

# DIRTY RHETORIC

Instruction Booklet

You need people to hear your message and act on it. Dirty Rhetoric equips you to meet that challenge.

**EACH PACK CONTAINS:**

- 53 Illustrated rhetorical technique cards
- Instructions for individual, group and class use

# ANATOMY OF A CARD

**LAST WORD,  
FIRST WORD**

**Difficulty** — **“English” Name**

**Imagery**

Creating a logical linking between phrases by repeating the final word of one phrase as the first word of the next.

**Description**

Fear leads to anger. Anger leads to hate. Hate leads to suffering, and that way lies the dark side, young Skywalker.

*- Yoda, Star Wars*

**Example**

**Icon Category** — **Latin Name**

 **SISOTdIDVNV**

# COLOR CATEGORY

**GREEN**  
Persuasion

**ORANGE**  
Scaling

**BLUE**  
Description

**YELLOW**  
Memory

# ICON CATEGORY



**ETHOS**  
Belief/Ideals/Credibility



**LOGOS**  
Consistency/Logic



**PATHOS**  
Emotions/Imagination

# GAMES

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## Writer's Block

A solo game to spice up your writing.

 1 Player

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1. Write a sentence or two (whatever comes into your head. Don't worry about style, just get the points down).
2. Shuffle the Dirty Rhetoric cards and place them in a pile face down.
3. Pick up the card on top and look at it.
4. Apply that rhetorical technique to your sentence and rewrite.
5. Re-channel your creative juices and repeat.

## Aristotle's Dilemma

A solo game for speech writing.

 1 Player

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1. Have the rough draft of your speech in front of you.
2. Choose a color category (Persuasion, Description, Scaling, or Memory) based on the primary purpose of your speech.
3. Pick out 4 cards from the chosen category (whatever takes your fancy).
4. Identify where in your speech those cards could be applied for added power (you may not be able to apply all of them).
5. Edit and repeat until happy with your speech.



## Favorite Phrases

A party game to learn the art of rhetoric.

 4-5 Players

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1. Each player writes their three favorite quotes from movies, books, or songs on three separate sticky notes. If players can't think of three, they can take one from the list of suggested quotes provided at [dirtyrhetoric.com](http://dirtyrhetoric.com), or search for quotes online. Fold and place all notes into a hat.
2. Deal seven Dirty Rhetoric cards to each player. Place the rest in a pile face down in the center of the table (aka the central pile).
3. Player 1 pulls a quote out of the hat, reads it out loud, and places it on the table for all to see.
4. Each player tries to match the quote to one or more of their Dirty Rhetoric cards. Select and place the card(s) face down in front of you if you think the technique(s) is used in the quote. If you feel you don't have a relevant card, you can pass and not place a card. When everyone's cards are down, flip them so that they face up.
5. Starting with Player 1, review each card as a group. If, after discussing, the majority of the group agrees that the quote matches your card, put that card in a **“winning card” pile** at the center of the table. If the group doesn't agree that you've matched the rhetorical technique to the quote (despite your best arguments), swap it out for a new card from the central pile.
6. Repeat step 3 with the next player.
7. The winner is whoever gets rid of all the cards in their hand first.



## Courtroom Contest

A contest format for debate teams.

 6+ Players

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### Preparation Phase

1. One week ahead of the debate, divide the class into three teams - **a team for the proposal, a team against the proposal, and a jury.**
2. Propose a topic for debate - this could be based on current affairs or a subject that will personally resonate with your students.
3. Separate the Dirty Rhetoric cards into their color category and divide each category as evenly as you can between two of the teams - **the team for the proposal, and the team against the proposal.** The teams now have one week to prepare their debate case, using their allotted cards.
4. The goal for each arguing team is to correctly use as many rhetorical techniques as they can to make their argument.

### The Debate

1. The team for the proposal has five minutes to place their argument, followed by the team against.
2. The jury then has five minutes to question the teams and test the strength of their arguments.

### Scoring

Score the contest in whichever way is most compatible with your teaching methodology and class structure. Some suggested ideas would be:

- A point for each rhetorical figure that is correctly used by the teams for or against the proposal.
- A point to the jury for each rhetorical figure correctly identified during the debate. They can either use another deck of cards for reference, or the Dirty Rhetoric infographic.
- Weighted point scoring for the use of specific types of card. For example, Persuasion cards might receive higher marks, or the specific use of pathos, logos, or ethos.

## Little Pleaders

A quickfire debate team format.

 4+ Players

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1. Divide the class into the three teams.
2. Assign each team a topic on which they have to either persuade or dissuade their classmates.
3. The teams have ten minutes to prepare their case using up to five rhetorical techniques.
4. Each team appoints a spokesperson to come to the front of the room and deliver the group's persuasive case.



## Guest Speakers

A method of classroom speech analysis.

 4+ Players

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1. Select a great speech for the class to study - for example, 'I Have A Dream' by Dr. Martin Luther King, 'The Gettysburg Address' by Abraham Lincoln, or a significant speech by any contemporary figure in media, politics or entertainment.
2. Distribute copies of the speech to the class and award points to the team who can use the cards to successfully identify the most rhetorical techniques from within the text.





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