

# Teaching and Learning Strategies



# INTRODUCTION

The interactive teaching and learning strategies described in this section are used to engage students in the resilience and wellbeing, drug education and road safety content included in each focus areas of this resource. **Strategies are indicated in bold text in the learning activities.** Teachers should refer to this section of the resource for an explanation of the purpose and how to implement the strategy with their students.

The strategies aim to promote critical and reflective thinking, research and evaluation skills that will help students to take positive action to protect, enhance and advocate for their own and other's health, wellbeing and safety.

Students use personal and social capability to work collaboratively with others in learning activities, to appreciate their own strengths and abilities and those of their peers and develop a range of interpersonal skills such as communication, negotiation, team work, leadership and an appreciation of diverse perspectives.

The learning activities and strategies have been **organised under the basic elements of an inquiry process:**

- **Tuning in** strategies provide opportunity for students to explore their current knowledge, attitudes and values about health and safety issues. While working independently or collaboratively, students can use suggested graphic organisers to record and share information. Teachers will also be able to use evidence gathered from students' responses to plan a program to cater for the needs of all students.
- **Finding out** strategies help students' identify gaps in their existing knowledge and understanding of key health, safety and resilience and wellbeing concepts, and work collaboratively to gather information through self-directed investigation. Students will be able to use the information gathered to generate and communicate ideas and record responses.
- **Sorting out** strategies encourage students to sort, analyse, organise, review, compare and contrast information to further develop and consolidate their knowledge, understandings, skills, attitudes and values. Summarising key information and clarifying relationships or associations between information and ideas will assist students to draw conclusions and apply their understandings.
- **Reflecting** strategies allow students to identify, discuss and consider changes in their understandings, skills, attitudes and values.

These elements are also fundamental to the decision-making process in the Health and Physical Education Learning Area and reflect self-management, social management, self-awareness and self-management skills.

TUNING IN

### ACTIVITY 1

#### Everyone has good days and bad days

**Preparation**

- ▶ *Alexander and the Terrible Horrible, No Good, Very Bad Day* (Judith Viorst, 1999, Scholastic Press, NSW)
- ▶ Dot stickers
- ▶ One finger puppet
- ▶ Craft materials – class set
- ▶ **Family information sheet** *Creating resilient kids together* – photocopy one per student or upload on school website
- ▶ **Family information sheet** *Resilience skills to practise* – photocopy one per student

**shared reading** (refer to page 167) of the story *Alexander and the Terrible Horrible, No Good, Very Bad Day*. Alternatively a video clip of the story is available at <http://www.youtube.com/watch?v=Ez8ssw11724>. In this story the author normalises rather than personalises the fact that everyone has bad times in their lives.

- Read the story again. When each event happens, stop reading and ask for a student volunteer to 'vote' by placing a coloured dot under the corresponding heading. (Alternatively, students could use a marker and draw a tick.)
- At the end of the story, count the coloured dots and discuss whether Alexander's bad day was mostly due to bad luck or the things that Alexander did. To summarise the discussion remind students that bad things don't usually last for long and that it's normal for everyone to have a bad day at some time.
- Explain to the class that having positive thoughts can be used to cope with a problem or stressful situation. Use a finger puppet to model what Alexander could have done or said to himself to feel better. For example: 'Oh well, I didn't get anything from the cereal box, maybe I will next time.'
- Have students suggest how Alexander could have dealt with the bad things in the story. Use the

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FINDING OUT

### ACTIVITY 3

#### Being a responsible passenger

**Preparation**

- ▶ *Izzy on holiday* storybook (SDERA, 2012)
- ▶ Pillow slip (or soft bag) and four or five toys or games suitable for playing in the car
- ▶ **Activity sheet** *My travel bag* – photocopy one per student
- ▶ **Activity sheet** *Rolling down the highway and A ride in the car* – cut the CD
- ▶ **Family information sheet** *Making trips safer* – photocopy one per student

**shared reading** (refer to page 167) using the story *Izzy on holiday*. Show the cover then flick through the book and show the illustrations.

**Ask**  
What can you see on the cover?  
Can you guess what the story might be about?  
What characters are in the story?

Read the story then ask students to identify some of the 'responsible' and safe things Izzy did to have a safe trip in the car. For example, Izzy sat in the rear seat, didn't distract Nana Sue, entered and exited the car using the safety door, and was wearing her seat belt.

Place students with a partner. Have them share their experiences with travelling distances as a passenger.

**Ask**  
When you go for a trip in the car, what does mum/dad have to do to make sure everyone stays safe? (Some examples could include: steer the car, concentrate, follow signs and traffic lights, drive safely and stay within the speed limit, stop to have a rest and get something to eat or drink.)  
What do you do to get ready for a trip in the car?  
Why did Nana Sue want Izzy not to interrupt her while she was driving? (Driver distractions can contribute to road crashes.)  
What might make your mum/dad have trouble concentrating on their driving? (eg getting tired, passengers being noisy, mobile phone, children crying.)

- Students can draw one part of the story that illustrates Izzy being a responsible passenger. Scribe each student's stories to accompany their drawing.

- Introduce the 'feely bag' which can be a pillow slip or soft bag that has several toys inside eg soft toy, small book, colouring in pencils, puzzle and play dough. Explain that students are going to take turns to guess what is in the feely bag. Invite a student to place their hand inside the bag and describe one of the objects to the others in the group. The object cannot be removed at this point. Use questions to prompt the students. For example: *What size is it? Is it bigger than your hand? Is it soft or hard? Does it make any noise? What shape is it?*
- When the student has offered several descriptions, have the group try to guess the object before taking it out of the feely bag. Repeat this procedure until all objects in the feely bag have been described and revealed.
- **Ask**  
*Would these things be safe to play with when you travel in the car?*  
*What wouldn't be safe to play with in the car?*  
*What do you take when you go on long trips in the car?*
- Distribute the activity sheet *My travel bag*. Have students write or draw objects that would be suitable to put into the travel bag.
- **circle talk** (refer to page 164) for students to share their ideas with a partner. Have the students **standing** in the outside circle move after sharing with their partner. This will enable the students to hear a range of ideas.
- Play a few oral games, such as 'I spy'.
- Listen to the songs *Rolling down the highway* and *A ride in the car*. Identify and discuss the safety messages for passengers contained in the song lyrics.
- Give each student a copy of *Making trips safer* to take home and share with their family. Ask students to bring their travel bag to school to share with their class.

The term 'responsible' may need to be defined before commencing this activity.

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## Using teaching and learning strategies

Teachers are encouraged to use their professional judgement to review the suggested strategies and decide on the most appropriate for meeting the needs of their students and deliver the essential content in a resilience and wellbeing, drug education or road safety context.

### Adapting teaching and learning strategies

The strategies linked to learning activities are a suggestion only. As teachers know their students learning styles and needs they can select alternative strategies or adapt those suggested to deliver the content. For example:

- a **think-pair-share** can easily be adapted for students to use when sorting out information or reflection on their learning at the end of an activity
- a **placemat** can be used to tune students into a new concept or to consider information when making decisions
- a **thumbs up, thumbs down** can be used by students to indicate their attitudes at the start of an activity or as a reflection strategy to evaluate changes in their knowledge and understandings.

