

TEACHER'S NOTES & LESSON IDEAS



Focus on...

Behaviour & PSHE Bumper Kit

This Behaviour and PSHE Bumper Kit has been carefully designed and tested in schools to provide a wealth of ideas and resources for children to develop the fundamental skills needed for learning and life. With Ofsted 2012 now focusing on 'Behaviour and safety of pupils at school' as a key assessment strand, this is now an ever more important toolkit to promote positive behaviour in your school.

Curriculum Links

The games and resources in this kit support PSHE, Social and Emotional Aspects of Learning (SEAL) and pupils with Special Educational Needs (SEN), specifically those with behavioural difficulties. 6 Personal Safety, Healthy Living and Well-Being Board Games also support Science curriculum links for nutrition and the need for food for activity and growth. It aids the teaching about the importance of an adequate and varied diet for health and about the importance of exercise for good health. It also supports health and safety and the ability to recognise that there are hazards in living things, materials and physical processes, and assess risks and take action to reduce risks to themselves and others.



Suitable for:

- * Primary Schools
- * Secondary (SEN)
- * Parents/ Home Use
- * SENCos
- * Nurture Rooms
- * Family Support Workers
- * Social Services
- * Pupils with Autistic Spectrum Disorder (ASD) and Aspergers Syndrome
- * Emotional Literacy Support Assistants (ELSAs)

Stock Code: SB82

- 50 Feelings and Emotions Cards
- 10 Positivity Posters
- 450 Positivity Stickers
- 6 Speaking & Listening Board Games
- 6 Social Skills Board Games
- 6 Personal & Emotional Skills Board Games
- 6 Personal Safety, Healthy Living & Well-Being Board Games

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Lesson Ideas using...

These inspiring resources will provide everything needed for a successful PSHE lesson in addition to the tools for creating a positive school ethos. All resources provide essential speaking and listening skills which underpin successful learning and the sets of board games in particular develop children's social skills as they co-operate and work collaboratively as a team.

50 Feelings and Emotions Cards

Ideal for use with Key Stage 1 and 2 pupils or SEN, this set of 50 cards can be used in numerous ways to address thought provoking feelings and emotions. The quick reference guide on the back of the box enables teachers to quickly find a particular feeling or emotion which they may be targeting.

1. Introduce a Topic – Whole Class Activity, Small Group

Ideal for introducing a PSHE lesson. The photographic images provide a fantastic stimulus to elicit key speaking and listening skills.

Children can discuss with a talk partner what they think is happening in the picture and how the people may be feeling. On the reverse of each card are a number of key questions to promote discussion. *Ideal for developing empathetic skills.*

2. Develop Vocabulary – Whole Class Activity, Small Group, One to One

Use the photographic images to develop children's language and vocabulary. A card can be used in the centre of a spider diagram for children to add key words of feelings. They may even like to record their own feelings and emotions if they have ever been in a similar situation. *Ideal for expanding vocabulary and enhancing speaking and listening skills.*

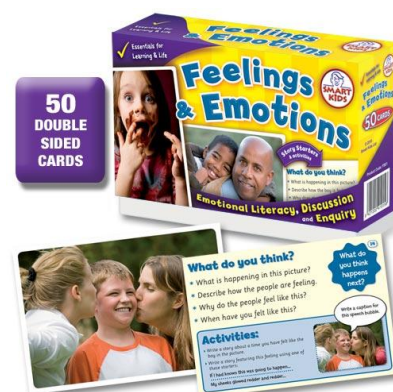
3. Stimulus for Writing - Small Group, Independent Learning, One to One

On the reverse of each card is a writing activity giving children the valuable opportunity to apply their thoughts, ideas and feelings and emotions in the form of a story. Following on from the

powerful speaking and listening skills generated from the cards, children will feel inspired with ideas and possibly even their own experience to create a story using the starters provided.

4. Role Play – Group Activity

Use the cards as stimulus for role play to enhance children's empathetic skills. Encourage children to assign themselves as characters from cards to bring the scenarios to life. *Ideal for drama activities in literacy or PSHE to enable children to see things from another person's point of view.*



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5. Independent One to One Work

50 Feelings and Emotions cards are also a superb resource for use on a one to one basis for children who require a little extra support with dealing with their own feelings and emotions. *Ideal for use by an ELSA (Emotional Literacy Support Assistant) or Teaching Assistant to address and support key issues which pupils may find difficult to cope with alone.* The cards provide an excellent context to encourage children to talk in a safe environment, whilst developing empathy skills.

10 Positivity Posters

1. Classroom Display

This set of 10 positivity posters will brighten up your classroom with engaging real life photographs. The A2 posters support the topics featured in SEAL and support the key skills that SEAL aims to develop. *The posters can be used as an*

introduction to a topic or simply as a reference point for children to refer to throughout certain situations. Each poster comes equipped with a bank of useful vocabulary underneath the picture which can be used to spark discussion. Why not add your own ideas and words? Simply record on a post-it and stick around the poster. The posters promote positive ideals and act as brilliant success criteria for positive living, covering the themes: Good to be Me, Healthy Living, Going for Goals, Communication, Getting on, Learning for Life, Keeping Calm, Working Together, Success and Problem Solving.

