## W Pinner Wood School

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Year Group	5	Term	Autumn 1	Subject	PSHE	Торіс	Being Me and My World
						Key Question	How can I be a good citizen and what will help me to make the right choices?
Prior Learning and other Curriculum Links	• K • K • K • K • K • K • K • K • K	ctions n now abo chool co now the ommuni now wh upil oice in s now tho now how each a c now tho	at democrac	rence to a crent roles he school y is (applie actions af rs k togethe pice and de	class s in the ed to fect r to	Target Tracker statements (Skills)	<ul> <li>Knowledge</li> <li>Know how to face new challenges positively</li> <li>Understand how to set personal goals</li> <li>Understand the rights and responsibilities associated with being a citizen in the wider community and their country</li> <li>Know how an individual's behaviour can affect a group and the consequences of this</li> <li>Understand how democracy and having a voice benefits the school community</li> <li>Understand how to contribute towards the democratic process</li> </ul> Social and Emotional Skills <ul> <li>Be able to identify what they value most about school</li> <li>Identify hopes for the school year</li> <li>Empathy for people whose lives are different</li> </ul>

	<ul> <li>Social and Emotional Skills</li> <li>Identify the feelings associated with being included or excluded</li> <li>Can make others feel valued and included</li> <li>Be able to take on a role in a group discussion / task and contribute to the overall outcome</li> <li>Can make others feel cared for and welcomed</li> <li>Recognise the feelings of being motivated or unmotivated</li> <li>Understand why the school community benefits from a Learning Charter</li> <li>Be able to help friends make positive</li> </ul>		<ul> <li>from their own</li> <li>Consider their own actions and the effect they have on themselves and others</li> <li>Be able to work as part of a group, listening and contributing effectively</li> <li>Understand why the school community benefits from a Learning Charter</li> <li>Be able to help friends make positive choices Know how to regulate my emotions</li> </ul>
Fundamentals	<ul> <li>Be able to help friends make positive choices</li> <li>Know how to regulate my emotions</li> <li>Planning the forthcoming year</li> <li>Being a citizen</li> <li>Rights and responsibilities</li> <li>Rewards and consequences</li> <li>How behaviour affects groups</li> </ul>	Key Facts/Sticky Knowledge	<ul> <li>Plan what they want from the coming year</li> <li>Learn how to be a good citizen</li> <li>Understand their rights and responsibilities as a child/pupil.</li> <li>Remind themselves of the school rewards</li> </ul>
	<ul> <li>Democracy, having a voice, participating</li> </ul>		and consequences and what they can do to achieve/avoid them.

			<ul> <li>Understand how their behaviour affects others and how others' behaviour affects them.</li> <li>Understanding that they have a voice within school/home and they should use it to have an impact on their surroundings</li> </ul>	
Our	In this Puzzle (unit) the children think and to	alk about the ye	ear ahead, goals they could set for themselves as	
Curriculum	well as the challenges they may face. They le	arn and talk ab	out their rights and responsibilities as a member	
Journey	of their class, school, wider community and t	he country they	y live in. The children talk about their own	
	behaviour and its impact on a group as well as	behaviour and its impact on a group as well as choices, rewards, consequences and the feelings associated		
	with each. They also talk about democracy, h	ow it benefits <sup>.</sup>	the school and how they can contribute towards it.	
	They revisit the Jigsaw Charter and set up t	heir Jigsaw Joi	urnals.	
Key	Included, Excluded, Welcome, Valued,	Key	Goals, Worries, Fears, Value, Welcome, Choice,	
Vocabulary	Team, Charter, Role, Job Description,	Vocabulary	Ghana, West Africa, Cocoa Plantation, Cocoa	
(revisited)	School Community, Responsibility, Rights,	(new)	Pods, Machete, Rights, Community, Education,	
	Democracy, Democratic, Reward,		Wants, Needs, Maslow, Empathy, Comparison,	
	Consequence, Decisions, Voting, Authority,		Opportunities, Education, Choices, Behaviour,	
	Learning Charter, Contribution, Observer		Responsibilities, Rewards, Consequences,	
			Empathise, Learning Charter, Obstacles,	
			Cooperation, Collaboration, Legal, Illegal, Lawful,	
			Laws, Participation, Motivation, Democracy,	
			Decision, Proud.	

