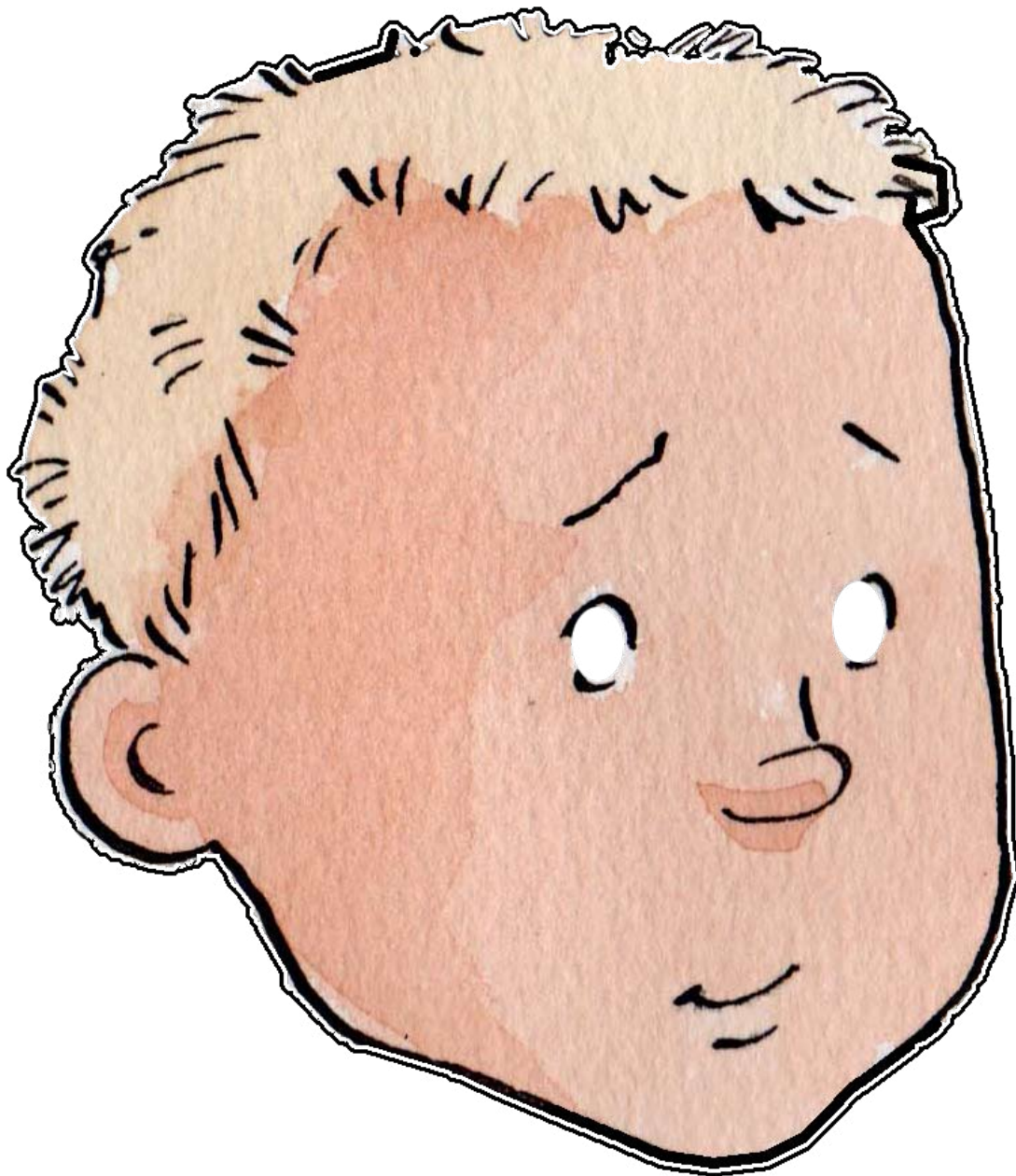
Is it right or wrong to do this?

What could happen next?

Who or what might help them decide what to do?

✂ Make masks for your role play by printing the character face onto card and securing with elastic or make a 'lollipop' using a pencil (remember to cut out the eye holes!)

