

47. FALLACY FANTASY LAND

GOAL:

To give students a fun way to understand and apply various logical fallacies.

METHOD:

- Students assume the role of a fictional hero who must travel through a magic kingdom in order to find a treasure. Along the way, the hero is attacked by strange monsters that challenge her by using fallacious arguments.
- The player must identify the fallacy in order to proceed.

For example, the player may draw a card on which a fierce troll is depicted, saying:

“You cannot proceed. None of the other heroes got past this point. They all stopped here, so you should stop here too!”
If the student correctly identifies this fallacy as the “**Appeal to tradition**,” then they get to proceed.
