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Connecting

Stretching

Transferring

Topic: 5a About Reflectiveness

Activity: The London Game

What you are trying to achieve ...

Introduce students to the habits of reflective learning through exercising choices in order to

- Plan a series of events
- Revise what they have done on the basis of changing circumstances
- Distil the essence of their learning
- Reflect on the ways in which they have chosen to learn

Set up the activity

Divide the class into groups of four and provide each group with the learning challenge instructions, the set of seven cards, a map of the London Underground, and the outline timetable.

You are planning a two-day visit to London for a group from your school.

The cards describe events that need to be sequenced into a programme for two days to be spent in London, traveling between locations on the Underground.

You are arriving in London at Paddington station at 8.15 a.m. on Day One and you will be leaving from the same station on Day Two at 4.00 p.m.

There are two events that are fixed at set times – a Theatre Visit and a visit to Madame Tussaud's (you will spend three hours at each of these events).

You will be staying overnight on Day One at HMS Belfast (nearest Tube: London Bridge).

You have to sequence the five other events in the best possible order to make them fit around the two events that are already fixed.

You should plan to spend at least an hour at each of the five events.

You will be told the nearest Tube station to each of the places that you are planning to visit. You will travel around London by Tube and should assume that it takes two minutes between stations on the Tube and about fifteen minutes from the Tube to where you want to go.

When groups have completed their plan, provide the additional blue card.

Debrief and rate the learning stretch

Once groups have come up with a revised plan, ask groups to distil what they have done as a spider diagram in order to provide instructions for others about planning an event like this.

Extend

Use the internet as a resource for researching the events on the itinerary. Ask students to produce a workbook for a trip that will require other students to distil their experiences over the two days.



