

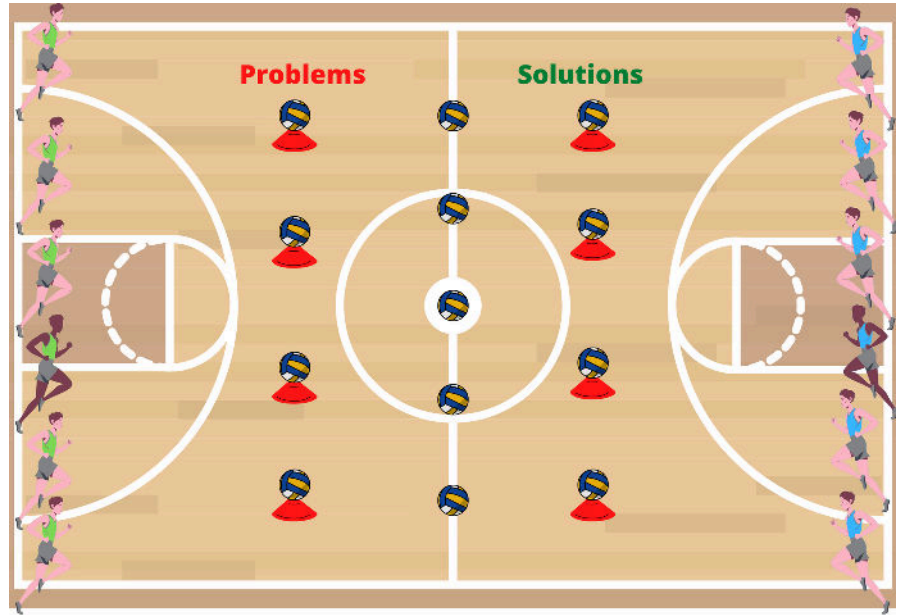
Game: Target Your Problems

15-20 Minutes

Learning outcome (s)

Pupils will be able to:

- Understand problems
- Think of solutions



The outcome of the game is to get the players to think about the problems they face and the solutions that can be put in place to challenge these.

Delivery notes:

- Split into two teams
- Put Balls on the cones at the end of the hall.
- Ask players to name a “Problem” – when they identify it, get them to place the ball on top of a cone
- Ask players to name a “Solution” to the identified problem and place it on the cone facing the problem
- Do this until 3-5 problems & Solutions have been identified
- Knock down the other team's balls the first team to knock all the balls down wins
- Player cannot move with the ball but can pivot on the spot- no travelling

Problems

- 1. Feeling Sad**
- 2. Do not know something in class**
- 3. Somebody says something mean**