

Suggested learning opportunities for Talk it Out card game

- > STEM
- > Literacy & English
- > Expressive Arts
- > Health & Wellbeing, Social Studies and RME



Technologies

I explore and discover engineering disciplines and can create solutions. **TCH 1-12a**

- Design a structure using your cards. Work as a class to try out different arrangements to find the most stable one.

Numeracy and Mathematics

I can tell the time using 12 hour clocks, realising there is a link with 24 hour notation, explain how it impacts on my daily routine and ensure that I am organised and ready for events throughout my day. **MNU 1 -10a**

Inspired by the 'Describe your perfect day' card, use the worksheet to create a routine and plan for your own perfect day.*

Listening and Talking

When listening and talking with others for different purposes, I can exchange information, experiences, explanations, ideas and opinions, and clarify point by asking questions or by asking others to say more. **LIT 1-09a**

- Choose a character from your favourite book and imagine how they might answer the questions. Write down your replies and then read them aloud in a group. Can your group guess who your character is? You can make it harder by not mentioning names or specific places so your group has to be creative in asking the questions.
- Practice using the cards in pairs, choosing one to discuss and taking time to listen to each other's answers.

Writing

I enjoy creating texts of my choice and I regularly select subject, purpose, format and resources to suit the needs of my audience. **LIT 1-20a**

Use the card "if you were an animal what would you be and why" as inspiration for a piece of writing - you could write a few sentences, a comic strip, letter or diary entry.

Health and Wellbeing

I am aware of and able to express my feelings and am developing the ability to talk about them. **HWB 1-01a**

- Use the cards as the basis for a Circle Time activity to encourage discussion and build confidence in a group.
- Use the "what makes you happy" card to start a discussion on what happiness feels like and when you feel it. You could create a mural or display in your class to remind you when you're having a hard day.

Social Studies

I can compare aspects of people's daily lives in the past with my own by using historical evidence or the experience of recreating an historical setting. **SOC 1-04a**

I can contribute to a discussion of the difference between my needs and wants and those of others around me. **SOC 1-16a**

- Talk about the card "what is one cool thing that happened today" - how different might our answers be if we lived at a different time in history. Find out about daily life in a different historical period and write a few sentences from their point of view to answer the question.
- Talk about the card "tell me an example of when you were a good friend" - what does it mean to be a good friend? How can we think about the needs of our friends and those around us, and how these can be different from our own?

Art and Design

I can create and present work using the visual elements of line, shape, form, colour, tone, pattern and texture. **EXA 1-03a**

Inspired by a range of stimuli, I can express and communicate my ideas, thoughts and feelings through activities within art and design. **EXA 1-05a**

- Choose the 'If you could choose a super power what would it be?' card and use it for inspiration to design your own super hero costume.
- Get each of the pupils to pick a card and use it as a basis for an art activity. Compile the class' drawings and create a book of their thoughts and feelings.

Dance

Inspired by a range of stimuli, I can express my ideas, thoughts and feelings through creative work in dance. **EXA 1-09a**

Talk about the card "if you could choose a superpower what would it be" as a class. Use some of the suggested superpowers to inspire a dance that you can create together.

