

Lesson 3

The End



Target Audience

Y3-6

Lesson Aim

Pupils will interpret the SMART rules and paraphrase safety advice/messages to be presented at the end of the drama.

Learning Objectives

- Pupils will discuss the problems that Jay has encountered online and generate solution(s).
- Pupils will classify their solutions as they relate to the five SMART rules.
- Pupils will write the final scene in *Only a Game*.

National Curriculum Links

Curriculum Area	Strands: Pupils should be taught...
Citizenship	5g: the Knowledge, skills and understanding through opportunities to consider social and moral dilemmas that they come across in life [for example, encouraging respect and understanding between different races and dealing with harassment]
English	2c: to listen, understand and respond appropriately to others, pupils should be taught to recall and re-present important features of an argument, talk, reading, radio or television programme, film.
	3f: To talk effectively as members of a group, pupils should be taught to use different ways to help the group move forward, including summarising the main points, reviewing what has been said, clarifying, drawing others in, reaching agreement, considering alternatives and anticipating consequences.
PSHE	3e: to recognise the different risks in different situations and then decide how to behave responsibly, including sensible road use, and judging what kind of physical contact is acceptable or unacceptable.

Timing 60 minutes	Key Vocabulary accept, reliable, advice
Preparation download the SMART Adventure or obtain a DVD copy, preview SMART Adventure, print role play scenarios, gather materials	Organisation whole class discussion, partner pairs
Resources SMART Adventure download or DVD, SMART Rules PowerPoint, role play scenarios	

Lesson Outline

60 Minutes

Starter	Introduce and watch the SMART Adventure	25 minutes
Activity 1	Review of SMART Rules	5 minutes
Activity 2	Role plays	15 minutes
Plenary	Pupils write advice to be given by characters	15 minutes
Extension	Have pupils video record their role plays or perform them	--

Lesson

<p>Starter</p> <p>Introduce the lesson—pupils will be writing their own ending to the play to give advice to the audience as to what Jay has learnt/ Play the SMART Adventure animation for pupils, stopping to clarify or reinforce messages as needed [see PowerPoint]</p>	<p>Activity 1</p> <p>Review the SMART rules as a class and either help students paraphrase each rule or allow them to discuss in groups. Record the SMART rules on chart paper or ask students to record them.</p>
<p>Activity 2</p> <p>Hand out role play scenarios and tell students they must devise a short (2 minutes) scene that shows the problem and a positive outcome. Give work time and circulate around the room. Have groups present their role plays to the class.</p>	<p>Plenary</p> <p>After viewing the role plays pupils will have the opportunity to write the lines of advice that the play characters will give at the end of the drama.</p> <p>*Teacher will type or choose a pupil to type new script page(s) to be given to pupils.</p>

Follow-up Discussion Questions

1. Sometimes parents aren't watching what we do online. If your parents are not watching you on the computer, what kinds of responsibilities do you have?
2. If you see something upsetting or worrying on your computer what should you do?
3. What kinds of information should you never give out online?
4. Who would you tell if you had a problem with your online games?
5. Lots of kids like to download free music from the Internet. Can you name some websites that are good to download from?