

# Gryffindor



External Trait	Bravery
Core Value	Justice
Flaw	Defensiveness
Element	Fire

Gryffindors possess a keen sense of right and wrong, and seek to redress injustice, either to themselves or to others.

This strong moral compass can lead them to great acts of bravery at best, championing causes and fighting for the underdog. At worst, this can incline them to pettiness and mulishness when they feel they have been wronged.

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# Ravenclaw



External Trait	Intelligence
Core Value	Knowledge
Flaw	Callousness
Element	Air

Ravenclaws seek knowledge for knowledge's sake, driven by a passion and hunger to know their chosen subjects inside and out. This has a tendency to produce oddballs and eccentrics.

Their singleminded pursuits can lend themselves to a sort of myopia, where a Ravenclaw may overlook the human cost of their quest for more knowledge.

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## THE HOGWARTS HOUSES

# Hufflepuff



External Trait	Hard work
Core Value	Fairness
Flaw	Indecisiveness
Element	Earth

Hufflepuffs are the egalitarians of Hogwarts. Of all the Houses, they are the strongest believers of a meritocracy, believing hard work and determination should be rewarded.

But in their adherence to fairness and equality, Hufflepuffs may become stymied by conflicting goals. As a result, they may take no action where action may be needed.

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# Slytherin



External Trait	Ambition
Core Value	Success
Flaw	Maliciousness
Element	Water

Motivated by success, Slytherins are perhaps the most unfairly maligned of all the Hogwarts houses due to a cutthroat reputation. They like to get ahead, whatever the cost.

But while success is certainly an admirable thing to strive for, it is when the drive for success becomes a need for status that proves Slytherin's less than savory reputation.

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# Now create your own House!

- You are going to create a poster of your House, trying to persuade people to join (yes that's not how it normally works but just pretend for now!)
- Things to think about:
  - What animal represents your House?
  - Does your House have a motto?
  - What qualities must you have to join (e.g. bravery, cunning or kindness)?