

## Unit 3

21<sup>st</sup> Century Skills Project

## Play an "Alibi" game

**1 Collaboration**

In groups of a maximum of ten students, read and follow the steps.

First, as a team, complete this story.



Last night, between \_\_\_\_\_ and \_\_\_\_\_ (time) p.m., a \_\_\_\_\_ (valuable object) was stolen from the \_\_\_\_\_ (place). Two pairs of people were seen on the site. They need to be interrogated and if they have a strong alibi, they will be declared innocent and let go. If their alibi is weak and more than three inconsistencies are found in their stories, they will be guilty and sent to jail!

**2 Creativity**

Choose four people from the group and divide them into two pairs.

Each pair will prepare their alibi to prove they were together between the times mentioned and doing something specific. (They can't say they were sleeping!) For example, they can say they went to the movies and then to dinner. Their story must be the same.

**3 Communication**

Divide the remaining students into two groups.

Have each group prepare a set of questions to interrogate the suspects.

Ask questions such as: *Where were you yesterday at 6 p.m.? Where had you gone before that? What did you do at 7? What did you have for dinner? What movie did you watch?*

Interview each suspect separately and write down their answers to see if their stories match.

The more specific questions the interviewers ask, the more inconsistencies they will find!

**4 Critical thinking**

Have the interrogators compare the stories of the two suspects and evaluate if they are guilty or innocent. Write your verdict.

Have the suspects stand before the interrogators. Read the verdict.

**5 Evaluation**

- 1 Was it easier to be an interrogator or a suspect? Why?
- 2 What would you do different next time?