

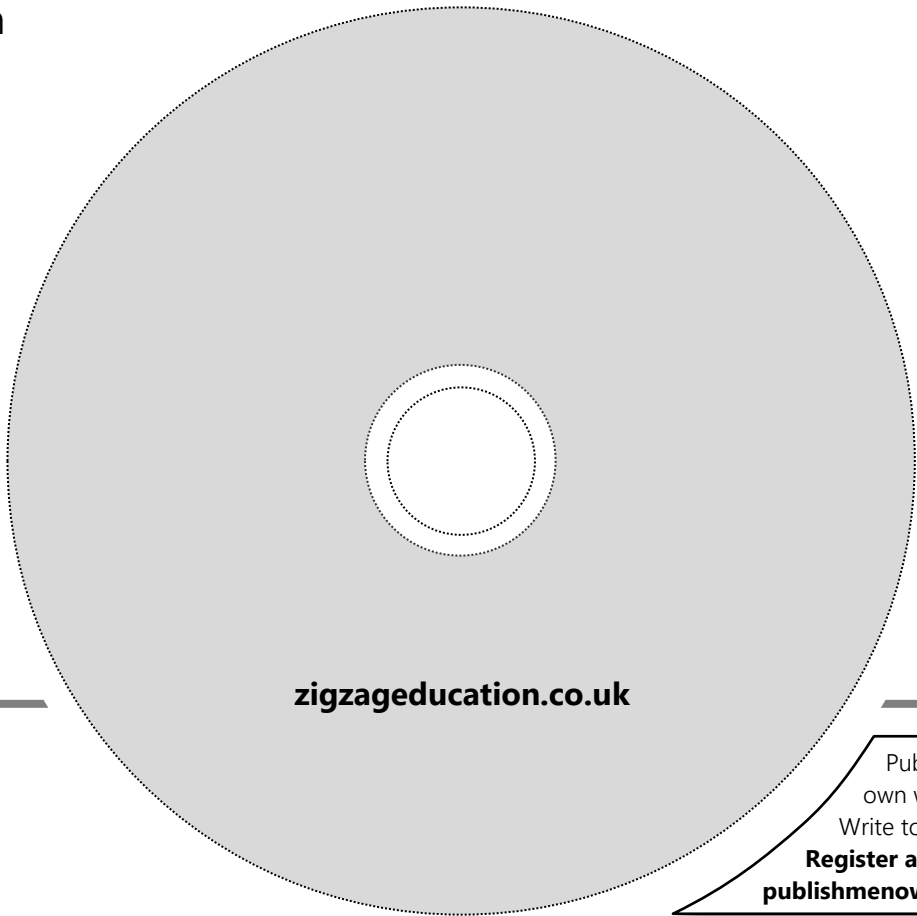


2016 specification
first exams in 2018

Keyword Activities for GCSE Edexcel B Religious Studies Short Course

Paper 2: Religion, Peace & Conflict – Christianity
Section 2: Crime & Punishment

H Rich



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Summary of Topics

	Topic Title	Spec Reference
1	Good and Evil	2.2
2	Crime and Aims of Punishment	2.2
3	Treatment of Criminals	2.2

Teacher's Introduction

Overview

This resource has been produced to support teaching and learning of the **GCSE Edexcel B Religious Studies Short Course specification Paper 2: Religion, Peace and Conflict – Christianity**. The learning content is covered by the following sets of keywords with matching descriptions, which cover all of the topics in **Section 2: Crime and Punishment**:

- *Good and Evil*
- *Crime and Aims of Punishment*
- *Treatment of Criminals*

For each set, there are a number of different keyword activities on CD designed to give you a range of different options for classroom, homework and revision. This variety enables you to take a different approach to different topics – such as using the Crosswords as homework for one topic, and the Match Up as a starter for another.