### Addressing students' learning styles and needs

When teachers are asked to cater for individual differences it does not mean that every student must be given an individual work program or that instruction be on a one-to-one basis. When teaching and learning is individualised it is reflected in classroom organisation, curriculum and instruction. Teaching and learning strategies can include a range of whole class, group and individual activities to accommodate different abilities, skills, learning rates and styles that allow every student to participate and to achieve success.

After considering the range of their students' current levels of learning, strengths, goals and interests, it is important teachers select strategies that:

- focus on the development of knowledge, understandings and skills
- will assist students to engage in the content
- will support and extend students' learning
- will enable students to make progress and achieve education standards.

### Being inclusive of all students

Many students with disability are able to achieve education standards commensurate with their peers provided necessary adjustments are made to the way in which they are taught and to the means through which they demonstrate their learning. Teachers can adapt the delivery of activities and strategies in this resource to ensure students with disability can access, participate and achieve on the same basis as their peers.

## Facilitating values education

Health and physical education issues require students to consider their own beliefs, values, attitudes and behaviours. Teachers conducting values learning activities should act as a facilitator and remain non-judgemental of students who display beliefs that may not agree with their particular stance on an issue. Teachers should also make students aware that:

- sometimes people form opinions without being well-informed
- personal experiences often contribute to opinions
- there will usually be a cross-section of opinions within any group and that these opinions need to be respected
- peers, family, society, media and culture will influence values.

Debrief immediately after a values strategy to allow students to share feelings generated from the activity, summarise the important points learned and personalise the issues to real-life situations.

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## BARRIER GAME

1. This strategy can be used to develop skills for both speaking and listening, and sharing and cooperation. A barrier is placed between two players so they cannot see one another's activity sheet. The players sit next to each other, facing the same way to prevent left-right confusion. A barrier can be a large file, hardback book or a piece of hard cardboard folded in half.
2. This strategy requires collaboration between the players. One player is the speaker and the other student is the listener. The speaker gives clear, concise instructions for their partner to follow. The listener may ask the speaker to clarify the instruction and should say 'ready' when they want to continue.
3. When the speaker has finished giving instructions, the barrier is removed. The players compare their boards to see if the instructions have been followed correctly. This part of the barrier game is important as the players need to reflect on how effective their instructions were, or how well the listener used questions to clarify meaning.

### Variation

- **Matching pairs** – students take turns to describe pictures or objects. One player describes an item until the other locates and displays its matching pair. Repeat the process until all items are paired.
- **Construction and assembly** – students describe the steps to assemble or build a picture, object or construction. For example, make a face showing a certain emotion, or build a safe playground or house.
- **Location** – choose and place items in relation to each other on a picture or scene that has a grid drawn on it. The speakers describe an object located within the scene for the other student to locate. The coordinates should be given when guessing the object.
- **Spot the difference** – provide two copies of one picture with differences between each. Players describe items on their picture to determine if they are the same or different.



## BRAINSTORM

1. Select a topic, question, statement or issue and write this on the board.
2. Set up the rules for the brainstorm:
  - share whatever comes to mind
  - the more ideas the better
  - every idea counts – no answer is wrong
  - no 'put downs' or criticisms
  - build on others' ideas
  - write ideas as said – no paraphrasing
  - record each answer unless it is a repeat
  - set a time limit and stop when that time is up.
3. Students consider the topic and respond. Ideas can be written randomly on the board or you may choose to write the responses on post-it notes and have students cluster the responses after the brainstorm.
4. Read and discuss the recorded ideas and clarify any questions where necessary. Group ideas that are similar and eliminate those that do not relate to the topic. Discuss the remaining ideas as a group and decide how the information can be further used.

### Guided brainstorming

Conduct the brainstorm using headings to prompt students.

If I found a needle and syringe

I wouldn't...

I would...

Passengers should...

Passengers shouldn't...

### Brainstorm questions

Write the following questions on the board. Students brainstorm responses related to the content. An example has been provided for pedestrian rules and laws.

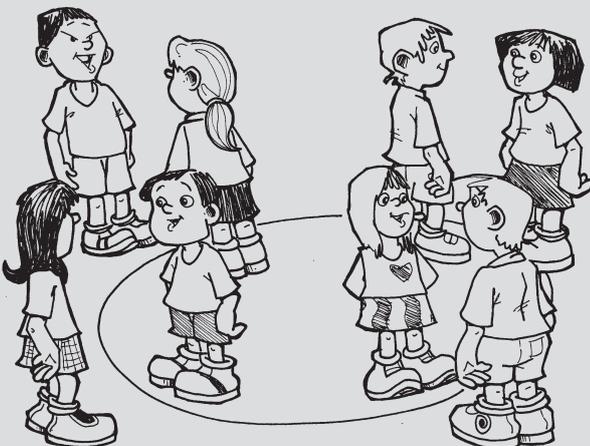
- Who?** Who makes sure pedestrians are following the rules?
- How?** How are pedestrian rules made?
- When?** When must pedestrians follow the rules?
- Where?** Where can we find out more about rules for pedestrians?
- What?** What happens when pedestrians break the rules? What pedestrian rules should children learn?
- Why?** Why do we have pedestrian rules? Why do some people break the rules?
- If?** If pedestrians didn't follow the rules, what would happen?

## Word splash

A 'word splash' is conducted using the same steps as described for the brainstorm strategy.

### CIRCLE TALK

1. This strategy will help students to share their own ideas and opinions, and listen to and respect others' opinions. It also holds all students accountable for having something to say.
2. Place students in two concentric circles (one circle within the other). This structure facilitates dialogue between students. Students in the inner circle face outwards, directly facing the student in the outer circle. Sit students facing each other, knees to knees, to encourage active listening between partners. Alternatively, students can stand and face each other.
3. Pose a scenario, question or issue for students to consider. Allow thinking time of approximately 15 to 30 seconds.
4. Now say, 'Person on the inside, tell your partner your thoughts. When you are finished sharing, say 'pass' and your partner will share their thoughts with you.'
5. When finished, have the outside people stand up and move on one or two places to the left or right. The discussion process is then repeated. To listen to the conversations taking place, stand in the centre of the circle.
6. To debrief, discuss the ideas produced during the circle talk and list questions that were identified to generate further learning or discussion.



## Variations

- When first using a circle talk, start with small groups of three or four pairs in each circle. This makes it easier to manage.
- The student sharing their ideas can hold a small beanbag to indicate it is their turn to speak. The beanbag is then passed to their partner who shares their ideas.
- If you have more than one circle set up, swap the outside circles from each group.
- If you have an uneven number of students, place two students together in an outside circle to act as one person. This works well if you have a special needs student as they can be paired with a more capable student.
- To avoid pairing students who may not talk or argue, change the move on instruction so these students do not face each other. This intervention will not single the students out.

### DECISION-MAKING MODEL

1. This strategy will help students to consider their own beliefs about their ability to view situations and events and solve problems, explore a series of steps in making decisions in relation to positive healthy behaviours, and share reasons for making a decision with others.

Prior to using a decision-making model students will need to understand the idea of 'problem', 'choices' and 'decisions'. Younger students may find it difficult to identify the problem in a decision-making scenario so give this step time and discussion.

Explain students make decisions everyday by looking at the choices they have available, for example:

- Which pair of shoes to wear?
- What snack to have for play lunch?
- Which fruit to eat at fruit time?
- Where to sit at lunchtime/mat time?
- Who to play with at lunch time?
- What to play at recess/outdoor play time?

