

Abandon Ship!

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SUGGESTED CITATION

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Abstract

This lesson is a simulation based on real life events. Students will take on a status, role-play based on that status and then debrief the activity. The goal of this simulation is that Students will understand the social construction of individual's identities; Students will understand macro and micro levels of analysis in sociology; Students will analyze how social status shapes individuals experiences, or how Berger's private difficulties are public issues. I have used this lesson for the following units within an introductory sociology class: introduction, culture, or groups and social status. This lesson is usually two fifty-minute class periods. The simulation is based on these real-life events: An ocean liner has struck a derelict mine from World War II. Because of the unexpected explosion and the quick sinking of the ship, the radio man was not sure any other ship heard your "S.O.S.". When the incident occurred, you were in the middle of the Atlantic Ocean with a bad storm approaching. The life boat you are on is overcrowded past the danger mark. Unless you lighten the load – which means that some will have to go overboard – the lifeboat and all aboard will perish. The lifeboat was designed to hold 9, but there are 16 people aboard yours. Your job is to decide who will go over the side.

Details

Subject Areas: High School Sociology

Resource Types: Class Activity

Class Levels: High School

Class Sizes: Any

Usage Notes

I currently use this during my introductory unit for an introduction to sociology course. I usually introduce the concepts of sociological imagination and social construction of reality before doing this simulation. I then use the simulation to introduce the ideas of macro and micro levels of analysis. So, the activity provides a useful example for talking about social structure and the levels of sociological analysis. In the past, I have also used this as part of my unit on culture, especially to address values in the United States. I have also used this simulation as part of a unit on groups and social structure.

Learning Goals and Assessments

LEARNING GOALS

Students will understand the social construction of individual's identities. This lesson should be an example for the students of Peter Berger's "social construction of reality".

Students will understand macro and micro levels of analysis in sociology.

Students will analyze how social status shapes individuals experiences. This lesson should be an example of how Mills' "sociological imagination" and how individuals' private difficulties are public issues.

Resource Files

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