

The Spectrograph Game

The spectrograph game is designed to provoke an interesting but respectful debate by establishing visually differences in opinion in a group of people. To start the game off you need to divide the room lengthwise across the long axis of the room and establish one side as the “agree” and the other the “disagree” side. Then the moderator will read a series of statements (below are a list of suggestions but please feel free to invent your own!) designed to create a disagreement and thus a debate. The walls represent the extremes, and the farther a person stands away from the middle the more strongly they agree or disagree with the statement. If you do not have a definite opinion you may of course stand very close to the middle but you absolutely may not stand in the center or “neutral” position—you must take a side! Then the moderator can encourage discussion by allowing people on either side to volunteer a defense of the position they hold and people on the other side to offer the rebuttal in turn.

Suggestions for statements:

- Boy soldiers are morally responsible for the acts they commit in wars.
- The actions of the adults in the book, by refusing the boys suspected of being rebels aid, were justified.
- There are actions that can never be redeemed.
- A person, once he has committed certain actions, can never live a normal life.
- The message of this book would be different if it were written about a white man and set in a predominantly white country.
- Ishmael Beah was insane when he was a soldier.
- Beah, as Sebastian Junger says on the back cover of the book, “emerged intact from this chaos.”
- This book changed the way you feel about Africa/African wars/Child soldiers.