Decision-making models will allow students to consider and explore a range of alternatives before making a decision. The models provided on pages 171–174 show the decision-making process. The **Strategy sheets** *Think about your choices* and *Choose the one you like best* may be a useful way to introduce decision-making or for those students requiring literacy support. Students should think about the choices available in a given scenario and then choose the best option and use statements to support their decision.

2. Provide your students with a model to use in the decision-making process. Ask students to identify the problem and write this in the model. Ask students to identify and manage their feelings about the problem. Students then gather information to identify the range of possible options. Remind students that going to others for information can assist their decision-making, especially when a difficult decision is to be made (however they need to balance their own views with the views of others).
3. Students write the options they have identified on the model.
4. Students consider the consequences (both positive and negative) to evaluate each option. When considering the consequences ensure students look at the different types (physical, social, emotional, financial and legislative). The impact of the consequences on self, family, friends and the community in the short-term and long-term also need to be examined.
5. Students discuss the feelings associated with these consequences and then justify their choice.

### Role of the facilitator

As a facilitator in decision-making activities, explain to students:

- there is the potential for a decision to have positive and negative outcomes and that predicting outcomes can be difficult
- learning how to make more accurate predictions only comes with practice
- they need to collect accurate information from many sources to inform their decisions
- they need to identify their feelings and values as these can influence options and choices before accurate assessment of a situation can be made
- they are responsible for their actions before a choice is made
- the need to re-evaluate the decisions they make and adapt them to new situations.

### HAPPY FACE

1. Draw a large happy face on a medium sized ball. Sit the students in a circle on the floor.
2. Call out a student's name and roll the ball towards them then ask a question. The student answers the question and then rolls the ball back to the teacher or adult helper.
3. Repeat the process until all students have had a turn. Ask students who have had a turn to fold their arms.

### I FEEL, I THINK, I CAN

1. Photocopy enough copies of **Strategy sheet I feel, I think, I can** (refer to page 175) to give one set of cards to each pair of students in the class.
2. Explain to students that 'brave talk' is something they can say to themselves inside their heads when they are worried, under stress, feeling frightened or bullied or are having to manage a problem. Explain what they say to themselves affects how they feel and act in these types of situations. An example of brave talk is given below. It may take a lot of practice for students to fully understand the concept of brave talk.

You are being ignored in the playground by your classmates.		
I feel	I think	I can
Lonely or sad	<i>My friends are being mean or they aren't my friends if they think it's okay to ignore me.</i>	Play with my other friends. Talk to my teacher.

3. Give students a situation that may cause distress (eg being left out of a game, being asked to break a rule or being shouted at by a parent). Model the use of the cards to illustrate the most important card is the 'I think' card ie positive thinking can result in positive behaviour or 'I can'. Negative thinking may result in negative behaviour or 'I can't'.

Ask students to discuss how they would feel and what they might think to themselves in the situation and what they might decide to do. Students often have difficulty suggesting thoughts they may have and often skip to what they would do. This step may need modelling.

### ROLE-PLAY

1. This strategy will help students to develop interpersonal skills including assertive communication and negotiation within a range of contexts, build empathy and experience a variety of perspectives by adopting different roles, and plan effective strategies for managing 'real life' situations.

To conduct effective role-plays, a supportive classroom environment must exist. Establish rules such as:

- one person speaks at a time
- everyone's responses and feelings are to be treated with respect
- everyone is entitled to express their opinion or pass
- use character names rather than student names.

2. Ensure that students have a clear understanding of the purpose of the role-play (eg to demonstrate assertive communication and to practise negotiating when there is conflict). If there is an audience, prepare them for the role-play by giving a specific role to encourage their active involvement. Audience members can also be involved by identifying the feelings of the role-play characters, commenting on appropriateness of actions and providing relevant feedback.
3. Design the role-play so that it encourages students to model appropriate behaviour. If a character is required to depict a negative behaviour such as acting aggressively, the teacher should take on this role.
4. Set the scene by choosing a relevant scenario or have students select their own. Avoid using extreme stereotypes or allowing the issues to become exaggerated.

### During the role-play

5. Make sure the role-play doesn't arouse anxiety as learning will decrease. Give the students enough time to practise the role-play before they perform in front of others. If students feel uncomfortable with the scenario of the role-play, allow them to withdraw. These students can take on an observers' role.
6. Start the role-play by reminding students to keep the action brief (a few minutes is usually sufficient). If the role-play starts to deteriorate, stop it quickly, discuss what is happening and re-focus the action.
7. If students become angry, switch roles so they argue the opposing view. This may help them to develop understanding and empathy for the views of others. Make a point of taking students out of their role (this can be done by removing props, costumes or name tags).
8. Facilitate the role-play by allowing students to direct the action. Wait until the end of a scenario to make any comments. Do not judge the actions of a student in any given scenario as right or wrong. Instead focus attention on alternatives and/or consequences of actions.

### After

9. Use open-ended questions that focus on the feelings of the role-play characters, attitudes expressed, consequences of actions, alternatives to decisions/ actions, and what students have learned about the characters portrayed, to debrief the role-play. Remember to include the observers in the debrief time. Allow plenty of time for de-briefing and provide positive feedback for effort and participation.

10. As a result of the role-play, ask students to personalise the content by considering what they would do in a similar real-life situation. Ensure they reflect on their learning and consider its application to future experiences. The role-play can be re-enacted by switching roles to demonstrate other courses of action.

### Fish bowl role-play

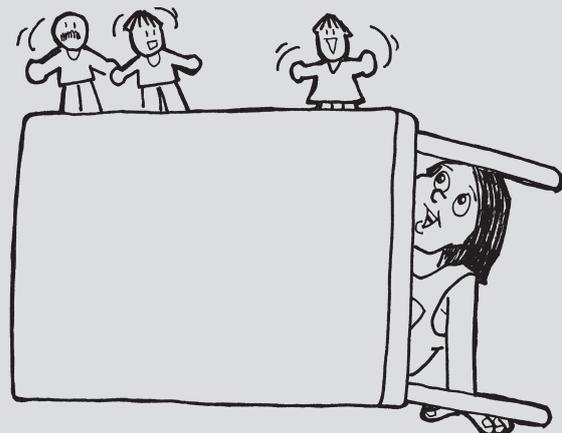
Make a class set of prompt cards by photocopying **Strategy sheet Prompt cards** on page 176. A small group of students conducts a role-play on a selected topic at the front or centre of the classroom. Other students sit in front of, or around the small group to observe their discussions and actions. The observers are allocated one of the following responsibilities:

- ⦿ Focus on one performer, their ideas and responses (give them a picture of a question mark to remind them of their task)
- ⦿ Focus on one performer and how this person may be feeling (give them a picture of a heart to remind them of their task)
- ⦿ Focus on alternative outcomes relevant to the role-play (give them a picture of an arrow) eg when she said 'Do you want to try this cigarette?' he said 'No, I get asthma.' But if he'd said 'No, my Mum will kill me!' she might have called him a wimp and kept putting pressure on him.

To conclude a fishbowl, observers report on their findings depending on the responsibility assigned to them.

### Puppet role-play

Students can use puppets (hand made or bought) to act out the scenarios. This can be a home corner activity, a more structured group activity or one that is modelled by the teacher.



