

ACTIVITY ONE: MARKET PLACE AND JUST A MINUTE GAMES

Instructions for 'Market place game':

Uses: This is a recall game to check that key facts are identified. Pupils can nominate each other or the teacher can choose to allow for differentiation i.e more able pupils can be used in the later parts of the game.

Rules: Use a minimum of four-five pupils but no more than eight. The first pupils starts with a statement, " In the video Huw says....." They then pass the sentence on whereby the next pupil repeats the first pupil's statement and then adds their own. The second pupil passes on the same two sentences and the third pupil has to remember the first two sentences and then adds their own. This is repeated as many times as the teacher thinks is necessary.

Instructions for 'Just a Minute':

Uses: This is a speaking and listening activity based on the popular Radio Four panel game. It allows pupils to recap and recall whilst having a free discussion that has certain rules.

Rules: Pupils play in pairs, taking it in turns. Pupils are given a specific topic to discuss for one minute- the teacher times them. The pupil that is still speaking at the end of the minute on the given subject wins themselves a point. However, the pupils must not do the following:

Deviate -the pupils must not change or stray from the original subject.

Hesitate - the pupils must not show any hesitation or use 'fillers' e.g 'um, err, like'.

Repeat - the pupils are not allowed to repeat words or phrases. If the pupil speaking does any of the above, they must stop talking and the other pupil wins the point. After the minute is up the other pupil may take their turn.