Name: \_\_\_\_\_ Pate: \_\_\_\_

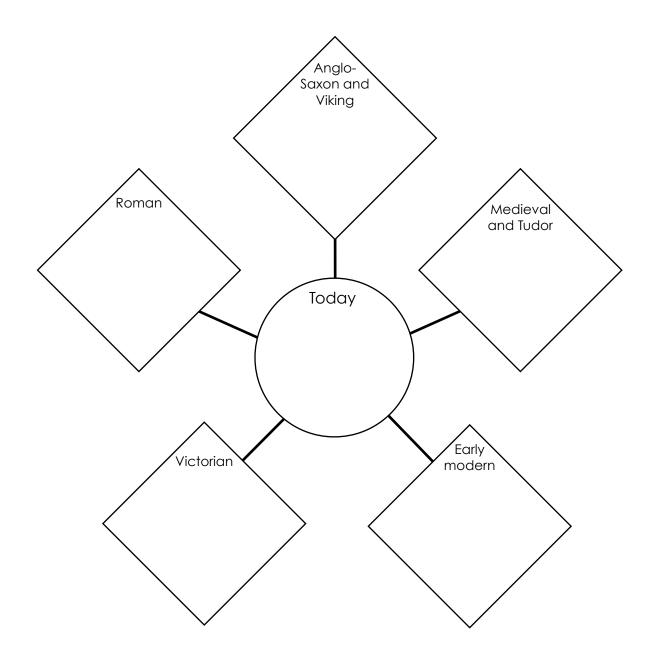
Crime and Punishment Timeline					
Crimes		Punishments			
	Roman				
	Anglo-Saxon and Viking				
	Medieval and Tudor				
	Early				
	modern				
	Victorian				
	Today				

Crin	ио а	nd	PIIN	pie	hM	เดษา	r
VIII	ne a	, iu	IVI	1191	ш		U

Worksheet 7B

Name: \_\_\_\_\_ Pate: \_\_\_\_

# Crime and Punishment



**Motion**: This house believes that there is less crime now than in the past.

#### You will need:

- A stopwatch
- A gavel (optional)
- Three tables set out in an open U shape

Choose the chairperson (who introduces the motion and the speakers) and the timekeeper (who times the speeches and gives the speakers a time warning).

Choose three speakers for the proposition and three for the opposition.

Choose 8 judges. They will work in pairs to judge a specific aspect of the speakers.

Choose any number of floor speakers.

Give all the above their role cards so they can prepare for the debate. Judges also have judging sheets that they can fill in during the debate.

The rest of the class will be reporters.

Run the debate. Give each speaker a minute to make their point (or longer if they have experience of debating).

The audience (floor speakers and any others) vote at the end of the debate and the judges make a formal decision about which side has won based on their debating skill.



### Timekeeper

- Decide how you are going to make a signal (clapping/bell/gavel)
- Make sure you know how long each speech is supposed to be and when points of information are allowed
- If the person is still speaking more than 15 seconds after their time has ended, signal continuously and the chairman will ask them to stop.
- Keep notes on everyone's actual time.

#### Chairman

- Welcome audience and announce motion
- · Remind of rules
- Introduce six main speakers
- Introduce each speaker:

Proposition and opposition speakers in turn

Floor speakers

Opposition summary

Proposition summary

Go to judges or lead a vote or both

#### Proposition speaker

- You are for the motion. You need to be clear about what you are for and have facts to back up your arguments
- Unless you are the first propositional speaker, you will have to respond to the oppositional speakers
- A summary propositional speaker will be responsible for summing up the argument at the end of the debate

#### Oppositional speaker

- You are against the motion. You need to be clear about why you are against this and have facts to back up your arguments
- As the propositional speakers will start, you will have to respond to their arguments
- A summary oppositional speaker will be responsible for summing up the argument at the end of the debate

### Floor speakers

- Once the first two propositional and oppositional speakers have spoken, the floor is open to anyone else who wants to speak
- Floor speakers may speak for as long as they want to but may choose just to say a sentence or two to support a point of view
- Floor speakers can state facts or arguments that other speakers haven't touched upon

#### Judge

- Judging the speakers is broken into four categories:
  - 1) reasoning and evidence
  - 2) organisation and prioritisation
  - 3) listening and response
  - 4) expression and delivery
- Each judge can be responsible for a different category
- Make notes on each speaker
- Give each speaker a mark out of 10 when they have finished speaking

#### Crime and Punishment

### Judging Sheet A



Your job is to judge the propositional and oppositional speakers so you can decide which side you think should win the debate.