### Telephone role-play

This strategy will help students to increase understanding and control of conventions and skills associated with using the telephone, and develop collaborative group work skills.



Prepare several pairs of telephone role-play cards where one card of each pair is for the *caller* and the other is for the *receiver*. Caller cards should specify the audience, purpose and any background information for making the call. For example: *You need to call the police because there has been an accident outside your house. The accident happened when your friend ran out onto the road chasing the footy. Your friend is crying and can't move their leg.* Receiver cards should specify their role such as a police officer, a busy doctor, answering machine or wrong number.

Introduce this activity as a whole class to alert students to the sorts of decisions they will need to make and the options available to them.

Place students in groups of three and nominate the caller, receiver and observer. These roles should be swapped during the role-play. The caller and receiver read their card and do not swap information. Allow one minute thinking time for each to rehearse what they will say, the language they will use and the tone they will adopt.

Callers ring their receivers, with each playing out the role specified on the card. As the role-play occurs, the observer makes an assessment of the conversation used and provides feedback to the caller and receiver at the end of the role-play.

Students swap roles and continue the role-plays.

Process the activity by asking the class what they learnt and what they still need to practise to become confident to make an emergency call.

### Variations

- Provide telephones and mobile phones for students to use during the role-play.
- Set up one group to role-play the telephone conversation while others in the class sit around them to observe and offer feedback.

## SHARED READING

1. Use a suggested book (or poem) listed in the preparation section of the learning activity as a starting point or to reinforce a key message. Display the book where all students can see the cover, illustration and title and discuss these. Provide students with a short period of time to silently preview the text.
2. Ask students to share their predictions of the main ideas with a partner or the class. Keep this pre-reading discussion brief and stimulating to make sure students are keen to listen to the story that follows. Use the following prompts.
  - What do you think this story will be about?*
  - Is this a fiction or non-fiction book?*
  - Does the title tell us anything about the story?*
3. Accept all suggestions and ask students to see if their predictions come true. Provide any essential knowledge that will assist student's understanding of the story prior to reading.
4. Read the story encouraging students to join in, predict, use picture cues and look for information. Ask questions such as:
  - What do you think will happen next?*
  - Why do you think that happened?*
  - What have you found out from this part of the story?*
  - How is the character feeling?*
  - How would you feel if that happened to you?*
  - What would you do?*
  - How do you think this story might end?*
5. Discuss the information gained through reading the text. Ask questions such as:
  - Why do you think we read this story?*
  - What are some of the important things you have learnt from this story?*
  - Who might you tell about the things you learnt from this story?*
6. Provide opportunities for students to demonstrate their understanding such as drawing a picture or cartoon strip; writing two or three dot points; talking with a partner; dramatising parts of the story; retelling the story in their own words; or innovating the story (eg change characters' names, places, feelings or the ending) to make a big book.

## SHARK AND DOLPHIN THOUGHTS

- Using the **Strategy sheet** *Shark thoughts* (refer to page 178) and *Dolphin thoughts* (refer to page 177), students classify thoughts into shark thoughts (ie unhelpful thoughts that will not make you feel good or solve a problem) and dolphin thoughts (ie helpful and positive thoughts that will make you feel better and perhaps solve a problem).
- Alternatively use headings such as 'helpful, positive and optimistic thinking' and 'unhelpful, negative and pessimistic thinking'.

Shark	Dolphin
What an idiot I am!	I feel proud that I had a go.
I should have done much better.	It's okay – that was my first try.
Everyone else is better than me.	I'm a good friend.
I bet they all hate me.	I'm a kind person.
I'm hopeless at this.	I tried my hardest to do that.
I'll never be able to do this.	I know I'll be really good next time I try.
	I don't care what they think.

Adapted from *The Heart Masters – Middle to Senior Primary*,  
A. Fuller, B. Bellhouse, G. Johnston, 2001, Ridgway

## SHOW ME THE ACTION

- Students move to a clear space in the room and respond to survey questions by making movements rather than giving verbal or written answers. The following examples focus on students' identifying their strengths and challenges.

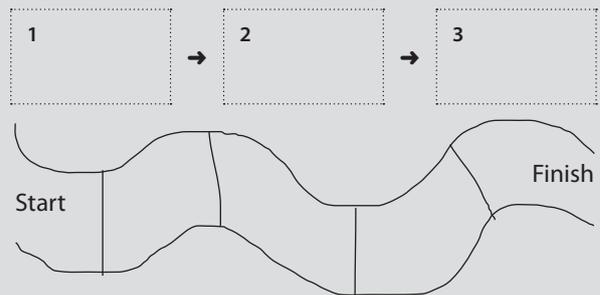
*Pretend to bounce a ball if you are good at ball sports.*  
*Count to five using your fingers if you are good at maths.*  
*Put your hands over your eyes if you get scared of the dark.*  
*Put your hand on your heart if you are kind to your friends.*

- The same strategy can be used to have students' identify and share their attitudes to a specific topic, for example:

*Put your hands on your hips if you think alcohol is a problem in our community.*  
*Kneel down if you think alcohol is a drug.*  
*Turn around if you think alcohol causes fights and road crashes.*

## STORY MAP

- A story map is a strategy that uses a graphic organiser to help students sequence events of a story, poem, video or scenario. To introduce story mapping, read a story to the class. Encourage students to remember the characters, setting and events as they listen or watch.
- Discuss and list the main events of the story on the board. Ask the class: *What happened first (the beginning of the story)? What happened next?* Have the class decide the correct order of the story events and number these in sequence.
- Model how to draw a story map that captures and sequences the main events from the original source. The most basic story maps focus on the beginning, middle and end of the story so either draw three boxes or fold a piece of paper into three. Number each box and draw a picture to illustrate each event in the story. Arrows can be drawn to show the direction of the events and link the boxes. Sentences or words can be written to accompany each part of the story map.



- Students work individually or in groups to create their own story map. Illustrations can be displayed in a vertical or horizontal sequence, in a circular pattern or as a winding trail that traces the movements of the characters.
- Students can retell the story for their own enjoyment to a partner, small group or to the class, using their story map as a prompt.

### Variation

- As students become familiar with the strategy, add more shapes to the story map to allow students to include more events from the story.
- Students can extend their understanding of story maps into their own writing by using the map to plan, summarise and write their own main ideas, characters, setting and plot for a story.

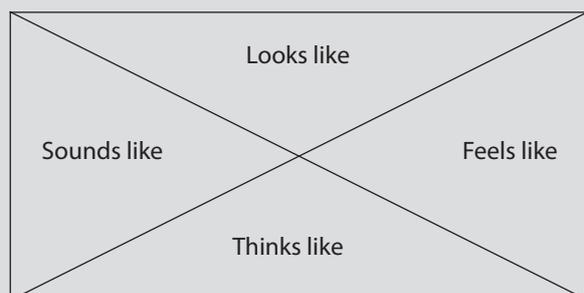
## T, X AND Y CHARTS

1. T, X and Y charts are graphic organisers. Students can use these to record what they already know, understand and value, and compare and contrast their ideas and information. Often the headings 'looks like', 'feels like', 'sounds like' and 'thinks like' are used to label these graphic organisers. Some examples have been provided below. Alternatively different aspects of a topic can be used eg using a Y chart – the drug, location and person; or using a T chart – unsafe passenger and safe passenger.
2. Show students how to draw a T, X or Y chart and label each section accordingly. Pose a topic for students to brainstorm and record their responses. This can be done individually or as a small or whole group, and responses can be written or drawn. Remind students that all responses should be accepted and recorded at this stage.
3. Listen to the ideas generated by students. New ideas can be added after the discussion has been completed.

