

**Thesis Title:** Use of a Moral Thinking Package by a Simulation  
Technique for Prathom Suksa 4 Students

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**Abstract**

The purposes of this research were:

1) to construct a Moral Thinking Package by a Simulation Technique for Prathom Suksa 4 students.

2) to compare pretest and posttest scores of moral thinking of students who were taught through the Moral Thinking Package.

Fifty-five Prathom Suksa 4 students, studying in the first semester of 1997 academic year at Montfort School (Primary School Section) Chiang Mai, were selected as the sample of this study. Instruments used included a Moral Thinking Package by a Simulation Technique for Prathom Suksa 4 students. The collected data were analyzed through means, standard deviation and t-test.

The major findings were as follows:

1. The Moral Thinking Package by Simulation Technique for Prathom Suksa 4 students were divided into two parts; the first part consisted of four sub-packages to enhance knowledge about Brahmavihāra 4 (sublime states of mind), Iddhipāda 4 (path of accomplishment) enquiry Thinking strategy and Evocative Moral Thinking. Each sub-package included a game and a situation concerning students' lives. Students were asked to play game or read and analyze the situations provided. The second part consisted of six sub-packages to foster students' moral thinking strategies. Each sub-package required students to analyze the problem relating to their everyday lives.

2. The result of comparing pretest with posttest scores of Prathom Suksa 4 students taught through the moral thinking package was found different at .01 level of significance.