

Verification Principle			Wittgenstein's Language Games			Key Vocabulary				
1	Who?	A J Ayer and Logical Positivists: influenced by empiricism	1	The Problem	Philosophical issues arise when people use language out of context. Words don not have a fixed meaning and people make mistakes when they try to fix language.	Anti-realism	Theories should never be regarded as true			
2	1. Analytic statements	These tautological statements are meaningful as they are known a priori. E.g. a triangle has 3 sides				2	Language Games	We all play many language games and our words have meaning when we know the rules and recognise meaning is contextual. E.g. in chess we discuss the movements of the 'King' but only when we play.	Blik	A basic, unfalsifiable belief
3	2. Synthetic statements	These empirical statements are meaningful as they can be proven right by sense experience. E.g. I own a Porsche.							Cognitive	Statements that are true or false
4	Meaningless	Opinion, history, ethics and metaphysics are neither 1. nor 2. so meaningless	Falsification	Providing evidence to determine something is false						
5	Hick's criticism	Hick disagreed as he said we will be able to verify religious language in Heaven!	3	Forms of Life	Games are communities that we share with others – language is a community	Form of life	Communities of language			
The Falsification Symposium						Language games	Wittgenstein's theory that all language is contextual			
1	Popper	Scientific method is based on disproving a theory – this makes theory meaningful				4	Religious language	This is one form of life with different games depending on your context e.g. denomination.	Logical positivism	Philosophical movement claiming assertions must be empirically testable to be meaningful
2	Flew	<ul style="list-style-type: none">Religious believers refuse to acknowledge evidence that falsifies their belief e.g. evil. This makes their language meaningless. Religion dies a death of ' a thousand qualifications'Used John Wisdom's example of the invisible gardener							Non cognitive	Statements that are opinion
3	R. M. Hare	<ul style="list-style-type: none">Flew is wrong to apply scientific principle to religious languageWe have 'blik's that are reasonable but cannot be testedExample: lunatic and the dons							Verification	Statements are only meaningful is their can be verified by the senses
4	Basil Mitchell	<ul style="list-style-type: none">Partial agreement with FlewThere is evidence that counts against religious belief but the believer does not allow it to decisively disprove God out of faithExample: the resistance fighter	5	Conclusion	Religious language is non-cognitive and meaningful for those in the game	Tautology	A phrase that is true by definition			



This philosophy unit is the second part of the religious language unit. Note how arguments that God is too complex to understand have been remodelled in the context of science and rigour of empiricism. Is religious language a different type of language to other forms and does that make it more or less meaningful? Remember we discuss meaning, not accuracy.

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The Falsification Symposium			3	Forms of Life		Language games	
1	Popper					Logical positivism	
2	Flew		4	Religious language		Non cognitive	
3	R. M. Hare					Verification	
4	Basil Mitchell		5	Conclusion		Tautology	