

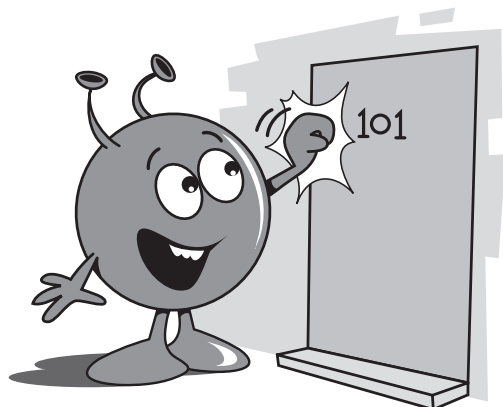
- Devise a mnemonic for each word and use a card for each letter and its associated word – demonstrate the mnemonic by holding up and reading out the cards.
- Store the cards so that the children can arrange them into the correct order and check the spelling.

ROOM 101

THINKING SKILL: creative
SUBJECT LINK: PSHE
LEARNING LINK: tactile
ORGANISATION: whole class
RESOURCES: none

WHAT TO DO

- Discuss the concept of Room 101, which was the room in George Orwell's book *1984*, which contained 'the worst thing in the world'. Once banished there, he/she or it could never be retrieved.
- Everyone should think of something to send to Room 101 and prepare to be challenged about this decision. Invite suggestions and challenges and then take a class vote to decide which items will actually be banished to Room 101.
- Make a small Room 101 display and add items to the list as each person's ideas are discussed.



WHAT GOES AROUND...

THINKING SKILL: enquiry
SUBJECT LINK: science
ORGANISATION: pairs
RESOURCES: glass of water; paper; pens; timeline

WHAT TO DO

- Introduce the activity by showing the class the glass of water and telling them that roughly

the same amount of water has been on Earth since the days when dinosaurs roamed the land. This means that the water in the glass in front of them is as old as the Earth!

- Show the children a timeline, picking out different periods to stimulate thinking. In pairs, ask them to try to think of lots of questions about where the glass of water may have been or what or who it may have been part of. The children will inevitably link urination with this idea! To avoid silliness, explain that this is obviously part of the recycling system and explain ways in which water is purified.

- The discussions that could arise from this activity are endless – water shortages, illness caused by drinking dirty water and so on.



ALPHABET CATEGORIES

THINKING SKILL: creative
SUBJECT LINK: all
LEARNING LINK: visual
ORGANISATION: groups
RESOURCES: pen and paper; dictionaries; atlases; stopwatch; the letters of the alphabet on individual cards stored in a container; a list of categories (decide upon these with the class) written on cards stored in a second container (examples may include countries, cities, vegetables, girls' names, boys' names, animals, flowers, birds, rivers, and words of four syllables)

WHAT TO DO

- Someone picks a letter and a category from each container. The groups then have a set time to list as many things from the chosen category beginning with the chosen letter.
- When the time is up they submit their answers to the 'judge' and get one point for each correct answer. Allocate a bonus point to groups who think of ideas that no one else has thought of.