### T chart

Safe cyclist	Unsafe cyclist
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### X chart

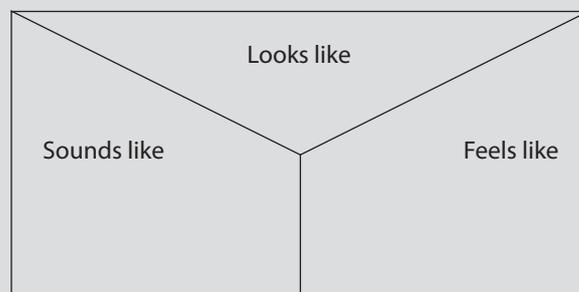


Use an X chart to explore an emotion such as anger or jealousy, or a specific concept such as 'an effective team'.

### Y chart

Students are to brainstorm how a 'safe pedestrian' would look, feel and sound. Start with the concrete or the obvious and encourage students to look for ideas that are more abstract. Explain that 'sounds like' doesn't refer to just listing actual sounds related to the event. Ask students to predict what might be actually said or what they could imagine people saying. Ask students

to imagine what people might say to themselves. Record these using speech marks. When completing the 'feels like' section ask students to be empathetic to the people in the situation eg *How would this person be feeling in this situation?*



## TIC TAC TOE

1. Sit students in a circle on the floor. Give one student a ball or small soft object.
2. The group slowly chants 'Tic tac toe. Tic tac toe. Where will it stop? No one knows.' The ball is quickly passed around the circle and stops when the chant is completed. The student holding the ball when the chant stops is asked a question by the teacher.
3. Repeat the game until most of the group has made a response to the question.

## VALUES CONTINUUM

1. Prepare a set of signs with opposing responses (eg safe/unsafe; useful/not useful; agree/disagree) or photocopy the strategy sheets provided on pages 179-181. Place signs at opposite ends of the room. It may help to draw a chalk line or stick a piece of masking tape on the floor between the two signs to indicate the continuum.
2. Explain there are many places along the continuum that may represent each student's opinion about an issue or statement. Model this by giving a statement such as 'Everyone should wear a hat when they go outside' then placing yourself along the continuum. Tell students why you might have placed yourself at that position.
3. Read aloud a statement to the group. Ask students to move to the point on the continuum that best represents their opinion. Students discuss their reasons for placing themselves in that point on the continuum with other students standing nearby. As a class, discuss why there are variations in students' opinions. Provide

students with the option to pass or reconsider their placement after the discussion and move to another position along the continuum.

Examples of questions to ask students during this strategy are:

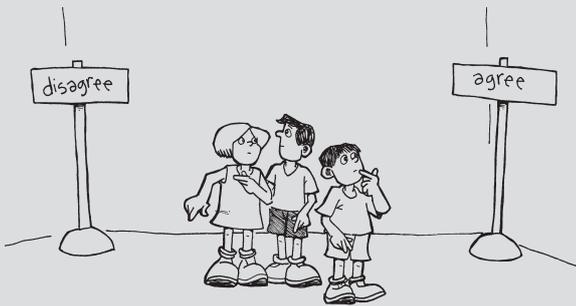
*Why would someone place themselves in that position on the continuum?*

*What experiences would have brought them to that conclusion?*

*Would they feel differently if they had more information about this?*

*Was it easy to choose the position on the continuum?*

*Why or why not?*



### Feelings or face continuum

Photocopy enough of the **Strategy sheet** *Feelings continuum* (refer to page 181) and give one strip to each student. Explain to students the smiley face represents 'agree', the sad face represents 'disagree' and the face in the middle represents 'unsure'. (Alternatively the faces could represent yes, maybe and no.) Students use a clothing peg or paper clip and slide it along the card to indicate their answer.

### Heads and tails

Students indicate their opinion by placing their hands on their head (agree), bottom (disagree) and hips (unsure). Alternatively hands on their head can indicate (true or yes), bottom (false or no) and hips (unsure or maybe).

### Name tag

Construct a values continuum by sticking a length of masking tape along the ground. Ask students to write their name on a post-it note or small card. Pose a question or statement for students to consider then place their name on the masking tape continuum that best represents their opinion. Ask students from various parts of the continuum to justify their placement. After the discussion give students the opportunity to reposition their name tags if they have changed their opinion as a result of the discussion.

### Pop stick faces or pop-up voting

Draw a smiley face on one side of a pop stick and a sad face on the other. Pose a statement for students to consider and then indicate their opinion ie smiley face represents 'agree' and sad face 'disagree'. Alternatively photocopy **Strategy sheet** *Feelings continuum* (refer to page 181) and have students attach a smiley face card one side of a pop stick and a sad face card on the other.

### Sign your name

If using a piece of masking tape for the values continuum, ask students to sign their name on the spot where they are standing. After the discussion, students return to the values continuum and sign their name again where they are standing. This will prompt discussion on why they have or haven't moved along the continuum.

### Ruler continuum

Students attach a smiley face to one end of their ruler and a frowning face to the other end of their ruler. Presuming the smiley face suggests 'agree' and the frowning face suggests 'disagree', students respond to the statements the same way they would in the values continuum outlined above.

### Thumbs up, thumbs down

Students may use a 'thumbs up' gesture to suggest 'agree'; a 'thumbs down' gesture to suggest 'disagree' and a 'flat palm' gesture to suggest 'unsure' (or similar opposing responses).