Alternatively, differentiate the activity for a given topic; for example, you might want to give your stronger students the **Crosswords** early on while you start weaker learners on the **Match Up** (where terms and definitions are both available). **Domino** and **Bingo** activities add an element of fun and reinforcement, as well as potential for pair and group work. Finally, the **Flash Cards** come into their own for revision and the **Table Fill** and **Write Your Own Glossary** allow students to test their understanding by correctly filling in keywords or definitions.

For more information about the different activities included, see overleaf →

Digital Format!

All of the activities are provided electronically on the accompanying CD. To use on a school network, the entire contents of the CD needs to be copied and pasted into an accessible location.



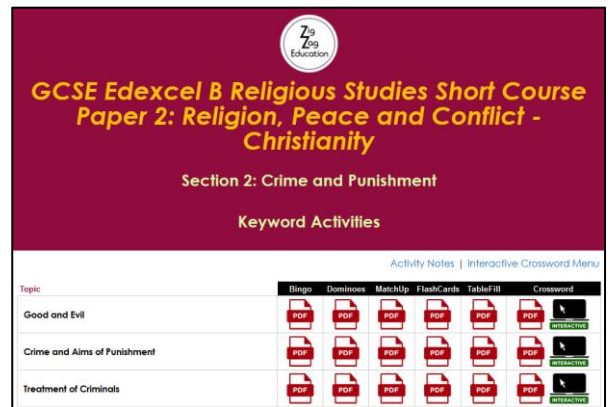
Providing easy access to the activities are two HTML menus:

1. Access All Menu →

Location: [index.html](#)

This menu, designed primarily for teacher use, includes links to everything on provided on the CD – allowing you to easily select what you need when preparing your lessons.

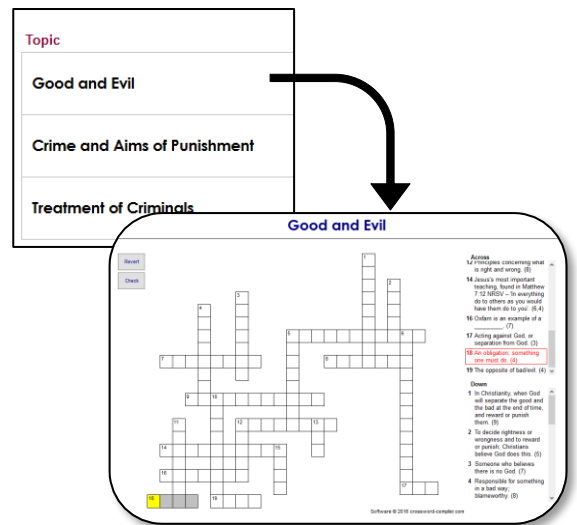
If you intend to give learners access to this menu, then be aware that it does include links to the solutions.



2. Interactive Crossword Menu →

Location: [interactive-crosswords/index.html](#)

This menu, which can be accessed via the *Access All Menu* is included to allow learner access to just the interactive crosswords (without the answers).



Free Updates!

Register your email address to receive any future free updates* made to this resource or other Religious Studies resources your school has purchased, and details of any promotions for your subject.

* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

[Go to zzed.uk/freeupdates](http://zzed.uk/freeupdates)

Activity Types

All activities are provided as PDF files, allowing for easy printing and sharing on your school's internal network or VLE. In addition, each of the single-page activities (*crosswords*, *match up* and *table fill*), as well as the solutions, are provided on paper too.

The activities included in this resource are as follows:

Bingo

Each student is given a different bingo card containing a selection of words from the set. The teacher reads the definitions using the Bingo Question sheet or Keyword Answers and the student must match the definition to the words on their card to complete rows, columns, and the full bingo card. The bingo activity is available for sets with 12 or more words.

✓ PDF

Crosswords

These traditional keyword activities are equally effective as lesson or homework activities – and are also an excellent way to ease students into their revision programme.