Propositional speaker 1:		Oppositional speaker 1:	
	10		10
Propositional speaker 2:		Oppositional speaker 2:	
	10		10
Propositional speaker 3:		Oppositional speaker 3:	
	10		10

# Judge - listening and response

- Mark everyone's names on your scoring sheet
- Make notes on each speaker. Write down if:
   They offer any points of information
   They accept and respond to a point of information
   They rebut someone's argument
   They respond to the floor
- Also write if you think they did it well

speakers

 Wait until all the speakers are done before giving them marks out of ten

# Judge - expression and delivery

- Mark everyone's names on your scoring sheet
- Make notes on each speaker. Think about how they use:

   Body language
   Tone of voice
   Eye contact
   Facial expressions
   Use of persuasive language
- Wait until all the speakers are done before giving them marks out of ten

# Judge - organisation and prioritisation

- Mark everyone's names on your scoring sheet
- Make notes on each speaker. Write down whether: The points made sense The argument was given in a logical order They introduced and concluded their speech properly
- Wait until all the speakers are done before giving them marks out of ten

## Judge - reasoning and evidence

- Mark everyone's names on your scoring sheet
- Make notes on each speaker. Write down:

What their points were Whether they explained their points well If they have any evidence to support their points

Wait until all the speakers are done before giving them marks out of ten

### End of Unit Quiz

		How did Romans find criminals?				
1	They called the police	Whoever was robbed had to find them	Criminals always gave themselves up			
2		Romans decide if someone wa	-			
	With a judge and jury	By dipping them in a pond	They left it to the gods			
3		the most common crime in Rom				
	Murder Who did Box	Computer fraud	Theft			
4		nans turn to if they couldn't find t	They asked Batman to help			
	The police They left it to the gods They asked Bath  How did Anglo-Saxons and Vikings find criminals?					
5	They called the police	They used CCTV	Members of the community searched for them			
6	Who was the e	equivalent of the police in Anglo	-Saxon times?			
U	Constables	Beadles	Tithingmen			
7	How were crir	ninals usually punished in Anglo	-Saxon times?			
•	Hanging	Paying weregild	Prison			
8	If there wasn't enough evi	dence in medieval times, how c	ould they be found guilty?			
	Trial by ordeal	Being outlawed	Being exiled			
9		you go for sanctuary in the med	ieval period?			
	A hospital	A church	The manor house			
10		egally gather firewood in a roya				
	A licence	Nothing, it wasn't a crime	Permission from the police			
9 9	What replaced tithingmen in the later medieval period?					
11	Peelers and Bobbies	Police	Beadles, watchmen and constables			
12	•	nent for stealing 5 shillings in the	•			
	Pillory	Cutting off a hand	Death			
13		ome criminals sent in the early m	-			
	America	Australia	Prison			
14	-	crimes earned the death penalt				
	22	220	2200			
15		as a new crime in the Victorian I				
	Car theft	Anti-social behaviour	Not buying a train ticket			
16	Beadles, watchmen and constables	knames of the new police in the Bobbies and Peelers	Tithingmen			
		hat were built between 1840 and	1877?			
17	Ships to take criminals to Australia	Prisons	Juvenile correction houses			
18	Whe	en was the death penalty abolish	ed?			
10	1868	1965	1978			
19	Which	was a new crime for the 20 <sup>th</sup> ce	ntury?			
. •	Computer fraud	Poaching	Rioting			
20		kind of punishment in the last h	-			
	Pillory	Community service	Transportation			

#### Crime and Punishment

### End of Unit Quiz SOLUTION

		How did Romans find criminals?					
1		Whoever was robbed had to	Criminals always agys				
	They called the police	find them	Criminals always gave themselves up				
2	How did	Romans decide if someone wa	s guilty?				
	With a judge and jury	By dipping them in a pond	They left it to the gods				
3	What was the most common crime in Roman times?						
	Murder	Computer fraud	Theft				
4	Who did Ron	Who did Romans turn to if they couldn't find the criminal?					
•	The police	They left it to the gods	They asked Batman to help				
	How did	Anglo-Saxons and Vikings find c	riminals?				
5	They called the police	They used CCTV	Members of the community searched for them				
6	Who was the e	equivalent of the police in Anglo	-Saxon times?				
V	Constables	Beadles	Tithingmen				
7	How were crir	ninals usually punished in Anglo	-Saxon times?				
1	Hanging	Paying weregild	Prison				
8	If there wasn't enough evi	dence in medieval times, how c	ould they be found guilty?				
0	Trial by ordeal	Being exiled					
9	Where could	you go for sanctuary in the med	ieval period?				
J	A hospital	A church	The manor house				
10	What did you need in order to I	egally gather firewood in a roya	I forest in the medieval period?				
10	A licence	Nothing, it wasn't a crime	Permission from the police				
	What replaced tithingmen in the later medieval period?						
11	Peelers and Bobbies	Police	Beadles, watchmen and constables				
12	What was the punishn	nent for stealing 5 shillings in the	early modern period?				
12	Pillory	Cutting off a hand	Death				
13	Where were so	ome criminals sent in the early m	odern period?				
	America	Australia	Prison				
14	How many	crimes earned the death penalt	y by 1800?				
1-1	22	220	2200				
15	What w	as a new crime in the Victorian p	period?				
1.7	Car theft Anti-social behaviour Not buying a train ticket						
	What were the nic	knames of the new police in the	Victorian period?				
16	Beadles, watchmen and constables	Bobbies and Peelers	Tithingmen				
	90 of what were built between 1840 and 1877?						
17	Ships to take criminals to Australia	Prisons	Juvenile correction houses				
	When was the death penalty abolished?						
18	1868	1965	1978				
	VA/In: a la	was a new crime for the 20 <sup>th</sup> ce					
19	Computer fraud	Poaching	Rioting				
20	Which is a nov	v kind of punishment in the last h					
20	Pillory	Community service	Transportation				
_	•						