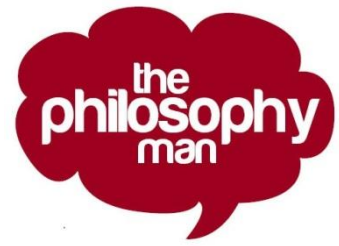


Pupil Workshop Menu



These workshops were originally developed for gifted children, but particularly at primary I work frequently with mixed ability groups. I have developed a high-energy style that draws out curiosity and creativity, helps children discard fears of failure, and allows them to surprise themselves with the depth of their thinking.

The same techniques work well with mixed ability groups rotating through for an hour or two each, with teachers continuing the adventure in subsequent sessions. Alien Adventures and Evilometer suit this best.

Workshops are best with a normal class group or a group of 20-25 brought together for the day. Workshops with larger groups are possible but they require extra planning and staff who are willing to facilitate discussions with break-out groups – it's best if they have had some P4C training before the workshop.

P4C Taster Day

A very flexible day, with me visiting a mixture of classes to show some Thinkers' Games in action and show some enquiry techniques to teachers.

It may sound prima-donnaish, but please don't book this if staff are going to spend the time I'm with them doing their marking. It's a good CPD opportunity and I don't like to feel your budget and my time have been wasted.

Alien Adventures Years 5-7

Philosophy means "love of wisdom" and for thousands of years, philosophers have been asking juicy questions such as "What's the meaning of life?" and "If I scooped out your brain and swapped it with your teacher's, who would be who?"

The twist of this day is that you'll be doing your philosophy in outer space. It's the year 2500. The only entertainment left on earth is the 507th series of Big Brother in 3D. You and a small band of brave philosophers set off to explore the galaxy in search of intelligent life and a new planet to call your own.

You'll need all your wisdom, cunning and teamwork to escape the clutches of evil aliens, solve the riddles of the Intergalactic Sphinx and cope with the sticky problems of doing DIY in outer space.

Interrogophilia Year 7+

A cynic once said that school is about getting children to give other people's answers to other people's questions. This day is all about creating juicy, philosophical questions of your own and then exploring them until your brains cry for mercy. At the end of the day, release your favourite questions into the wild to prey on passers-by.

Designing an Evilometer Year 8+

Is it better for a thin man in a lifeboat to give up his seat, or to throw a fat man overboard to make room for two? Is letting someone fall down an open lift shaft any different to giving him a gentle shove? Grapple with ethical questions such as these with the help or hindrance of philosophers, gods and sages down the ages. Then design and name your own moral philosophy, before choosing your favourite question of the day for a final showdown.

The £641,000,000,000 Question Year 10+

What would you think made a fair country if you didn't know who you were going to be? At the start of this course, you will be issued with a ticket for the lottery of life. Find out where you sit on the political map and see what solutions various philosophers and countries have offered to the problem of creating a fair society. Then, move to 11 Downing Street to tackle the national budget, making tough choices on where the government gets and spends its billions. Only at the end of the day, once you have re-designed society, will you find out whether yours is a ticket to rags or riches.

The Ethics Committee Year 11+

Explores difficult contemporary issues in medical and scientific ethics. Introduces technical elements of philosophy such as the doctrine of double effect. Serious stuff, with deliberately lighter intervals.

Improv Games Yr 7+ (max. 16 participants)

Do you enjoy making your friends laugh – or wish that you could? Comedy improvisation is something anyone can enjoy – you don't have to be "naturally funny", if there is such a thing. It's about going with the flow, bouncing ideas off of one another, and because it's made up on the spot you can't possibly get it wrong!

INSET Menu

Each INSET can be tailored to your particular requirements, but these descriptions offer a general guide. The sessions on this page can each last from 1 to 2 hours, depending on the depth and opportunities for reflection and application required. They are some of the building blocks for the longer sessions. A copy of Pocket P4C will be provided for each participant and all participants are encouraged to subscribe individually to the free email bulletin service.

Thinkers' Games

A fast-paced session of adaptable classroom games to make serious thinking irresistible. Though they look very different on the surface, the games share the same underlying structure, designed to increase participation and lead to rich dialogue about challenging concepts. You'll also have the opportunity to enjoy philosophising yourself. Would letting a love-rival fall down an open lift-shaft be any less heinous than making sure with a gentle push? How certain can you be sure that you are not being observed by invisible, intangible, silent gremlins?

If I am only going to have a brief contact with a staff, this is the session I would recommend as providing the "easiest win" for a motivating, "doable", versatile addition to everyone's teaching practice. It's also suitable for larger numbers.

A session I ran for the Essex Primary Heads Association on "Thinkers' Games" in October went down very well. I had about 80 delegates in one session and 60 in the other. 89% of evaluations said it was at least "very useful" with 39% rating it as "superb" - funny how one's scruples about superficial statistical measures disappear when they're favourable!

- No upper limit on numbers.
- No prior experience of P4C required.
- Needs space for all to move around.
- Suitable as an interactive conference keynote.

P4C Enquiry Demonstration

A demonstration of the full process of a P4C enquiry using the popular series of stages favoured by SAPERE.

- Maximum of 30 for full participation.
- Larger groups can participate in a "goldfish bowl" enquiry, with an inner and outer circle.
- No prior experience of P4C required.
- Needs space for all to sit round in a circle. Avoid school halls if possible as they inhibit dialogue.

Philosophy Quest

This workshop shows how to introduce philosophy for children through interactive storytelling. Rather than thinking in response to a text, participants do their philosophy *within* the story. They become the protagonists of an adventure in which they must work together to solve philosophical and practical problems – in outer space, on the high seas, on a desert island... perhaps in ordinary life? Enquiries into deep concepts are mixed with practical, team-building challenges. The mix provides support, progression and a rich imaginative context for schools starting out with philosophy in the classroom.

