

GAMES I PLAY

TEACHERS' NOTES

Teachers should read all the sections on the previous page. Overall we do not believe in prescriptive resources so each teacher is free to adapt the project to their needs and those of their pupils.

In order to benefit from the work of others and allow others to make use of your work, it is ideal if you can follow the majority of our sections in producing your project.

Once we begin to upload the links to these projects, you will be able to use them as part of any learning programme you have. The idea that others may be reading their work is a great motivation for pupils to carry out the projects.

PARTICIPANTS

The project is best done by individuals in a class of pupils. This project is also written to be done by pupils working alone or at home. The PDF set of instructions is not intended for them. These are written for teachers to photocopy and hand out to pupils in their class.

DURATION

These sets of Little Owlettes projects do not have any advisory duration. I am leaving it up to each teacher to decide how much discussion before, during and after pupils have done the projects there should be.

LESSON GUIDELINES

Firstly, do emphasise that the work will go on a part of your school's website and that a link will be made from Owlbut's site. I have made the PDF instructions seem quite personal from Owlbut for all these projects.

Explain the project and allow some time for a choice to be made. This can be done individually or by class discussion with each game being written on a board for all to see. You will note I have deliberately excluded any electronic or computer games. I want to inspire creativity so any game the pupil has made up would be excellent. Indeed, if you wanted to make this into more of a group project and encourage co-operation and working together, you could divide your class into groups and ask them to design a game which would then be explained here.

I would then suggest you show your pupils the example I have written, let them read it or read it to them, and talk about any points it might raise. Make your pupils aware of the structure that they should follow and the 4 topics I am asking them to cover.

Depending on how you have chosen to run the project, pupils should then choose the game they want to write about and begin to draft and write their piece or begin working in groups to design a game. If the latter option is chosen, and I think it is far more fun, the pupils should be given a set time to produce their game.

Once this has been completed, the game can either be immediately uploaded to the school website or games that pupils have invented could be tried out by other members of the class. The upload to the website should be in the form of an instruction on how to play the game, plus any diagrams the pupils think are relevant.

GENERAL OUTCOMES

At the completion of this project the student will be able to some or all of the following, depending on which option is chosen:-

- identify and justify a choice they make
- design a game
- work with others to produce a finished project
- give instructions, orally, to others
- write instructions for others to follow
- give comments on the choices of others
- produce a given piece of work within in a defined timescale
- understand, develop and communicate ideas and information
- speak, listen, read, write, view and represent
- use language and communicate appropriately and effectively
- understand the power of language to explore and express views of themselves, others and the world
- understand the power of effective communication using the language modes of speaking, listening, reading, writing, viewing and representing
- use visual texts in a range of contexts
- read and respond to short written texts
- write short texts for everyday purposes