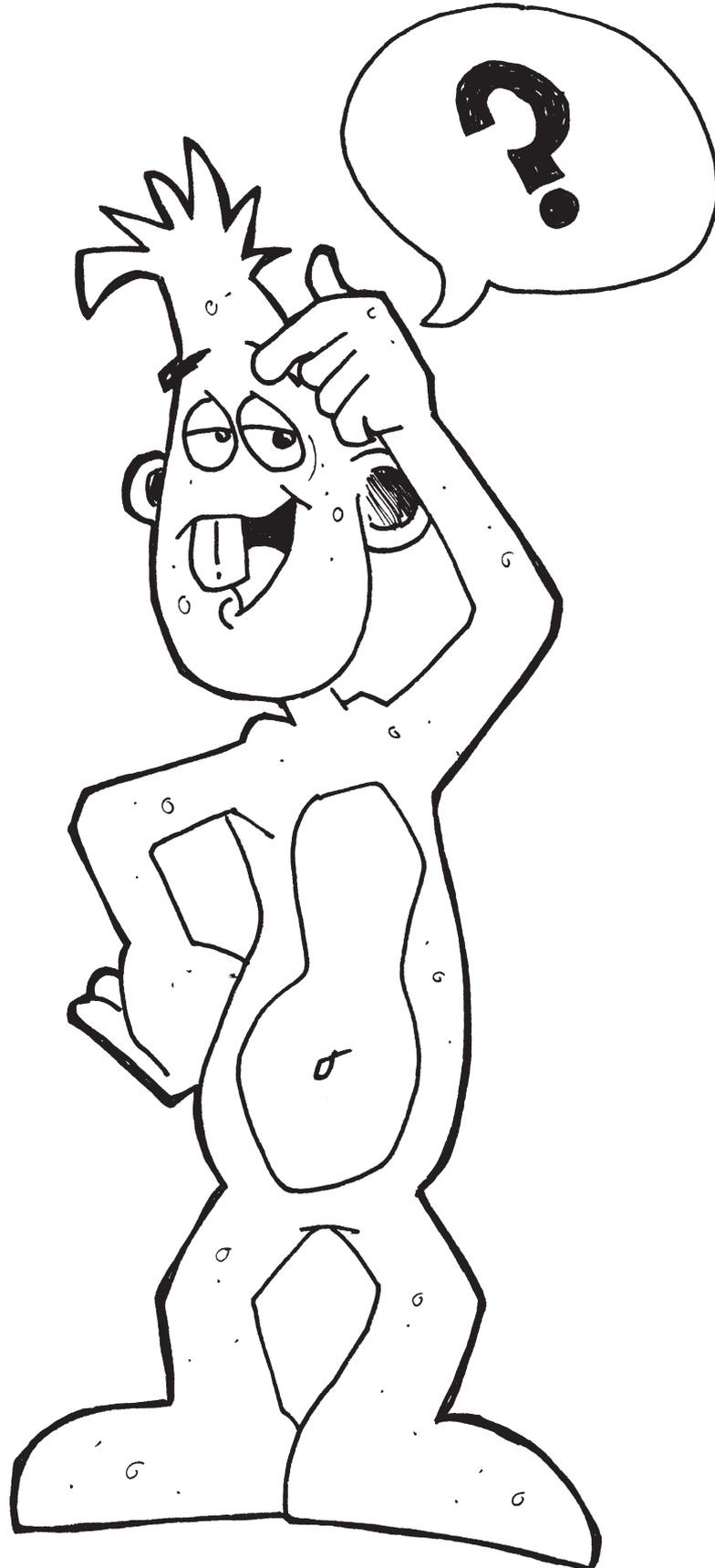
### Yes, no, maybe

Photocopy the **Strategy sheet** *Yes, no, maybe* (refer to page 180) and give one set of cards to the each student. Pose a statement and have students indicate their opinion by showing one card to a partner and saying why they chose that card. Alternatively place the cards in a continuum.



# Think about your choices

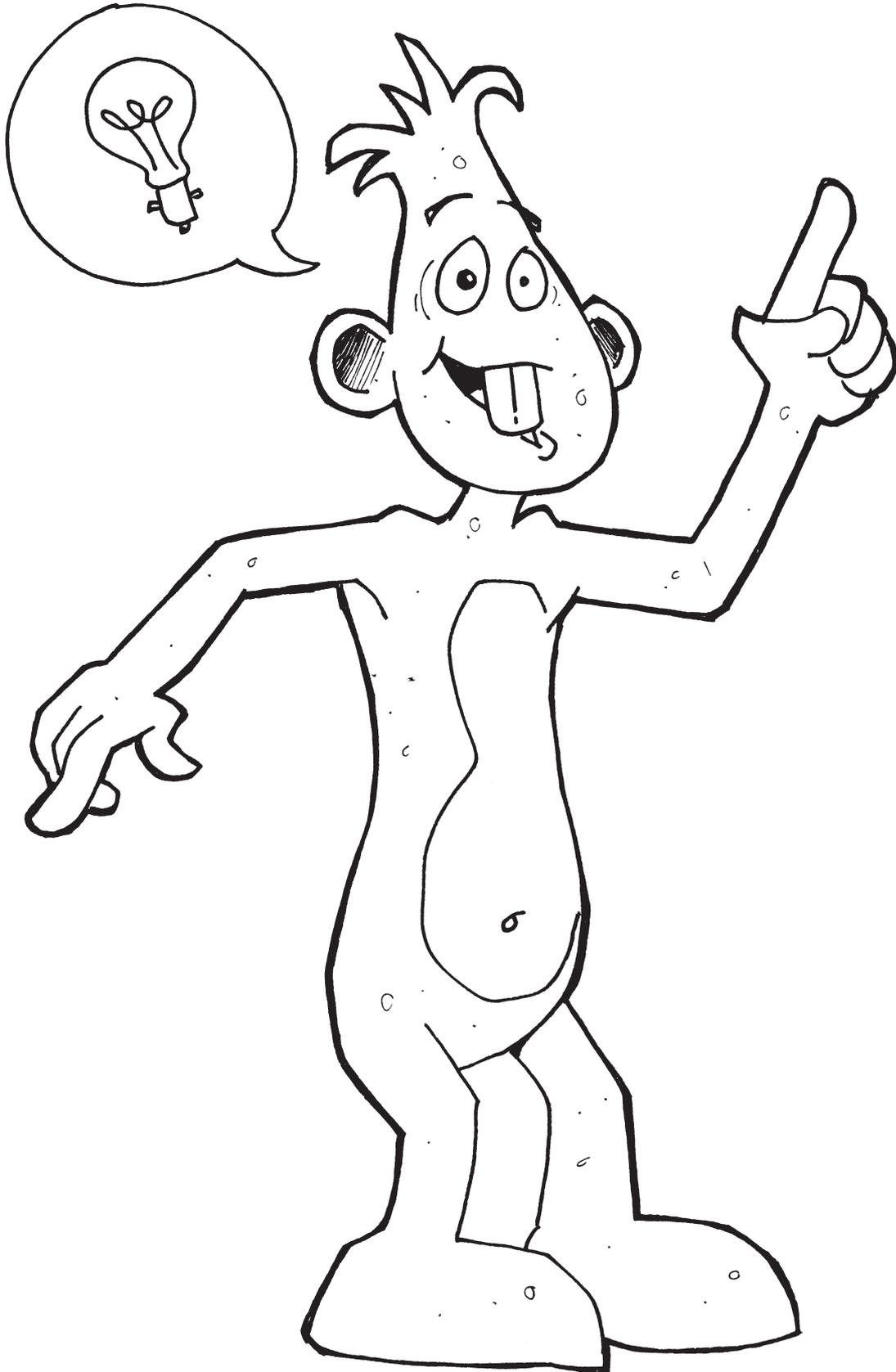
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## Choose the one you like best

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# Decision-making model

<b>Problem</b> What is the problem and how do I feel?	<b>Choices</b>	<b>Positive things that might happen?</b>	<b>Negative things that might happen?</b>			
<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>			
				<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>

