

CITIZENSHIP

Teacher's Guide: GRADE 8 - Lesson 10

Find-Me Game

Competency, Element and Performance Criteria

- **Element 1:** Demonstrate an understanding of the uniqueness of individuals while recognising the shared norms, values and beliefs that form our collective Mauritian identity through cultural practices and civic engagement.
- **Performance Criteria Level 1:**
 - IDescribe common norms, values and beliefs shared by Mauritians.
- **Element 5:** Communicate respectfully and sensitively across diverse situations to make meaningful connections.
- **Performance Criteria Level 1:**
 - Identify key elements of respectful and sensitive communication in different social contexts.
 - Use appropriate greetings and basic courteous language when interacting with others.
- **Performance Criteria Level 2:**
 - Recognise the importance of respectful communication on building trust in diverse settings.

Purpose of activity

The 'Find-me' activity enables the students to identify different types of sports, games and values. This activity encourages collaboration amongst students while reinforcing knowledge and understanding of sports, games, and values.

Learning Outcomes

By the end of the lesson, students should be able to:

- Identify different types of sports and games through the mimics of their peers
- Identify different forms of values through the mimics of their peers

Resources and Materials for part 1 of the activity

- Flashcards or images of different sports and games used in lesson 8 (Annex 1)
- Value Flashcards in Annex 1
- Scissors
- Whiteboard/blackboard and markers/chalks

Teaching trajectories/ Implementation guidelines

It is recommended to provide students enough time for discussion and sharing. This activity may be extended over 2 or more periods.

Step 1: Warm-Up Activity: Recapitulation on sports and games.

Questioning:

- (i) What are your favourite sports or games?
- (ii) What values do you think are important in the Mauritian society?

The Educator can note the answers of the students on the whiteboard/blackboard.

Step 2: The 'Find-me' game – Part I: Sports and Games.

- (i) Students are grouped in pairs. In case the total number of students in the class is an odd number, then the last group will be composed of three students.
- (ii) A pair is selected at random to come to the educator and pick up a flashcard.
- (iii) The flashcard is shown to the Educator.
- (iv) The pair will have to act out a scene for a few seconds using body language to express the sport or game shown on the flashcard without talking to each other and to other students in the classroom.
- (v) Once a student from the classroom has called out the right sport or game, the Educator shall voice out "FOUND."
- (vi) If the students have not found the sports or games within 20 seconds, then move to part (vii).
- (vii) Another pair is selected and Steps (ii) to (v) are repeated until all pairs have at least acted once.

Step 3: The 'Find-me' game – Part II: Values

Repeat Step 2 above, with the students using a flashcard from Annex 1: Values

Annex 1: Values

Using a pair of scissors, cut out each flashcard.

**RESPECT****UNITY****KINDNESS****HELPFULNESS****HARDWORK****LOVE****COURAGE****FORGIVENESS****DISCIPLINE****CLEANLINESS****COURAGE****GENEROSITY**