

Wrangle Big Ideas: Advanced Ethics Quiz for 1st Grade

Moving beyond simple obedience into weighing fairness and empathy through complex character scenarios. Perfect for high-ability enrichment or circle time debate.

1. Imagine your friend accidentally breaks a toy. They are very sad. You have a choice: tell the teacher so they get in trouble, or help your friend fix it. Which choice shows the 'Virtue' of Kindness?

- A. Telling the teacher right away
- B. Helping your friend fix the toy
- C. Hiding the broken pieces
- D. Taking your friend's toy instead

2. A girl named Maya thinks that the right thing to do is whatever makes the most people in her class smile. Maya is using the idea of 'Utilitarianism.'

- A. True
- B. False

3. Sam finds a gold star on the floor. He knows the rule is 'Always give lost things to the teacher.' If Sam follows the rule because it is his duty, he is practicing _____.

- A. Utilitarianism
- B. Deontology (Rule-following)
- C. Selfishness
- D. Making a guess

4. The class has only one cookie left. Leo wants to give it to the student who worked the hardest. Sarah wants to split it into tiny pieces for everyone. What is the 'Ethical Dilemma' here?

- A. The cookie tastes bad
- B. The class is too loud
- C. There are two different ideas of what is 'Fair'
- D. The teacher ate the cookie

5. If you are 'Virtuous,' you only do the right thing when a teacher is watching you.

- A. True
- B. False

6. A gardener has a little water. She can give it all to one thirsty rose or spread it across the whole dry garden. Choosing the whole garden to help more flowers is like _____.

- A. Being mean
- B. A rule
- C. Utilitarianism
- D. Virtue

Name: _____

Date: _____

7. If a Brave Knight always tells the truth because he wants to be an 'Honest Person,' which ethical theory is he following?

- A. Virtue Ethics
- B. Following the Leader
- C. Utilitarianism
- D. Playing a game

8. An ethical dilemma is a choice where there is only one easy and perfectly right answer.

- A. True
- B. False

9. Imagine a rule says 'No running.' Even if you are in a big hurry to get to the swings, a Deontologist would say you must _____.

- A. Run anyway
- B. Walk slowly
- C. Cry
- D. Tell someone else to run

10. You see a classmate sitting alone. You think, 'What would a good leader do?' This helps you decide to invite them to play. You are focusing on your:

- A. Speed
- B. Character
- C. Rules
- D. Math skills