Lesson Number: 1 Location: Classroom	Learning objectives: I can face new challenges positively and know how to set personal goals	<b>Lesson Outcome:</b> Create a class Jigsaw charter	
Note: You will need to invite a member of the senior leadership team, preferably the Head teacher, to be part of this lesson and ask them to share the school's /setting's mission statement or vision with the children. Please also ensure you have read the Jigsaw Approach (the introductory chapter to these resources found at the beginning of each year group folder/file) prior to teaching this Puzzle (unit of work).	I know how to use my Jigsaw Journal		
Vocabulary• Education• Appreciation• Opportunities• Goals• Motivation	Introduction: <u>The Jigsaw Charter</u> Slide 1: The Jigsaw Charter Jigsaw lessons need to be established as ve environments as some of the lessons deal wi	•	<b>Resources</b> Jigsaw Charter, Jigsaw Chime, 'Calm Me' script, Jigsaw Jez, paper

Vision	issues. Therefore, we need to establish the 'ground rules', in	bricks, Head
• Hopes	Jigsaw called 'The Jigsaw Charter'.	teacher, My
<ul> <li>Challenge</li> </ul>	This needs to include:	Jigsaw Journey,
	The right to pass	Jigsaw Journals,
	Respect for each other	Jigsaw Jerrie
	Confidentiality	Cat.
	There is a ready-made Jigsaw Charter in this lesson for you,	
	but do start by asking the children what they need to do to make everyone feel safe so we can all learn well.	
	Bring out their ideas and introduce the Jigsaw Charter (Slide	
	1)and the large printed copy you already made (and laminated).	
	You may like to invite them all to sign the Charter (or maybe colour in a smiley face already drawn on it) as a way of saying they agree to try to stick to it in Jigsaw lessons.	
	You and they can then refer to it in every lesson thus creating a trusted and predictable learning environment.	
	Display the Jigsaw Charter in the classroom and refer to it at the beginning of every Jigsaw lesson.	
	Share 'The Jigsaw Charter' with the children to reinforce how we work together.	

Questioning	Main Teaching including differentiation:
Did you feel part of the	<u>Connect us</u>
group? Could you tune into	Introduce Jigsaw Jez as the Talking Object in circle work.
the other people in the group during the game?	When you are holding Jez it is your turn to talk if you wish to.
	Still in a circle, but now standing, play the Blast Off Game up
Is your mind quiet and calm	to 10 encouraging children to tune into each other as a group.
enough to learn?	Blast Off Game. Teacher starts by calling out number 1. Any
5	child can then call out '2', any other child can then call out '3'.
What is the school trying to	Continue in this way until the group reaches '10', but instead
achieve for and with you?	of saying the number '10, the whole group shouts 'Blast Off!'
,	and does the action of a rocket blasting off into space. Only
What are your personal	one person can call out a number at a time so if two people call
learning goals for this year?	out at the same time, the whole process has to start again
How motivated are you to	from the teacher calling out '1'. It may take some practice
achieve these goals?	before the group can tune into each other enough to get from
	1 to 10 Blast off without having to start again. When they get
How great will it feel when	good at getting from 1 to 10, just increase the target number
you achieve your goals?	to, e.g. 15 or 20 and maybe add a speed factor into the game
,	(how quickly can we blast off at 20?). Or you could count down
	from 10 and blast off after 1.

Ca	lm	me

Slide 2: Everyone, including adults, is sitting on chairs in a circle. Explain to the children that at the beginning of every Jigsaw lesson we will help our minds calm down so that we are ready to learn. Teacher to use the Jigsaw Chime, the 'Calm Me' Script and the calm pictures (slide 2).

## Open my mind

Welcome the Head teacher (or another member of the senior leadership team) to the circle and ask him/her to share his/her vision for the school, what he/she is trying to do in order to help all the children to learn as well as possible. Can he/she share the schools mission statement and briefly explain the development plan and his/her vision for each child. What is the Head teacher aiming to do?

## <u>Tell me or show me</u>

Invite the children to ask the Head teacher questions and share their thoughts using Jigsaw Jez as the 'talking/ turn taking' object. At the end of this part of the lesson, one of the children, on behalf of the class, thanks the Head teacher for his/her time. <u>Pause Point:</u>

Slide 3: Raise Jigsaw Jerrie Cat's paws to indicate this Pause Point. Invite the children to stop, close their eyes, breathe

deeply and notice their feelings in this present moment. No	
need to share these.	
<u>Let me learn</u>	
Give out the Jigsaw Journals. Ask the children to return to	
their own seats and work in their Jigsaw Journals. They draw	
a wall with 8-10 bricks. On five of the bricks they write five personal learning goals for the coming year (focus on the	
academic). On the remaining bricks they write personal goals	
relating to other aspects of school life e.g. friendships, clubs,	
sport, music.	
In talking partners, children choose one of their goals and	
help each other work out the steps they need to take to	
achieve this goal. If time they can draw a ladder on their wall leading to that goal (brick) and on each rung of the ladder	
write one of these steps.	
<u>Help me reflect</u>	
Slide 4: Share the learning intentions for the lesson with the	
children (the purple and green statements at the beginning of	
the lesson plan). The teacher can exemplify the statements or re-frame them in simpler terms if that helps the children to	
understand. For each statement ask the children to show	
whether they are a 'thumbs-up, thumbs- neutral or thumbs-	

	down. Show the children My Jigsaw Journey slide and explain how they are to complete t ticking or colouring the appropriate box for Hand out one My Jigsaw Journey sheet (for child and ask them to record their response there is space for them to record formative or comments about the lesson. In the TINT time) Box. