

CONSEQUENCE WHEEL

Skills Thinking, Decision-Making, Problem-Solving Managing Information

What is it? This activity encourages pupils to think about the direct and second order consequences of a particular event or action. Pupils map these consequences in a visual manner.

How it works

1. Pupils write the main event or action in a centre circle in the middle of the page (see example).
2. Pupils write a direct consequence of the event in a circle which is linked to the main circle with a single line. Pupils try to think of as many direct consequences as possible.
3. Pupils then consider second order consequences. These are drawn once again in circles and linked to the direct consequences with double lines. Third order consequences have a triple line, etc.
4. Pupils could colour circles depending on whether the consequence is positive or negative.
5. Feedback afterwards could compare and contrast pupils' consequences as well as lead into deeper exploration or arising issues.