✓ PDF ✓ PAPER



INTERACTIVE

In addition to the photocopiable worksheets and pdf, the crosswords are provided in interactive format on the accompanying CD-ROM. These are web-based (HTML5) and will run straight from your Internet browser.

Dominoes / Loop Cards

This is essentially another match-up activity, but this one is designed to be used in a more active way to engage students. It is recommended that students work in pairs or small groups.

✓ PDF

Half of each card contains a keyword, and the other contains a description. To complete the activity, students must align all the cards in the correct order. There is a 'Start' and a 'Finish', meaning that if any cards are left outside of the chain, then students have gone wrong somewhere.

Match Up

Students match descriptions to their keyword by drawing lines between them. Because there are similar descriptions and keywords, students are likely to make the odd mistake while completing the activity, so it is recommended that they use a pencil to start with! By eliminating the keywords that they are familiar with, students can then think about and learn the ones that they are less confident with.

✓ PDF ✓ PAPER

Flash Cards

These are a helpful revision tool. To make the cards, fold the page in half, then cut each card and stick together so the keyword is on one side and the definition the other. In addition, students could use these to play a game of pairs. Cut each card in two and place face down on the table. Students will then take it in turns to turn over two cards with the aim of matching up a keyword to its definition. Matched up cards are removed and the game is finished when all the cards have been matched.

✓ PDF

Glossary Builders

Table Fill

Nothing fancy – students simply write the keyword which is being described, without any other help. Because this activity tests the students' own knowledge, it is best used as a homework activity at the end of each topic or during revision. This then acts as a check that they have grasped the key terminology for each topic. Alternatively, they could be given to students at the beginning of the topic, to see what they already know.

✓ PDF ✓ PAPER

Write Your Own Glossary

Like the Table Fill, this activity can be used to test pupils before learning a topic, or as a revision tool after learning a topic. Students are given a list of the keywords and need to produce their own definitions. Using Table Fill and Write Your Own Glossary, lessons can be differentiated for all levels of learner.

✓ PDF

Selected Activities and Completed Glossary Page

This sample shows one example of several activities.
The whole resource contains approximately 30 activities –
6 or 7 activities for each of the 3 topics.

The resource covers 63 key terms.

Good and Evil (Table Fill)

The capacity to make one's own decisions.	
Showing compassion and forgiveness, rather than punishing or taking revenge.	
Acting against God, or separation from God.	
In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them.	
Pain in the world; it is debated whether it is ever good or acceptable to cause this.	
Important laws followed by Christians and Jews; given by God to Moses on stone tablets in Exodus.	
To decide rightness or wrongness and to reward or punish; Christians believe God does this.	
Principles concerning what is right and wrong.	
Responsible for something in a bad way; blameworthy.	
Letting go of bad feelings towards someone who has done you wrong.	
An obligation; something one must do.	
Giving to, and helping, others.	
Jesus's most important teaching, found in Matthew 7:12 NRSV - 'In everything do to others as you would have them do to you'.	
The opposite of bad/evil.	
Someone who believes there is no God.	
A philosophical position which relies on reason to justify human worth, and is often atheistic.	
Being morally bad, or an action which is morally bad.	
Some who communicates with God and teaches his will.	
Making wrongs better by helping both the victims and the perpetrators.	
The animal representations of good and evil people respectively in a parable Jesus told about judgement.	
Fairness; what is right, legally or morally.	

Good and Evil (Match Up)

