

Name: _____

Date: _____

Tiny Thinkers and the Giant Choice: Kindergarten Ethics Quest

Step into the shoes of a fair leader to weigh consequences and character when rules and feelings collide in these tough playground puzzles.

1. A magical bird drops a shiny gold coin. There are NO rules about finding money. You know it belongs to a sad giant who lost it. What is the most 'virtuous' or kind thing to do?

- A. Keep the coin because there is no rule against it.
- B. Give the coin to your friends so they are all happy.
- C. Return the coin to the giant because you want to be an honest person.
- D. Hide the coin so nobody else can have it.

2. If you follow a 'rule' to never break a toy, but breaking a small toy would save a kitten from being stuck, a 'deontologist' (someone who only follows the rules) would say you must still keep the rule.

- A. True
- B. False

3. You have one cookie. If you give it to 4 hungry friends instead of eating it yourself, you are trying to make the ___ amount of people happy.

- A. Smallest
- B. Greatest
- C. Luckiest
- D. Angriest

4. Imagine you promised to keep a secret. But the secret is that a friend is going to do something dangerous. Which is the HARDEST part of this dilemma?

- A. Deciding between the 'duty' of a promise and the 'outcome' of safety.
- B. Remembering what the secret was.
- C. Finding a teacher to talk to.
- D. Picking a new game to play.

5. A person who acts with 'courage' ignores their fear to help a friend because it is part of their character.

- A. True
- B. False

6. A 'Utilitarian' thinker would say that if hurting one person's feelings makes 100 people dance with joy, it is the ___ choice.

- A. Wrong
- B. Sadest
- C. Right
- D. Silliest

Name: _____

Date: _____

7. A robot is programmed with one rule: 'Never enter the red room.' Inside the red room, a plant is dying for water. Why is the robot stuck?

- A. The robot is broken.
- B. The robot's rule (Deontology) conflicts with doing a good deed.
- C. The robot doesn't like plants.
- D. The room is too dark.

8. If you are a 'Virtue Ethisit,' you think about 'Who do I want to be?' instead of just 'What is the rule?'

- A. True
- B. False

9. When you have to choose between two choices and both seem a little bit right and a little bit wrong, you are facing an ethical ____.

- A. Party
- B. Dilemma
- C. Answer
- D. Circle

10. Your class is voting. 19 kids want to play tag, but 1 kid really wants to draw. If you choose tag to make the most people happy, which theory are you using?

- A. Virtue Ethics (Character)
- B. Deontology (Rules)
- C. Utilitarianism (Results)
- D. Confucianism