

Week Sixteen

This week focuses on developing students' social interaction, empathy, self-reflection, and teamwork through a variety of engaging activities. The games encourage communication, personal reflection, and physical activity while fostering connections between students. Fingers in the Middle and Dice Bingo focuses on socialising and mathematical skills, while One Wish for the World and Jenga Reflection Game allows students to practice empathy and gratitude.

Learning Intentions:

1. Social Interaction and Teamwork:

- Fingers in the Middle and Dice Bingo allows students to interact with each other, fostering teamwork, competition, and friendly conversations.
- These games help students practice asking questions, answering truthfully, and working together to achieve goals.

2. Empathy and Global Thinking:

- One Wish for the World encourages students to think about their impact on others and how small actions can bring about global change.
- It helps students reflect on their values and how they can contribute to a better world.

3. Reflection and Gratitude:

- Jenga Reflection Game provides a creative way for students to reflect on gratitude, kindness, and their accomplishments in a fun, interactive environment.
- Students explore their personal gratitude while building connections and practising empathy.

4. Math and Physical Engagement:

- Dice Bingo integrates mental math with physical exercises, allowing students to stay active while also practising addition and working towards a goal.

Success Criteria:

1. Engagement and Participation:

- Students are encouraged to ask meaningful questions and actively participate in each game, promoting openness and honesty.
- In Fingers in the Middle, students actively participate in asking and answering questions. In Dice Bingo, they demonstrate quick math and physical engagement.

2. Self-Reflection and Empathy:

- Students reflect on their personal strengths and the impact of small actions in the One Wish for the World activity, developing empathy and a sense of community.
- In the Jenga Reflection Game, students share their gratitude and positive experiences, practising active listening and empathy.

3. Teamwork and Collaboration:

- In Dice Bingo, students work as teams to complete the bingo card while staying engaged and participating in the exercises.
- Jenga Reflection Game encourages collaboration by providing an opportunity for students to share reflections in a supportive and reflective setting.

Activity 1: Fingers in the Middle

Duration: 5 minutes

Objective:

To help students practice social interaction and build relationships by asking and answering questions.

Learning Intentions:

- Practice asking and answering questions.
- Build relationships and engage in friendly competition.
- Respect the turn-taking process and encourage others.

Success Criteria:

- Ask appropriate yes-or-no questions.
- Answer questions honestly and supportively.
- Engage actively and respect the game rules.

Gameplay:

Participants take turns asking yes-or-no questions. Players drop a finger for every "no" answer, with the goal of being the last player with fingers still raised.

Debrief:

Reflect on how it felt to answer questions honestly and learn new things about classmates.

Activity 2: One Wish for the World

Duration: 25 minutes

Objective:

To encourage empathy and big-picture thinking by reflecting on how individual actions can make a positive impact.

Learning Intentions:

- Reflect on how actions can impact the world.
- Develop empathy by considering others' needs.
- Explore small actions that can contribute to making the world better.

Success Criteria:

- Describe one wish for the world.
- Explain why this wish is important and how it reflects personal values.
- Identify small actions that can help make the wish a reality.

Gameplay:

Students write about their wish for the world, explaining its importance and how small actions can help make it come true.

Debrief:

Encourage students to think about how they can contribute to making their wishes come true, no matter how small the actions might seem.

Activity 3: Dice Bingo

Duration: 10 minutes

Objective:

To combine math, probability, and physical fitness into a fun and competitive game.

Learning Intentions:

- Practice quick addition and mental math.
- Engage in physical exercises based on dice rolls.
- Participate in friendly competition while maintaining good sportsmanship.

Success Criteria:

- Accurately calculate dice rolls and complete exercises based on the totals.
- Engage enthusiastically in exercises and focus on completing the bingo card.
- Work either individually or in teams to complete a row.

Gameplay:

Players roll two dice, calculate the total, and perform the corresponding exercise. The goal is to complete a row or the most numbers within the set time limit.

Debrief:

Reflect on how combining math and physical activity helped maintain focus and engagement in the game.

Activity 4: Jenga Reflection Game

Duration: 20 minutes

Objective:

To encourage reflection on gratitude, kindness, and personal achievements in a fun and interactive environment.

Learning Intentions:

- Reflect on personal gratitude and positive experiences.
- Engage in meaningful conversations about kindness and personal growth.
- Participate in a collaborative activity that promotes self-reflection.

Success Criteria:

- Share thoughtful answers related to gratitude, kindness, and positivity.
- Actively listen to others' reflections and contribute to a positive atmosphere.
- Foster a fun and reflective environment while respecting others' reflections.

Gameplay:

Players take turns removing Jenga blocks, each associated with a gratitude question or challenge. After answering the question, they place the block on top, continuing until the tower falls.

Debrief:

Discuss how answering questions about gratitude and kindness helped everyone feel more connected.

Conclusion:

Week Sixteen emphasises fostering social connections, self-reflection, and empathy, with a focus on communication, gratitude, and teamwork. Activities like Fingers in the Middle and Dice Bingo encourage social interaction and physical engagement, while One Wish for the World and Jenga Reflection Game prompts personal reflection and empathy. These activities provide a fun, engaging way for students to learn more about each other and contribute to building a positive, supportive environment.