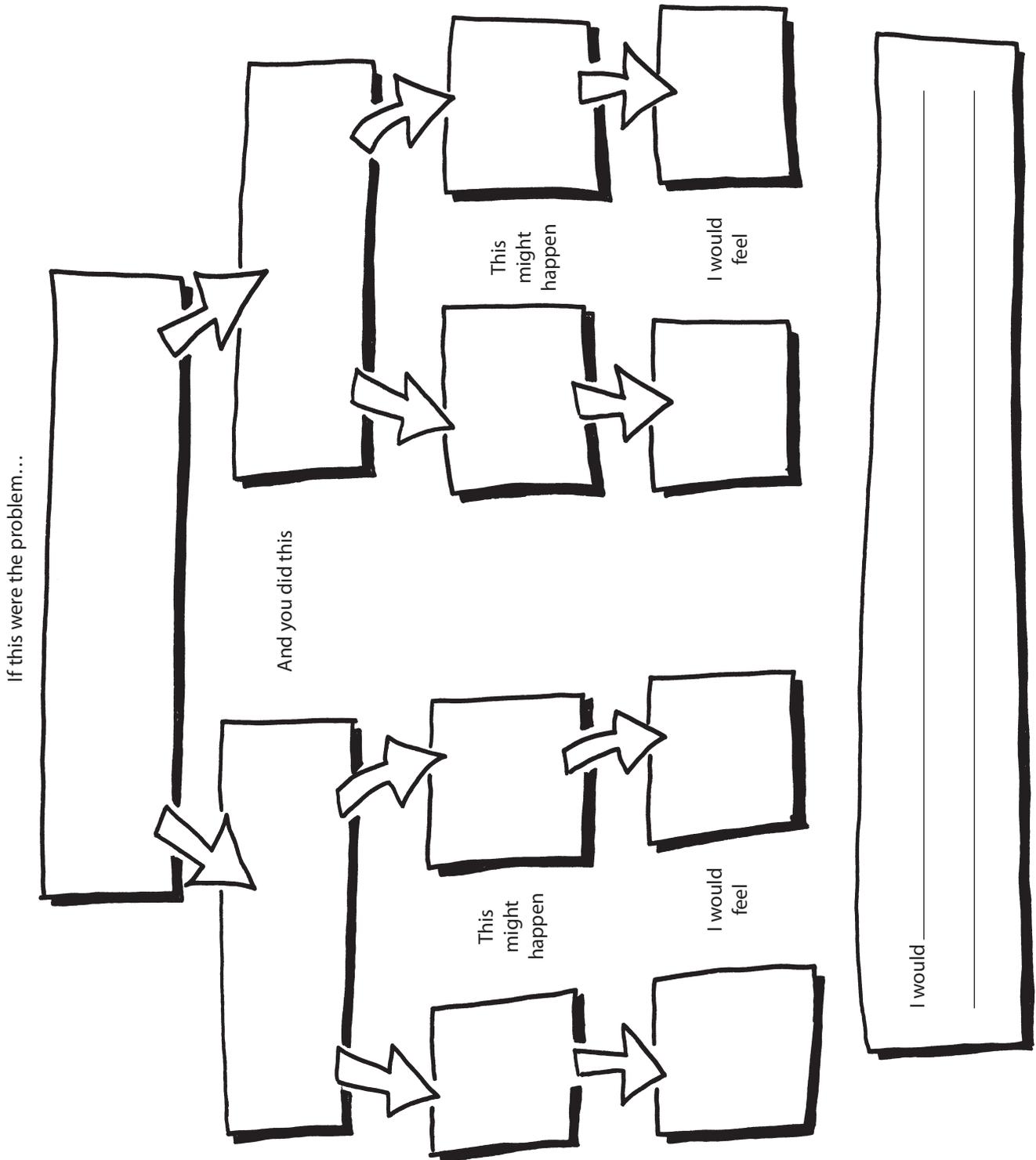
I would \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



