

Philosophy Island: Plato and Aristotle

❖ **Lesson Overview:**

In this activity each group will be tasked with re-creating the Stranded Activity from the perspective and ideology of either Plato or Aristotle (groups will be assigned philosopher). Each group will need to research their assigned philosopher and manipulate the activity to fit the ideals and beliefs of their philosopher. The “society” each group creates should reflect their philosopher's' beliefs about: ethics, political theory/thought, general philosophy and personal background (*hint: Aristotle= Golden Mean & Plato= rationalism*). Each group member will be given a job/task, and the group as whole will be asked to share their research and findings in a presentation of the Stranded Activity from the perspective of their philosopher.

❖ **Group Jobs/tasks:**

1. Group Organizer: facilitates research team and keeps group on task. Helps recorder consolidate information into comprehensible ideas. When research is done group organizer will lead discussion on how to synthesize philosopher's ideals into the functionality of the Stranded Activity (ex. research shows Aristotle believes knowledge comes from experience therefore in the Stranded Activity each members job is dictated by their experience* find out if this example is accurate). During presentation group organizer functions as narrator.
2. Recorder: synthesizes and evaluates information from the researchers and compiles research into well-organized document that outlines philosopher's ideals. Final document should be **cited** (where is information coming from) and constructed coherently. Document should be shared with all members of the group via Google Docs. During presentation recorder should provide evidence of decisions made for societal structure (ex. if all members of groups have assigned jobs according to experience recorder needs to state how/why this follows Aristotle's or Plato's philosophical ideals).
3. Research Team: each member of the research team will have a focus area assigned to them (each group chooses how to assign focus). The focus areas of research on each philosopher are: ideas on *ethics (i.e values, virtues, human rights/responsibilities)*, political theory/thoughts (i.e. government, social structure, constitution, rights, etc) , general philosophy (i.e. big ideas, rationale,), and personal background. All researchers must relay findings to recorder and help cite research. During presentation each researcher must assist in explaining decisions for the structure of society on Philosopher Island (ex. if researcher focused on political thought then it is that researchers job to explain decided governmental structure for the island's society).

***The entire groups has the task of constructing “rule book”/ “constitution” for island (the recorder must produce this along with consolidating research into a comprehensive Google doc).

❖ **Original Stranded Tasks:**

-You need to create a rulebook or constitution for your new “colony” and address these issues:

-Name of your island

-Rules of the island (as detailed as you want)(Example of rules: no eating past a certain time, no traveling alone, no creation of private housing, everyone must share food)

-Who in the class will perform the following duties: hunting/gathering, cooking, shelter, exploring, management of resources.

-How do you determine if someone in community is guilty of breaking the rules? What is the punishment?

-How do you will you make additional rules as the community adapts? Who will make these rules?

******You may shift around some these guideline to better express your philosopher's ideals. OR create a scenario that better fits the needs of explaining your philosopher's perspectives.**

❖ **Research Links/Materials:**

You can use some these links to get your research started but feel free to navigate the web on your own!

PLATO:

Political Philosophy: <http://www.iep.utm.edu/platopol/>

Ethics: <http://plato.stanford.edu/entries/plato-ethics/>

The Republic: <http://classics.mit.edu/Plato/republic.9.viii.html>

ARISTOTLE:

Political Philosophy: <http://www.iep.utm.edu/aris-pol/>

Ethics: <http://www.iep.utm.edu/aris-eth/>

Politics: <http://classics.mit.edu/Aristotle/politics.7.seven.html>

OTHER USEFUL SOURCES:

Plato and Aristotle: http://www.diffen.com/difference/Aristotle_vs_Plato

Well-condense info: <http://www.historyguide.org/ancient/lecture8b.html>

Quick Video: <https://www.youtube.com/watch?v=GmHAdgDkcCw>

❖ **Activity Outline:**

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| 1. Assign Philosopher | 5. Get to work/do your job | 9. Show time |
| 2. Move desks | 6. Compile research | |
| 3. Select jobs | 7. Construct plan for island community | |
| 4. Layout tasks | 8. Prepare for presentation (assign talking points) | |