1	A philosophical position which relies on reason to justify human worth, and is often atheistic.
2	Acting against God, or separation from God.
3	An obligation; something one must do.
4	Being morally bad, or an action which is morally bad.
5	Fairness; what is right, legally or morally.
6	Giving to, and helping, others.
7	Important laws followed by Christians and Jews; given by God to Moses on stone tablets in Exodus.
8	In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them.
9	Jesus's most important teaching, found in Matthew 7:12 NRSV - 'In everything do to others as you would have them do to you'.
10	Letting go of bad feelings towards someone who has done you wrong.
11	Making wrongs better by helping both the victims and the perpetrators.
12	Pain in the world; it is debated whether it is ever good or acceptable to cause this.
13	Principles concerning what is right and wrong.
14	Responsible for something in a bad way; blameworthy.
15	Showing compassion and forgiveness, rather than punishing or taking revenge.
16	Some who communicates with God and teaches his will.
17	Someone who believes there is no God.
18	The animal representations of good and evil people respectively in a parable Jesus told about judgement.
19	The capacity to make one's own decisions.
20	The opposite of bad/evil.
21	To decide rightness or wrongness and to reward or punish; Christians believe God does this.

Free Will	
Mercy	
Sin	
Judgement	
Suffering	
Ten Commandments	
Judge	
Morality	
Culpable	
Forgiveness	
Duty	
Charity	
Golden Rule	
Good	
Atheist	
Humanism	
Evil	
Prophet	
Restorative Justice	
Sheep and Goats	
Justice	

Good and Evil (Flash Cards)

The capacity to make one's own decisions.

Free Will

Showing compassion and forgiveness, rather than punishing or taking revenge.

Mercy

Acting against God, or separation from God.

Sin

In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them.

Judgement

Pain in the world; it is debated whether it is ever good or acceptable to cause this.

Suffering

Important laws followed by Christians and Jews; given by God to Moses on stone tablets in Exodus.

Ten Commandments

To decide rightness or wrongness and to reward or punish; Christians believe God does this.

Judge

Principles concerning what is right and wrong.

Morality

Responsible for something in a bad way; blameworthy.

Culpable

Letting go of bad feelings towards someone who has done you wrong.

Forgiveness

Good and Evil *(Dominoes)*

– START –	The capacity to make one's own decisions.
------------------	-------------------------------------------

Free Will	Showing compassion and forgiveness, rather than punishing or taking revenge.
------------------	------------------------------------------------------------------------------

Mercy	Acting against God, or separation from God.
--------------	---------------------------------------------

Sin	In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them.
------------	-------------------------------------------------------------------------------------------------------------

Judgement	Pain in the world; it is debated whether it is ever good or acceptable to cause this.
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Suffering	Important laws followed by Christians and Jews; given by God to Moses on stone tablets in Exodus.
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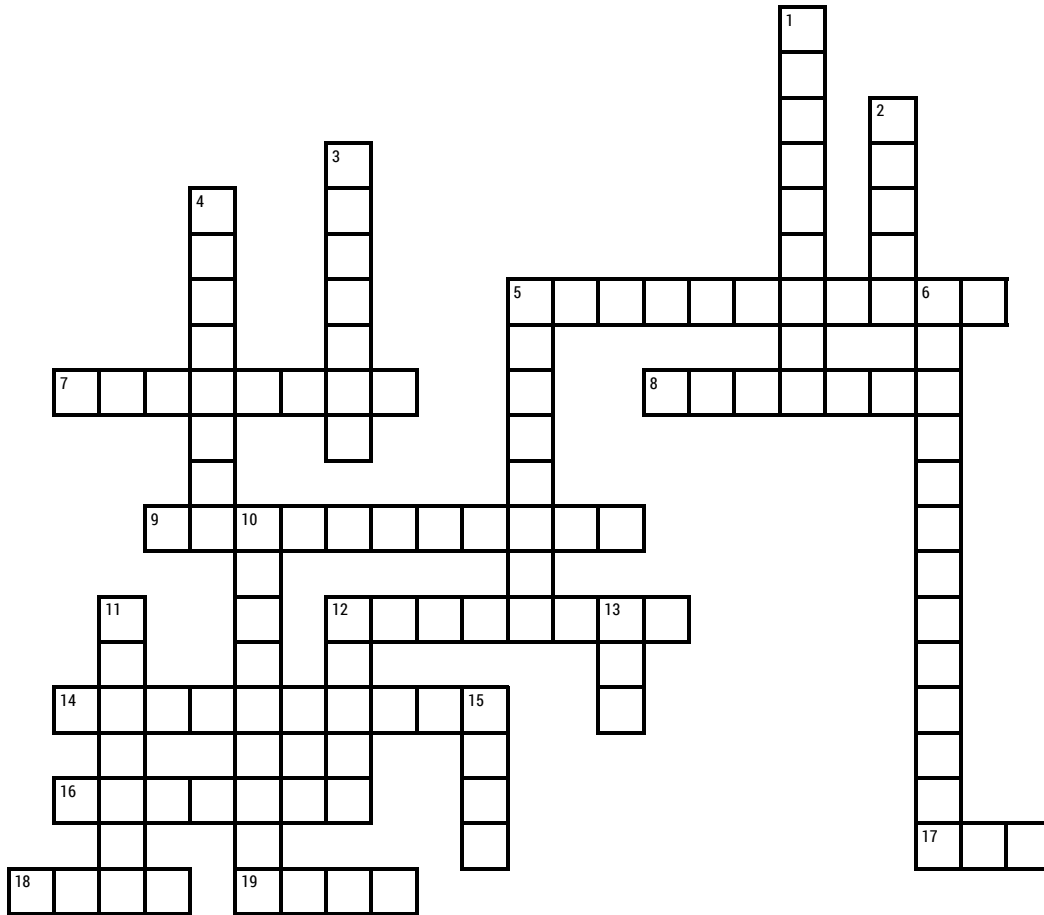
Ten Commandments	To decide rightness or wrongness and to reward or punish; Christians believe God does this.
-------------------------	---------------------------------------------------------------------------------------------

