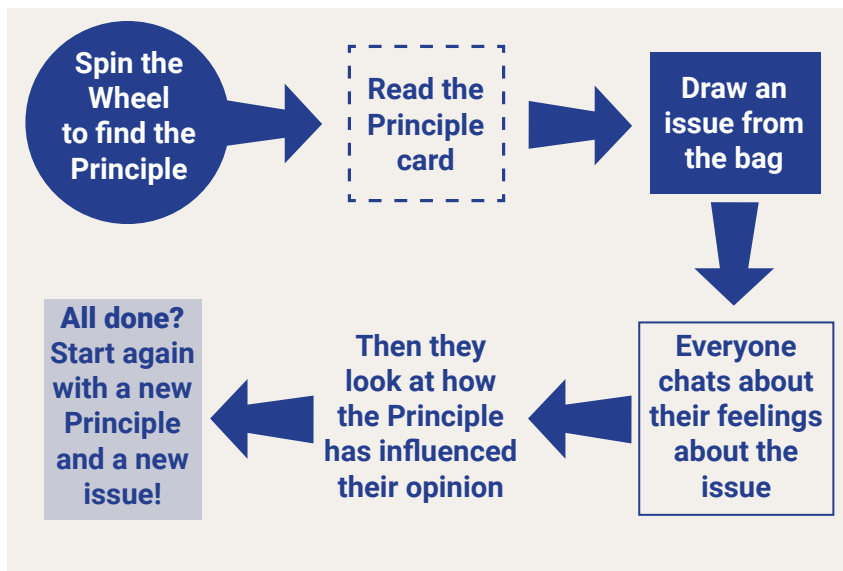




Instructions

Welcome to SPIN! We're glad you've chosen to bring
The Seven Principles into your everyday life.
Here's the short version of how to play



To play You'll need:



Mobile phone,
laptop or
tablet



Access to a
printer and 3 or
4 sheets of card



Scissors



Small bag or
container to put
the cards into

1. The Wheel of Principles

You can find the link to the Wheel of Principles on the dedicated page on the SNU website at www.snu.org.uk/philosophy-game. Your spinner will have eight sections. That's one for each of the 7 Principles, plus a question mark. If the question mark comes up, the group can choose which Principle they want to use. When you click on the wheel, it will select the number of the Principle you'll use in your discussion.

2. A bag full of Issues

You can supply the bag! The next page is a template with 36 issues that you can print off, and cut up. That means you'll have 36 little cards with issues/problems that are important in the world today. Put them in the bag. There's also an empty template so you can personalise the game by writing issues that you or your group would like to explore.



Assisted Dying



Nuclear Power



Recycling



Discipline
in Schools



Space Exploration



Raising Taxes



Immigration



The Death Penalty



Giving to Charity



The Armaments
Industry



Vegetarianism



Pacifism



Social Behaviour



Social Media



Rehabilitation
of Prisoners



Mobile Phones
for Children



The Environmental
Crisis



The Gig Economy



Free Speech



Crime and
Punishment



Private Medical Care



On-line shopping



Pet Ownership



Minimum pricing
for alcohol



Addiction



Abortion



Anti-vaxers



Private Investment



Profit Making



Religious Education



Compulsory
Community Service



Low Emission Zones
in towns and cities



Tax Avoidance



Feminism



Artificial Intelligence



Household Budgets



3. Seven Principles Cards

You can print these off to remind yourself what each Principle actually says. There's also three bullet points for each one, giving you an idea of how they apply to everyday issues. You can print these off on card if you like.

The Seven Principles

1. The Fatherhood of God
2. The Brotherhood of Man
3. The Communion of Spirits and Ministry of Angels
4. The continuous existence of the human soul.
5. Personal responsibility
6. Compensation and retribution hereafter for all the good and evil deeds done on earth.
7. Eternal progress open to every human soul.



© SNU T&A Committee

The Fatherhood of God

- A creative force in the universe.
- An omnipresent deity.
- Directs universal laws.
- God of love, perfect and perpetual.
- Symbolises all that is just, holy, good and wise.



© SNU T&A Committee

The Brotherhood of Man

- All men are equal.
- He that serves his neighbour serves God.
- Family ideal that embraces all humanity.
- Respect with tolerance all ages, nations, classes and religions



© SNU T&A Committee

The Communion of Spirit and Ministry of Angels

- Separates us from other religions.
- Proves communication between the two worlds exists.
- Higher evolved spiritual minds minister to our needs.
- Reunites friends separated by death.
- Strengthens by the presence of Angel guidance and protection.



© SNU T&A Committee

The continuous existence of the human soul

- Proven fact that we exist after physical death.
- Life continues in the Spirit World.
- Proved via Mediumship.
- Immortality of the soul with its characteristics and memories.
- We do not die, we cannot die, we only change our state of life.



© SNU T&A Committee

Personal Responsibility

- Responsible for our thoughts, words and deeds at all times.
- Separates us from other religions with saviour figures who forgive on behalf of God.
- A moral stimulus for mankind to live a better life.



© SNU T&A Committee

Compensation and retribution hereafter for all the good and evil deeds done on earth.

- Compensation for all positive things.
- Retribution for all negative things.
- Universal law what we sow so shall we reap.



© SNU T&A Committee

Eternal progress open to every human soul

- Unlimited time to seek the truth.
- Free will to progress if you wish.
- Does not discriminate between people of other faiths or belief systems.
- Progression for those who want it.
- A journey of self discovery.



© SNU T&A Committee



Instructions

Gather your group together so they can all see and hear each other. Explain you want them all to chat about how the chosen Principle helps them deal with the issue that comes up.

Make sure they know there is no right or wrong answers in this discussion, only their own opinions – no one will be 100% right, or 100% wrong. This is all about sharing and thinking.

Step 1

All have a go at spinning the spinner so you know how it works.
The number it stops at will be the number of the Principle selected.

Step 2

The group leader will explain that there are national and worldwide issues printed on the cards in the issue bag. Chosen at random out of the bag, these will be the topics the group will discuss

Step 3

The group leader picks the person in the group whose forename comes first in the alphabet. They are the Starter. They'll spin the spinner. What number comes up? That's the Principle you are going to work with. Use the Principle Card to remind yourselves what it stands for.

Step 4

Next, the 'Picker' (the person to the left of the Starter) pulls an 'issue card' out of the bag. This is the issue you are all going to discuss. For example, say the spinner lands on Principle 2. That's The Brotherhood of Man. Then 'Trolling on social media' comes out of the issue bag. Then the group will discuss what they think/how they feel about trolling. Then they'll apply The Brotherhood of Man to it. How should they react to trolling according to that Principle? Like we said before, there are no right or wrong answers here – just personal opinions. It's sharing those opinions that makes things interesting. It makes us all think!

Step 5

When you've run out of things to say about the first issue, the person to the left of the Picker spins the wheel for the next Principle, and the person to the left of them picks out a new issue from the bag. Continue on these lines for as long as you like!

Step 6

The Group Leader should take five minutes at the end of the session to reflect on what the group has got out of playing the game....New friends? New ideas? New insights? Some fun? Hopefully all of these.

End of Session

If you'd like to explore 'SPIN! Full Strength' there's a six week experience waiting for you in the other documents in the pack.