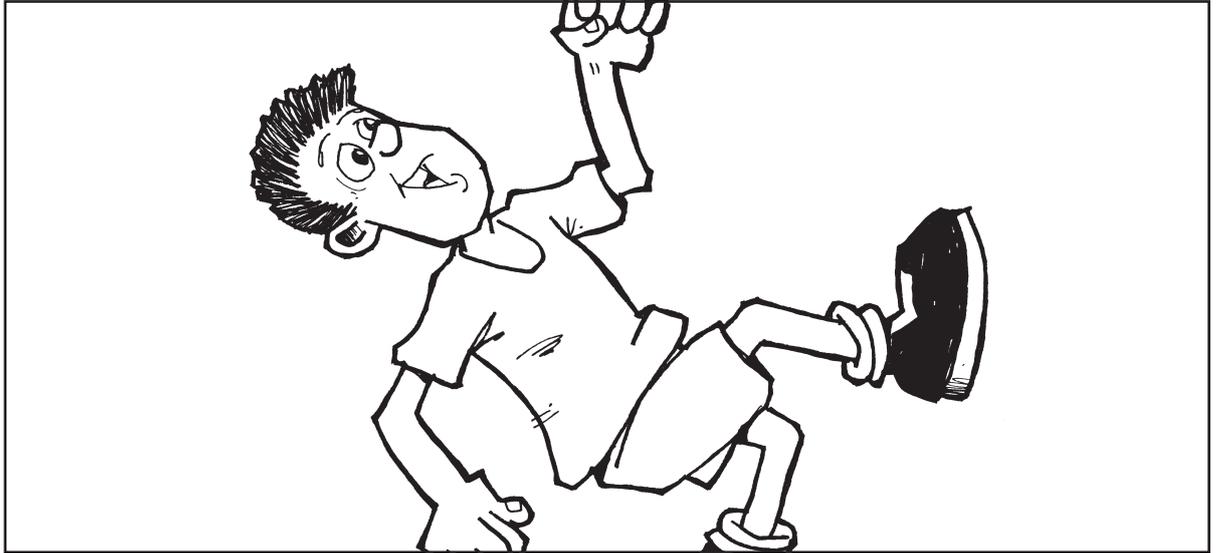
# Decision-making model



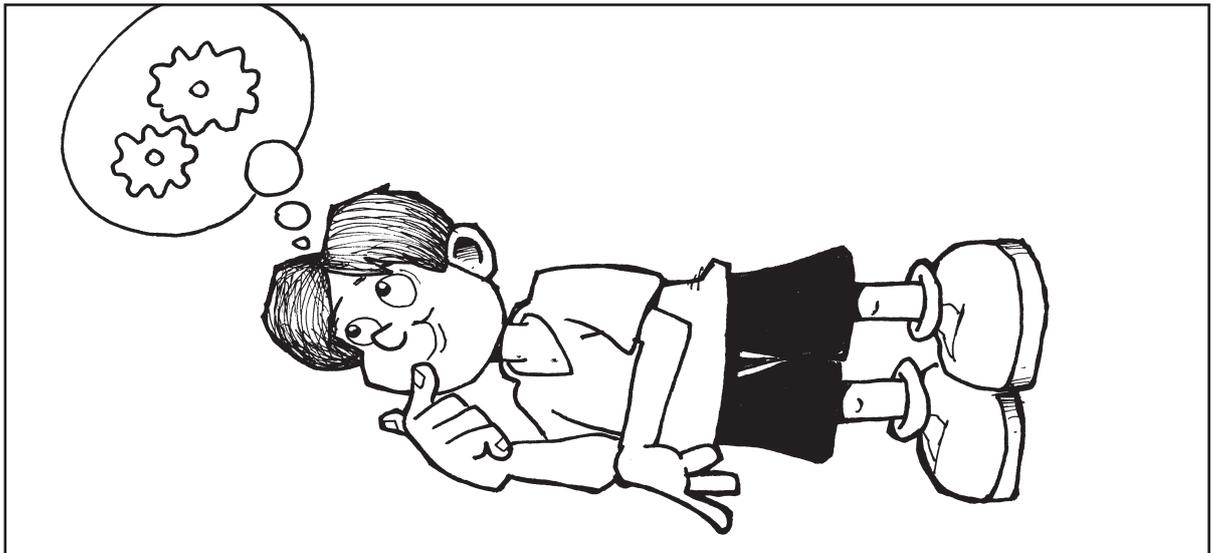


# I feel, I think, I can

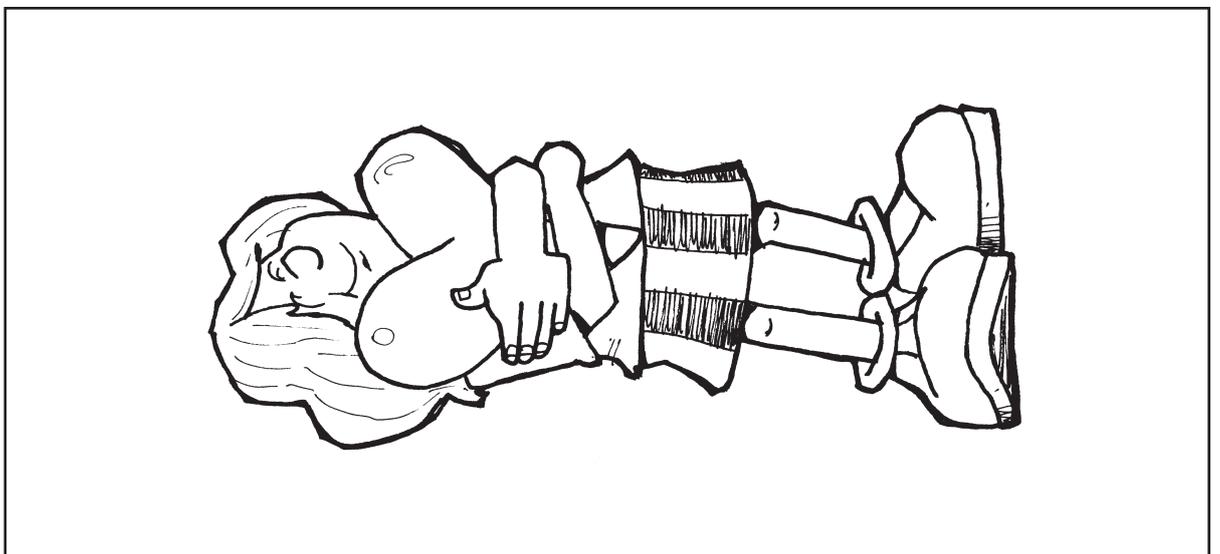
I can



I think



I feel





# Prompt cards

<p>THINK ABOUT DIFFERENT OUTCOMES THAT MAY HAVE RESULTED IF SOMEONE HAD SAID OR DONE SOMETHING DIFFERENTLY.</p>	<p>Different outcomes</p>	
<p>THINK ABOUT HOW ONE CHARACTER MIGHT BE FEELING IN THIS SITUATION.</p>	<p>Feelings</p>	
<p>LISTEN TO ONE CHARACTER'S IDEAS AND RESPONSES CAREFULLY.</p>	<p>Ideas and responses</p>	



## Dolphin thoughts

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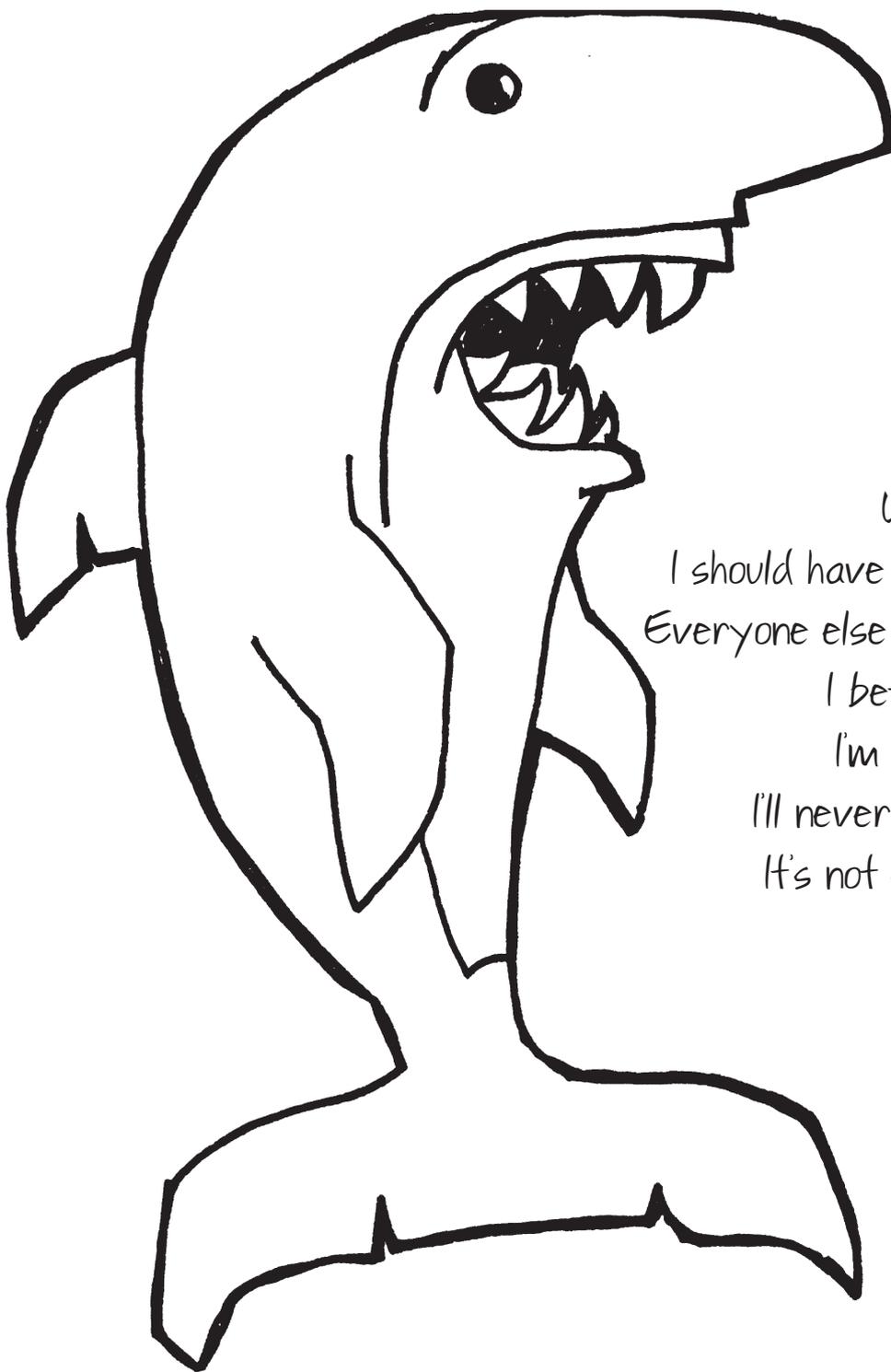


I feel proud that I had a go.  
It's okay - that was my first try.  
I'm a good friend.  
I'm a kind person.  
I tried my hardest to do that.  
I know I'll be really good next time I try.  
I don't care what they think.



## Shark thoughts

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What an idiot I am!  
I should have done much better.  
Everyone else is better than me.  
I bet they all hate me.  
I'm so hopeless at this.  
I'll never be able to do this.  
It's not even worth trying.



## Agree, disagree

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Agree

Disagree





## Yes, no, maybe

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Yes

No

Maybe





## Feelings continuum