Judge	Principles concerning what is right and wrong.
--------------	------------------------------------------------

Morality	Responsible for something in a bad way; blameworthy.
-----------------	------------------------------------------------------

Culpable	Letting go of bad feelings towards someone who has done you wrong.
-----------------	--------------------------------------------------------------------

Good and Evil



Across

- 5** 'Then Peter came and said to him, "Lord, if another member of the church sins against me, how often should I _____? As many as seven times?" Jesus said to him, "Not seven times, but, I tell you, seventy-seven times."' (Matthew 18:21–22 NRSV). (11)
- 7** A philosophical position which relies on reason to justify human worth, and is often atheistic. (8)
- 8** Fairness; what is right, legally or morally. (7)
- 9** A type of justice which aims to help victims and perpetrators. (11)
- 12** Principles concerning what is right and wrong. (8)
- 14** Jesus's most important teaching, found in Matthew 7:12 NRSV – 'In everything do to others as you would have them do to you'. (6,4)
- 16** Oxfam is an example of a _____. (7)
- 17** Acting against God, or separation from God. (3)
- 18** An obligation; something one must do. (4)
- 19** The opposite of bad/evil. (4)

Down

- 1** In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them. (9)
- 2** To decide rightness or wrongness and to reward or punish; Christians believe God does this. (5)
- 3** Someone who believes there is no God. (7)
- 4** Responsible for something in a bad way; blameworthy. (8)
- 5** If humans did not have _____, God could control them and stop them from doing evil. (4,4)
- 6** The animal representations of good and evil people respectively in a parable Jesus told about judgement. (5,3,5)
- 10** Pain in the world; it is debated whether it is ever good or acceptable to cause this. (9)
- 11** Some who communicates with God and teaches his will. (7)
- 12** Showing compassion and forgiveness, rather than punishing or taking revenge. (5)
- 13** The _____ Commandments are important commandments which Christians and Jews believe God gave to Moses. (3)
- 15** Being morally bad, or an action which is morally bad. (4)

Good and Evil (Bingo – Quiz Questions)

Hand out the grids to students and read out the following questions to play a game of Bingo!

