



Sociological Detectives

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Help File

The Sociological Detectives

Although there's nothing too complicated in the Sociological Detective PowerPoint interface, this help file is designed to take you through the various screens in a way that:

1. Explains the purpose of each type of screen.
2. Identifies and explains the choices you may want to make to modify game play.

1. Splash Screen

The screen that always appears when you start the PowerPoint.

It stays on-screen for around 10 seconds and automatically moves to the next screen.



2. Case File

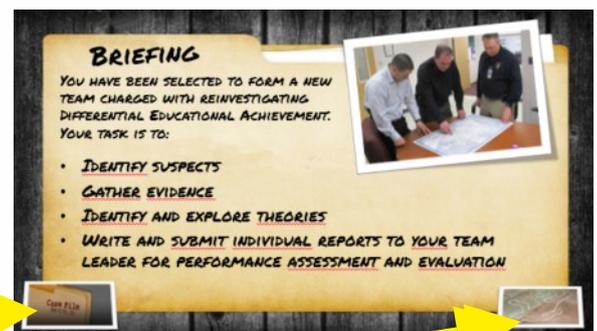
Identifies the "case" (in this example: differential educational achievement) and provides links to 3 further screens:

- a. Briefing
- b. Previous work (on the case)
- c. Crime Scene



3. Briefing

An optional screen, use this if you want to give your students an overview of what they're going to be doing in the game. It introduces the four main areas of their involvement and gives them a "rationale" for that involvement: they are part of a new team investigating an old case.



These icons are used to move around the Presentation. The picture shows your destination. Move the mouse over the icon for a text description.

4. Previous Work (on the case)

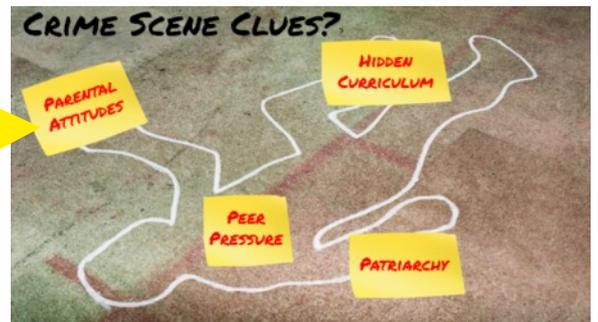
Another optional screen, this is used to reinforce the areas the students will be examining during the case. For this particular case concepts of class, gender and ethnicity need to be constantly kept in mind and this is one way of highlighting this idea. Further information on this screen simply introduces the two main areas (finding evidence and applying theories) that form the bulk of the exercise.



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5. Crime Scene

This is the main navigation screen. Each of the “clues” links to one of the four “suspect” screens. “Parental Attitudes”, for example, links to the Family as being mainly responsible for differential educational achievement.



6. Suspect Screens

There are four Suspect screens (Family, Peer Group, School and Work). All have the same format and the objective here is to get students thinking about finding evidence of differential educational achievement linked to the family group. If you want to signpost ideas about possible sources of evidence click the link to reveal some examples.



The reason this area stays blank unless you click the link is to allow you to suggest you're own ideas about possible sources of evidence.

Clicking this movement icon takes you to the Theories screen for this suspect

This link takes you to the final “Report” screen and can be accessed from any of the four Theory screens.

7. Theories Screens

The four Theories screens (Family, Peer Group, School and Work) link from their respective Suspect screen and work in the same way - clicking “Potential Lines of Enquiry” reveals some possible theories to explore, otherwise these stay hidden. The movement icon here returns you to the Suspect screen.



8. Report Screen

The final screen is used to set the students a piece of extended written work based on an exam-type question. Clicking the “Prepare a case” link reveals a question. Alternatively simply set your own question.



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