



BOOK AUCTION

THINKING SKILL: reasoning
SUBJECT LINK: literacy
ORGANISATION: individual in front of whole class
RESOURCES: fiction books; tokens

WHAT TO DO

- Explain how an auction works. Allocate a set number of tokens to each child – alternatively the children could ‘earn’ their tokens through the week preceding the auction – the harder they work the more tokens they earn!
- Keep a record of how many tokens the children have earned and then award them their tokens on the day of the auction.
- Choose about ten auctioneers whose job it will be to select a fiction book that they have personally read and enjoyed.
- The auctioneers prepare a sales blurb for their chosen book in order to try to sell it to the highest bidder.
- The class listens to the sales blurbs for each book. Individuals can then bid for the book they would like to read, using their tokens. The highest bidder can borrow the book to read first.

CONSEQUENCE CHAINS

THINKING SKILL: enquiry
SUBJECT LINK: citizenship
ORGANISATION: groups
RESOURCES: board; large sheets of paper; pens

WHAT TO DO

- Split the class into four groups. Explain what a consequence is. Pose the obvious question; *What would you do if you won the lottery...?*
- After the initial ‘imaginary spending spree’ take one of the ideas and develop it further – demonstrating the consequences of each action.

- Record the responses as a chain of events – an arrow joining one consequence to the next.
- Brainstorm a list of ‘What if...?’ questions. For example: ‘What if the world ran out of oil?’ ‘What if you could become invisible?’ For each round, select a ‘What if...?’ question. The challenge is to create the longest chain of consequences leading from the initial dilemma.

WHAT'S MY NUMBER?

THINKING SKILL: enquiry
SUBJECT LINK: mathematics
ORGANISATION: individual and whole class
RESOURCES: none

WHAT TO DO

- Discuss how a number could be classified by using the following terms: factor, multiples, prime numbers, odd, even and so on.
- Choose a volunteer to think of a number. The class is allowed ten closed questions to try to guess the value of the number. The volunteer can, therefore, only answer yes or no to the questions.
- If the class do not guess after ten questions the volunteer can opt to choose another number or delegate to another class member.



MNEMONICS

THINKING SKILL: creative
SUBJECT LINK: literacy
LEARNING LINK: visual
ORGANISATION: groups of three or four
RESOURCES: whiteboards and pens; cards for each letter

WHAT TO DO:

- Choose a list of words that are difficult to spell.
- Allocate a word to each group.
- Each group will need sufficient cards for each letter in the word.