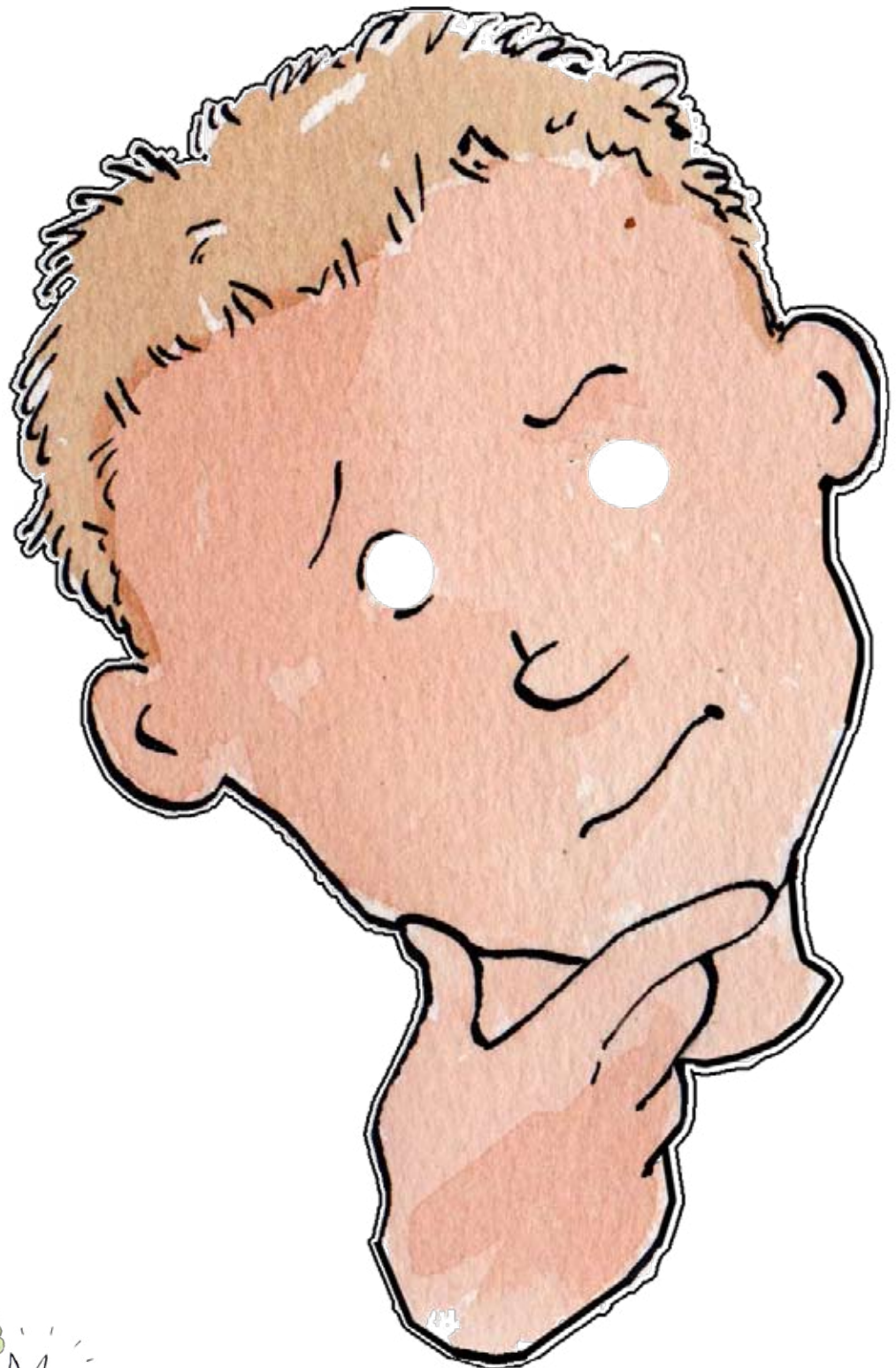
Kyle



DILEMMAS: ROLE PLAY MASKS

✂ Make masks for your role play by printing the character face onto card and securing with elastic or make a 'lollipop' using a pencil (remember to cut out the eye holes!)

Dale



FACTSHEET: FOUND MONEY OR PROPERTY

If a person finds money and they know who it belongs to, but they don't give it back, it is seen as theft in law. If the money isn't on someone's property and there is no way of knowing who the money might belong to (and there are no obvious clues to whose it is), then you should still hand it in to the police or get a safe adult to help you.

If a person finds something (such as a wallet) and does not hand it in to the police or a lost property office near to the place it was found, (so the person who lost it can know it has been found) this is also theft.

It is also against the law to take money that has been purposely hidden. This law is called Treasure Trove. You must hand it into the police or tell them.

If the object or the money is not claimed within a period of time, usually 3 months, then the finder becomes the owner!

Sometimes things are very old, or important for history. It will be necessary for the government to decide if these things will go to a museum to be looked after or if the finder can keep them.

