

Connecting	Stretching	Transferring	
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Topic: 2d Noticing	Activity: Killer
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**What you
are trying to
achieve ...**

An introduction to noticing.

Attentive relaxation rather than focused concentration;
the ability to scan rather than focus.

Picking up information from the corner of your eye.

Set up the Learning Challenge

- Students sit in a circle
- Pass a card to each player — Make sure the Queen of Spades is dealt
- Students look at their card but keep it hidden
- The person with the Queen of Spades is the KILLER
- The aim of the game is to discover the KILLER
- The KILLER is trying to kill as many people as possible
- If KILLER winks at you, you wait a few seconds and throw your card into the middle, saying 'I'm dead'
- Do not say who killed you (once dead you can say nothing)
- If you think you know (have spotted) the KILLER say 'I accuse you ...'
- If you are wrong you throw in your card
- Game ends when killer is discovered
- Re-deal cards for another game

Debrief Through Discussion

- What skills were you using in this game?
- Why was it easy or difficult to find the KILLER?
- Ensure the capacity noticing is brought out through the discussion.

Extend into Linking Ideas

Print or show Linking Ideas and move into those activities.

Resource

Pack of playing cards.