2. Assembly

Ideal stimulus for SEAL assemblies. Cover the bottom half of the poster to reveal only the title and image to encourage critical thinking and discussion. Children can discuss and create what they believe to be an appropriate success criterion for the relevant topic.

Positivity Stickers

Use to encourage positivity and raise children's self-esteem by rewarding their positive actions and behaviour. The stickers have been carefully grouped into areas that support SEAL and all contain humorous designs and inspiring phrases. The 'I can...' statements displayed on the stickers support children's self-assessment as they are able to see and read their achievements, making their learning more meaningful. Children can aspire to collect all of the colourful stickers as their behaviour for learning improves.

Board Games

Our range of board games can be used in either small groups or by a whole class depending upon the context of the activity being taught. All simple instructions are printed on the game boards so they will never be lost and they can be read by children or an adult if needed.

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6 Speaking and Listening Board Games

Ideal for use with Key Stage 1+ pupils or SEN.

Encourage children to listen carefully and speak clearly whilst developing their ideas, thinking skills and vocabulary through these fun games that can be used as a starter activity or extension in any speaking and listening session.

1. Ask & Answer Game – Small Group up to 5 Players

Ideal for developing pupil's critical thinking skills by asking and answering questions. By encouraging

children to relate the objects on the board to a context and their usage, they will become confident speakers and enhance their vocabularies. Land on a 'Listening Test' and children will have to put their listening skills to the test and repeat the last thing said by another player.

2. Create a Character Game – Small Group up to 5 Players

Ideal for building children's imaginations and enhancing story writing. Children can make up facts about the characters they land on, which develop throughout the game as other players may land on the same character and continue to build a description. Children will be filled with masses of ideas to enhance their story writing. Land on a 'Listening Test' and children will have to repeat the last thing said by another player. *Use in literacy before planning a story.*

3. Describing Game – Small Group up to 5 Players

Ideal for developing children's vocabularies and applying this in a fun interactive way. Children reveal only the category to the other players and apply their descriptive skills to illustrate what their key word is without saying it.

4. First Choice Game – Small Group up to 5 Players

Learn to make quick decisions! Children read aloud the category that they land on and say their first choice that comes to mind. E.g. 'breakfast', first choice 'cereal'. Land on a 'Listening Test' and children will have to put their listening skills to the test and repeat the last thing said by another player. *Ideal for encouraging careful listening skills and quick responses.*



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Lesson Ideas using...

5. Mime Time Game – Small Group up to 5 Players

Use to enhance drama skills and become a confident mime artist by acting out key words from the question cards. The player only reveals the category to the other players and then mimes the word without making any sounds.

6. School Camp Game – Small Group up to 5 Players

Ideal for developing creative story ideas. The first player starts the School Camp story using the picture on their space. Players continue the story as they move around the board using the pictures as prompts. Use with a focus group to assess pupils understanding of story structure and to gain an insight into their creative story ideas.

6 Social Skills Board Games

Ideal for use with Key Stage 2 + pupils and SEN to develop the essential characteristics of good social skills and behaviour. The inclusive format of the games makes them accessible to most of the primary phase.

1. What Would You Do? – Small Group up to 6 Players

Ideal for developing children's morals. Children read the given situations on each space they land on and think carefully about the situation, before telling the other players what they would do in each situation, thus developing their understanding of morals.



2. Manners Game – Small Group up to 6 Players

Players have to say if the scenario on the game board shows good or bad manners, and can be challenged further to think critically about the situations and

how the bad manners could be changed to become good manners. *Use at home and school to support good manners and behaviour.*

3. How Others Feel Game – Small Groups up to 6 Players

Use to encourage children to think empathetically. When players land on a space with an emotion they must talk about a time when they saw someone feel that emotion. Ideal for use by an ELSA or in a nurture room.

4. What Makes a Good Friend? – Small Groups up to 6 Players

Use during a PSHE lesson to identify the characteristics of a good friend. Children tell the other players of a time when a friend displayed the characteristics shown on the board. If children land on a red arrow they must move to the space it points to and discuss why this makes you a bad friend. Ideal for addressing friendship and playground issues and to encourage children to think critically.

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5. Acting Out Game – Small Groups up to 6 Players

Use in drama/ literacy to explore feelings and emotions. Pupils spin the spinner and read the sentence they land on aloud to demonstrate the emotion on the spinner. Children are encouraged show emotions through their voice and actions.

