

COMMUNICATION - POWER OF YOUR STORY

VALUE TOPIC: Communication - The process of sharing information, especially when this increases understanding between people or groups

CATCH PHRASE: My story is important - Mauria te pono (believe in yourself)

TOPIC SUMMARY

Have you ever been in a situation where you haven't felt heard? Whenever we feel unheard remember that we have a story and it is important. Your story is yours. It's powerful and important. To tell it, use these questions: Who is in the story (you and other characters)? Where does the story take place (setting)? What happened (plot)? How did you feel (response)?

Activity - The game of tasks!

The aim of the activity is to engage students in a physically interactive way with the Value Topic.

A game of chaos. Each student has a task to complete in a set time. Usually this wouldn't be a problem, however this time everyone is trying to complete their different tasks at the same time, causing interruptions, confusion, and mayhem. With everyone focussed on completing their own task, effective communication will be forgotten as too will offering assistance to each other. Upon reflection, students will be able to identify the impacts caused by the lack of effective communication and come up with suggestions as to what effective communication actually looks and sounds like.

SPECIFIC LEARNING OUTCOME	RESOURCE	LESSON SUGGESTION
<p>5. We are learning that effective communication helps create a good atmosphere to work in.</p>	<ul style="list-style-type: none"> - <i>'The game of tasks!'</i> activity - Original Link 	<p>This is a whole class or large group activity. Print and cut out the 'task cards' and put them in a pile (on a table) for each student to draw from. Once they have their card students find a space in the defined/designated area. Allow a total of 5-10 minutes of 'play'. On the command to begin ("Let the Game of Tasks begin!"), students try to complete the task stated on their card. On completion they put the card face down next to the draw pile (creating a discard pile), and draw another card. Students keep repeating this process of draw, complete task, discard, until the time is called. (Once the draw pile is gone, begin drawing from the discard pile, yes, students might get the same task twice).</p> <p>Alternative for students who may struggle with the chaos, give them a print out of the cards and as they observe they tick off the tasks they see being attempted - much like bingo.</p> <p>Call "Time!" when the set time is up and hold a debrief, asking these suggested questions (or any of your own);</p> <ul style="list-style-type: none"> - What does this game show/teach us about communication? - Were some tasks difficult to complete? - What made it so difficult to complete some tasks? - If we were to repeat this exercise/game what could we do differently? <p>TIPS:</p> <ul style="list-style-type: none"> - Demonstrate a task before the game begins. - Students struggling to complete a task can discard and redraw after 45-60 seconds of attempting.

The Game Of Tasks - Task Cards



<p>Take one shoe from everyone and build a shoe fort.</p>	<p>Say the alphabet backwards.</p>	<p>Act like an aeroplane and get in everyone's way.</p>	<p>Use your finger to write 'hello' on someone's back and have them guess what you're writing on their back.</p>
<p>Spin in a circle and try to walk on a line for 10 steps, if you step off the line, start again!</p>	<p>Stick your tongue out and say "Chubby Bunny" until someone laughs or smiles.</p>	<p>Do a countdown from 10 (10, 9, 8...). When you get to 1, shout "BLAST OFF!" and make rocket sound effects.</p>	<p>Sing our National Anthem as best and as loudly as you can.</p>
<p>Pretend to have really important news (News Flash! Extra Extra Read all About It! Breaking News!). If someone looks at you funny, move on.</p>	<p>Stare at someone intently, until they say something.</p>	<p>Ask if anyone has a tissue and if no one does, PRETEND to blow your nose into their shirt.</p>	<p>Every time someone approaches you, fall asleep. Until someone says "Wake up!" or "Stop falling asleep!"</p>

The Game Of Tasks - Task Cards cont.



<p>Jump up and down and say these words as quickly and clearly as you can 10 times; “Red lorry, Yellow lorry”</p>	<p>Stand perfectly still. No talking or moving. Just stand there. If someone shouts in your face, you may move on.</p>	<p>Any time someone approaches you, say “No!” Until someone replies with “Yes!”</p>	<p>Give the teacher a high five and then tell everyone, “That was easy!”</p>
<p>Pretend to eat a carrot, until the whole thing is gone. (You cannot swallow it whole!)</p>	<p>Stretch your body out and say, “Streeeeetch is in the HOUSE!”</p>	<p>Pretend to be a waiter and ask if anyone had the “Raw cod served with a side of sponge?” If anyone responds, tell them, “Sorry, we’re fresh out!”</p>	<p>Say “High Five” to people but never actually give a high five.</p>
<p>Make someone say “What?” For example, you could say, “Guess what?” Or mumble random phrases.</p>	<p>Be a lion. Really get into character! After 30 seconds, move on.</p>	<p>Carefully, but crazily run around for 30 seconds.</p>	<p>Sit down in the middle of the group and wait until someone says, “Get up!” Or “Move!”</p>

The Game Of Tasks - Task Cards cont.



<p>Pick up a chair and shout, “(Your name), put down the chair!”</p>	<p>Play an imaginary game of ‘Twister’. (Eg, right foot yellow, left hand green, etc). When you become a pretzel, move on.</p>	<p>Tell everyone that you are the King/Queen and everyone should bow down to you, until someone actually does bow down to you.</p>	<p>Avoid eye contact with everyone. Until someone says, “Look!” or “Watch!”</p>
<p>Shout, “Everybody FREEZE!” and everyone who does not freeze, go up to them and say, “You’re OUT!”</p>	<p>Scratch your head frantically for 30 seconds.</p>	<p>Spell everything you hear and see. (“Look, L-O-O-K”, “Chair, C-H-A-I-R”). Until someone says “Stop spelling!” Or after 45 seconds.</p>	<p>You are a bus driver. Everyone needs a ride in your bus. Your job is to get someone on your bus for a ride.</p>
<p>Get somebody to take this card by asking them. (“Want to trade cards?” “Oooo, you’ll like this card” etc)</p>			