As well as experiencing and reviewing some existing materials, guidance will be provided for teachers to create their own to bring philosophical life to existing topics.

Includes a free trial of half a term's worth of weekly Alien Adventures sessions for all delegates. The full programme and accompanying DVD will be available to purchase at a discounted rate.

- Maximum of 30 for full participation.
- Larger groups can have a "goldfish bowl" enquiry, with an inner and outer circle.
- Suited to those who have already had some contact with P4C. Assumes at least the P4C Enquiry Demonstration or similar.
- Needs space for all to sit round in a circle.

Philosophic Topics

Explores planning for philosophical challenge from contestable concepts through juicy questions to stimulating activities. To get the gist, look up "philosophytopicprocessor" on Youtube

- Suited to those who have already had some contact with P4C. Assumes at least the P4C Enquiry Demonstration or similar.
- Planning focused. After a fairly brief input, the emphasis is on me coaching teachers in pairs or small groups as they plan. Very productive, but also very demanding – not the right session for a winter twilight!

Half day/Twilight Training

Typically combines Thinkers' Games and P4C Enquiry Demonstration for an introductory session, or Philosophy Quests and Philosophic Topics for more experienced groups.

Full Day

Typically combines Thinkers' Games and P4C Enquiry Demonstration with a taste of Philosophy Quests or Philosophic Topics and some guidance on facilitation and choosing starting points for enquiry (stimuli). The elements of the course are all brought together by the guiding idea of building a community of enquiry in the classroom.

- A full day of philosophy is long enough for the beginnings of a community of enquiry with a shared history of thinking to start to develop.
- Can be upgraded later by the addition of a second day to a Level 1 certificate course.
- Combines flexible activities that can be used immediately with a broader philosophy of learning.

Level 1 SAPERE Accredited Introduction to P4C (2 Day Course)

This is the recognised starting qualification in P4C. After the course, delegates need to make a brief record of one enquiry and send it to SAPERE to claim their Level 1 Certificate. Through further practice and study those who wish can then progress to Level 2 and 3 courses.

The course combines all the elements above with deeper explorations of philosophical questioning and the subtle art of facilitation. An important element of Day 2, much prized in the evaluations received, is the opportunity for all delegates to participate in the planning and facilitation of a mini-enquiry.

- Usually max. 22 participants on Day 2
- Recognised qualification.
- In depth engagement with theory and practice.
- Enough time to reflect and get specific.
- Can lead to profound change in practice.
- CPD of real depth which makes delegates feel valued and motivated.
- Can be held on consecutive days or split over two or more sessions.

Some testimonials

We have been keen to establish P4C for some time in our school, believing it to be a natural part of our three-layered G&T programme.

It was great to work with Jason who consolidated and extended our prior knowledge and really made us believe that not to implement P4C would be a grave mistake on our part. The children loved it and talked about it a lot the following day, asking when we were next going to do philosophy.

It is a testament to Jason's energy and commitment that he managed to enthuse the staff during a twilight session in darkest January and several expressed regret that we hadn't put aside a whole day.

I am keen to get Jason back into school to work with our younger pupils now – he has a natural affinity with the children but still managed to make the adults laugh and wish to get involved.

*— Ann Geeves, Year 5 teacher
Challenge Programme Co-ordinator
R A Butler School*

It still felt like a game, even though I knew I was learning.

*— James, Year 7
Alien Adventurer in Philosophy
Castle View School*

I thoroughly enjoyed the course. Superbly presented. Each teacher's question was answered in a thoughtful manner. It has really made me start to think about everything I do. It stimulated my interest in encouraging children to have confidence to believe in what they think. Thanks very much, Pat.

*— Pat Sodey, Year 1 Teacher
Alien Adventurer in Philosophy
Norwich Road Community Primary School*

INSET Prices from September 2011

Short sessions of 1-1 ½ hours £300

Half-day or twilight of up to 3 hours £500

Full day £800

Two day Level 1 Certificate Course £1600 + costs of handbooks and accreditation disbursed to SAPERE (ask for details)

All courses include copies of Pocket P4C and Thinkers' Games for up to thirty participants. Additional copies charged at 25% off normal prices.

Pupil Workshops

To keep a balance of work with children and teachers, pupil workshops are billed at the lower rate of £500/day.

These can be sustained with one group of able and gifted pupils, or be broken into shorter sessions with a series of classes.

Combined Workshop/INSET

A £100 discount applies to INSET booked to take place on the same day as a pupil workshop. This can be a good way of seeing the techniques explored in action.

Alien Adventure Launch Events

These are bespoke events which can introduce P4C to several year groups on one energised, high-impact day.

Usually involving some preparatory teacher training, the day itself sees groups of children rotating between interactive storytelling sessions in the hall and teacher-facilitated discussions back in their individual classrooms. Email for details.

Conferences and Consortia

I am happy to work with large audiences such as school partnerships, headteachers' conferences etc. I bring my own PA system, which makes it easier to work in school halls that are not equipped for conferences.

Contact me to discuss your particular requirements, as there are a variety of packages I can offer, including direct billing of individual schools for bundles of training, resource and workshops.

Expenses

Travel as far from London as Bournemouth, Bristol, Birmingham or Boston is free. Thereafter 25p/mile or the cost of train fare, whichever is lowest.

If an overnight stay is required, £50 or the cost of the room, whichever is lowest.

All prices are + VAT.

Booking

It's best to make a provisional booking at the earliest opportunity, particularly for dates at the start and end of each half term, which are when most INSET days are concentrated.

Email jason@thephilosophyman.com or ring me on **07843 555355** to discuss your requirements.