

Conversation and Interaction // Year 7-9

Explanations

Ask students to invent a new board/card/video game/app. They can design it, draw pictures of how they want it to work, and if the resources are available, they can make it. Once they have made it, check the following...

- Can they explain how to play the game (in a logical order? Taking account of your knowledge of similar games?)
- Can they explain how to play it to a group of other students?
- Is it playable?
- Would they make any changes now they've played it/explained it?

Topics of Conversation

Ask the student to suggest some topics of conversation. If they find this too difficult, give them some ideas. Then get them to sort these into appropriate topics to talk about with family, friends and acquaintances.

Ask, Listen, Check

Teach students to use this technique to maintain conversations – one student asks a question and listens to the answer. They then check the information by asking for clarification or seeking more detail.

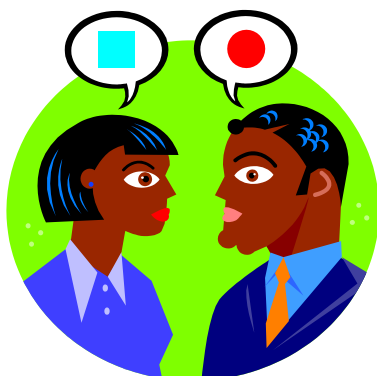
e.g. 'Have you been on holiday this year?'
 'Yes, I went to Spain.'
 'What did you do in Spain?'

Peer pressure

Give the students some situations that their peers may encourage them to take part in e.g. smoking, shoplifting etc. Each student should give a reason why this is not a good idea and how they would say 'no'.

Choosing Friends

Give the students a number of good and bad qualities of friends e.g. loyal, caring, unkind, jealous. Ask them to identify which qualities are important to them.



Debate

Split a group of students into two teams and ask them to formulate an argument for or against an idea (even if it is not a view point they agree with), for example:

- All video games are bad for you
- Students should not have to wear school uniforms
- School meals should be free for everyone