6. Mountain of Emotions Game – Small Groups up to 6 Players

Ideal for encouraging children to discuss their emotions and strategies for dealing with them. Pupils read the emotion that they land on. E.g. 'worried' and say what would make you feel like that, e.g. 'doing a test'. *Use in a nurture room with a focus group/ child or as part of a PSHE lesson.*

6 Personal and Emotional Skills Board Games

Ideal for use with Key Stage 2 + or SEN to develop children's self-awareness, empathy, social skills, motivation and coping strategies. These six games have been designed around the six key themes of SEAL making them a superb resource for PSHE lessons. *Use at the beginning of a SEAL unit to introduce the theme or at the end as a form of assessment and consolidation.*

1. Getting On Game – Small Groups up to 4 Players

Read aloud the problem scenarios to the other players. Answer questions related to these scenarios to encourage empathy skills and understanding. Other players self-assess their peers to determine if their answers allow them to move forward. *Ideal for use after playtime to encourage children to look at situations critically to enable them to handle their own fall outs independently.*

2. Good To Be Me Game – Small Group up to 4 Players

Use to promote children's confidence and self-esteem. Follow the characters Simon and Billy as children read the scenarios in the colour coded sections of the game and answer questions about the characters and relate this to their own situations and feelings. *Ideal for use in PSHE lessons or one to one in a nurture room for pupils to learn to voice their feelings and concerns in given situations.*

3. Changes Game – Small Group up to 4 Players

Pupils read aloud scenarios and related questions on the spaces that they land on. Children are encouraged to discuss key changes that they have experienced and coping strategies to manage them. *Ideal for dealing with loss of a parent or changing schools.*

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4. Keeping Calm Game – Small Group up to 4 Players

Use to teach calming down strategies that are effective to control anger. As children read and carry out the different scenarios they are able to gain essential practice of these key skills to ensure a calm learning and living environment. *Ideal for use at home, in a nurture room or with a family support worker.*

5. Going for Goals – Small Group up to 4 Players

Use at the start of a new term or year to encourage pupils to set meaningful, achievable goals. As children land on the different spaces around the board they begin to understand what a goal is and how to set one through the given scenarios. Pupils gain fundamental co-operation and team skills required for joint goals and learn to be supportive of other people's goals. *Ideal for use with all pupils or to target pupils with SEN on a one to one basis.*

6. Say No To Bullying Game – Small Group up to 4 Players

Ideal for making children aware of the types of bullying and giving them the confidence and understanding to deal with bullying situations. Pupils are provided with 4 different accounts of bullying on the colour-coded sections of the game board. Pupils read and observe the bullying incidences and discuss how to deal with the different situations. *Use during anti-bullying week or to target and prevent accounts of bullying in your school.*

6 Personal Safety, Healthy Living and Well-Being Board Games

Ideal for use with Key Stage 1 + pupils or SEN.

Teach children the essential skills for a safe and healthy lifestyle with this set of six board games. With answer cards included children can play independently or as a group. Each game is intended to develop children's knowledge of; safe

behaviour, healthy lifestyle and diet, the internet, good hygiene practices, hazards around the home and when to get help in an emergency.

1. Healthy Living & Eating Game – Small Group up to 4 Players

Use to encourage children to get active through fun activities, to understand the different food groups and how eating a balanced diet contributes to a healthy lifestyle. *Perfect for healthy schools or use to teach nutrition in Science.*

2. Stop the Spread Game - Small Group up to 4 Players

Use to teach children essential hygiene skills to keep safe from germs and bacteria. Children read the effective hand-washing instructions before starting the game. Pupils read and answer the questions or statements and learn how germs and bacteria spread and how we can prevent them by keeping clean and staying hygienic. A great

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stealthy way to inform those in need of better hygiene habits without embarrassment. *Ideal for use in PSHE and Science or for use by a family support worker.*

3. Firewise Game - Small Group up to 4 Players

Ideal for teaching children the dangers of fire. Pupils will become aware of the dangers of fire and learn the knowledge and skills of how we can prevent these dangers and the actions to be taken in the case of a fire. *Use in PSHE or at home to teach these essential skills.*

4. Road Safety Game - Small Group up to 4 Players

Pupils read the sentence on the space that they land on and decide if it is an example of good or bad road safety behaviour and why. Each statement has been carefully written to enable children to recognise how to stay safe on

the road as a pedestrian, cyclist, and car or bus driver. *Ideal for encouraging children to think critically and to give reasoned answers. Use when teaching pedestrian safety at school and or home.*

5. House of Hazards Game - Small Group up to 4 Players

Use to encourage pupils to look critically at situations in order to identify hazards. As pupils land on the colour-coded spaces that relate to different areas of the house, they must identify and say a hazard that they can see and what action should be taken to make the situation safe. *Ideal for home use or use in PSHE as a great discussion tool about safety in the home.*

6. Cyber Smart Game - Small Group up to 4 Players

Teach children to stay safe when online. Each question in this game has been carefully written in order for children to relate to the situations. E.g. 'Think of a good online nickname that hides your identity'. The game also includes dangerous actions E.g. 'You told someone in an online chatroom where you live! Move back 6 spaces', which reinforces the risks of using the internet, how to avoid these situations and the actions to be taken if problems are encountered. *Ideal for use before using laptops or the ICT suite.*