Rules reminder:

Students cross off correct answers on their grids. Full row or column = **Bingo!** All squares crossed off = **Full House!**

Question	Answer	Asked
What is the capacity to make one's own decisions called?	Free Will	<input type="radio"/>
What is a term for showing compassion and forgiveness rather than punishing or taking revenge?	Mercy	<input type="radio"/>
What is acting against God, or separation from God called?	Sin	<input type="radio"/>
What is the concept called in Christianity in which God will separate the good and the bad at the end of time, and reward or punish them?	Judgement	<input type="radio"/>
What is another term for pain in the world?	Suffering	<input type="radio"/>
What is the name of important laws followed by Christians and Jews, which were given by God to Moses on stone tablets in Exodus?	Ten Commandments	<input type="radio"/>
What is the term that means to decide rightness or wrongness and to reward or punish?	Judge	<input type="radio"/>
What is a term for principles concerning what is right and wrong?	Morality	<input type="radio"/>
What is term for being responsible for something in a bad way, and being blameworthy?	Culpable	<input type="radio"/>
What is a term for letting go of bad feelings towards someone who has done you wrong?	Forgiveness	<input type="radio"/>
What is a term for obligation; something one must do?	Duty	<input type="radio"/>
What is a term for giving to, and helping, others?	Charity	<input type="radio"/>
What is the name for Jesus's most important teaching, 'In everything do to others as you would have them do to you', in Matthew 7:12 NRSV?	Golden Rule	<input type="radio"/>
What is the opposite of bad/evil?	Good	<input type="radio"/>
What do you call someone who believes there is no God?	Atheist	<input type="radio"/>
Which philosophical position relies on reason to justify human worth, and is often atheistic?	Humanism	<input type="radio"/>
What is a term for being morally bad, or an action which is morally bad?	Evil	<input type="radio"/>
What is the name for someone who communicates with God and teaches his will?	Prophet	<input type="radio"/>
What is making wrongs better by helping both the victims and the perpetrators called?	Restorative Justice	<input type="radio"/>
What are the animal representations of good and evil people respectively in a parable Jesus told about judgement?	Sheep and Goats	<input type="radio"/>
What is another term for fairness?	Justice	<input type="radio"/>

Good and Evil

<i>Free Will</i>	The capacity to make one's own decisions.
<i>Mercy</i>	Showing compassion and forgiveness, rather than punishing or taking revenge.
<i>Sin</i>	Acting against God, or separation from God.
<i>Judgement</i>	In Christianity, when God will separate the good and the bad at the end of time, and reward or punish them.
<i>Suffering</i>	Pain in the world; it is debated whether it is ever good or acceptable to cause this.
<i>Ten Commandments</i>	Important laws followed by Christians and Jews; given by God to Moses on stone tablets in Exodus.
<i>Judge</i>	To decide rightness or wrongness and to reward or punish; Christians believe God does this.
<i>Morality</i>	Principles concerning what is right and wrong.
<i>Culpable</i>	Responsible for something in a bad way; blameworthy.
<i>Forgiveness</i>	Letting go of bad feelings towards someone who has done you wrong.
<i>Duty</i>	An obligation; something one must do.
<i>Charity</i>	Giving to, and helping, others.
<i>Golden Rule</i>	Jesus's most important teaching, found in Matthew 7:12 NRSV – 'In everything do to others as you would have them do to you'.
<i>Good</i>	The opposite of bad/evil.
<i>Atheist</i>	Someone who believes there is no God.
<i>Humanism</i>	A philosophical position which relies on reason to justify human worth, and is often atheistic.
<i>Evil</i>	Being morally bad, or an action which is morally bad.
<i>Prophet</i>	Some who communicates with God and teaches his will.
<i>Restorative Justice</i>	Making wrongs better by helping both the victims and the perpetrators.
<i>Sheep and Goats</i>	The animal representations of good and evil people respectively in a parable Jesus told about judgement.
<i>Justice</i>	Fairness; what is right, legally or morally.