

## THE DOUBTING GAME

- Doubt by questioning every obvious and hidden assumption. Be logical and detached. Take nothing for granted. Persist in looking for problems and pitfalls. Search out weak points and hidden agendas. "Yes but. . ." the author. With your team, prepare a talking points page.
- Present your "take" on the reading after doubting and thinking about the issues.

## THE BELIEVING GAME

- Believe everything the author says, even if the ideas seem contradictory or you disagree with them. Don't argue. Accept the author's logic and reasoning. Work at understanding the author's main points. Prepare a talking points page with key points to persuade the other side.
- Present your "take" on the reading after believing and thinking about the issues.