

# Week Twenty Nine

In Week Twenty-Nine, the activities focus on communication, teamwork, self-awareness, kindness, and empathy. *Guessing Game* promotes teamwork and critical thinking, while *Celebrating Differences* encourages inclusivity and appreciation for individuality. *Mirror Movement* improves coordination and creativity, while *Compliment Poster* focuses on building self-esteem and creating a positive, supportive classroom environment. These activities foster collaboration, reflection, and kindness while developing essential social and emotional skills.

## Learning Intentions

### Communication & Teamwork:

- *Guessing Game* improves students' ability to communicate clearly, work collaboratively, and use observational skills to guess words based on hints.
- *Mirror Movement* promotes coordination, observation, and creativity, as students follow another's movements and lead their peers in turn.

### Self-Awareness & Empathy:

- *Celebrating Differences* encourages students to reflect on their uniqueness and appreciate the diversity in others, fostering respect and inclusivity.
- *Compliment Poster* helps students recognise their strengths and express kindness through compliments, building self-esteem and creating a positive environment.

## Success Criteria

### Active Participation & Reflection:

- In *Guessing Game*, students participate actively by giving and receiving clues, working together to guess the word and fostering collaboration.
- In *Mirror Movement*, students demonstrate coordination and creativity by mirroring movements and taking turns as leaders.

### Building Empathy & Kindness:

- In *Celebrating Differences*, students reflect on their own and their peers' special qualities, promoting inclusivity and appreciation for diversity.
- In *Compliment Poster*, students express kindness and reflect on the positive qualities of themselves and others, contributing to a supportive classroom environment.



## Activity 1: Guessing Game

**Duration:** 5-10 minutes

### **Objective:**

To improve communication, critical thinking, and teamwork by guessing words based on clues in a fun and interactive way.

### **Learning Intentions:**

- Practice communicating clearly by giving and receiving clues.
- Use critical thinking and observation to guess words.
- Engage in a fun, interactive game that encourages teamwork.

### **Success Criteria:**

- Give helpful hints to guide teammates toward the word.
- Listen and observe clues to make accurate guesses.
- Participate respectfully and take turns.

### **Gameplay:**

Each student writes a word on a sticky note and places it on a peer's forehead. The player with the word on their forehead asks for clues, and others give hints without saying the word directly. The player guesses the word based on the clues. The game continues with new rounds.

### **Reflection Prompt:**

- How did you think about the best way to give clues?
- What was challenging about guessing the word?
- How did you work together to help the person with the sticky note?

## Activity 2: Celebrating Differences

**Duration:** 10-15 minutes

### **Objective:**

To promote inclusivity and acceptance by celebrating the unique qualities that make both themselves and others special.

### **Learning Intentions:**

- Appreciate and celebrate the differences between oneself and others.
- Reflect on how diversity enriches communities.
- Express what makes oneself and friends special through writing or drawing.

### **Success Criteria:**

- Identify what makes you and others special.
- Describe something special about a friend.
- Express these ideas through writing or drawing.

### **Gameplay:**

Students reflect on what makes them special and also identify something special about a friend. They then write or draw about their uniqueness and how differences contribute to a better world.

### **Reflection Prompt:**

- What makes you special?
- What makes your friend special?
- How do you think our differences make the world better?

## Activity 3: Mirror Movement

**Duration:** 10-15 minutes

### **Objective:**

To improve coordination, observation skills, and flexibility by mirroring another's movements in a fun and creative way.

### **Learning Intentions:**

- Improve coordination and flexibility by mirroring movements.
- Enhance observation skills by copying the leader's movements.
- Foster creativity and self-expression through dynamic movement.

### **Success Criteria:**

- Mirror movements accurately and maintain balance.
- Follow the leader's movements with flexibility and fluidity.
- Lead others through movements, helping guide peers.

### **Gameplay:**

The leader performs various movements (e.g., stretching, jumping, waving), and the rest of the group mirrors those movements. After a set time, students switch roles so that everyone has a chance to lead.

### **Reflection Prompt:**

- What was the hardest movement to mirror?
- How did it feel to lead the group?
- What helped you stay in sync with the leader's movements?

## Activity 4: Compliment Poster

**Duration:** 15-20 minutes

### **Objective:**

To create a positive, supportive classroom environment by having students design compliment posters, expressing kindness about themselves and others.

### **Learning Intentions:**

- Recognise and appreciate positive qualities in oneself and others.
- Practice giving compliments and promoting kindness.
- Create a positive, inclusive environment by celebrating kindness.

### **Success Criteria:**

- Identify positive qualities about yourself and write or draw a compliment to express them.
- Decorate the compliment poster creatively and meaningfully.
- Display the poster for others to enjoy, contributing to a supportive environment.

### **Gameplay:**

Students draw a picture of themselves or write a kind message about their positive qualities on a poster. They decorate it creatively and post it in the classroom for everyone to enjoy.

### **Reflection Prompt:**

- How did it feel to think about something kind to say about yourself?
- What is something you liked about another student's compliment?
- How can we keep creating a positive and supportive environment in our classroom?

### **Conclusion:**

Week Twenty-Nine focuses on communication, empathy, self-reflection, and collaboration. *Guessing Game* and *Mirror Movement* enhance teamwork, communication, and observation skills through fun, interactive play. *Celebrating Differences* and *Compliment Poster* encourage students to recognise and celebrate both their own and others' unique qualities, fostering an inclusive and supportive environment. These activities contribute to building a positive classroom culture, developing essential social-emotional skills while having fun and being creative.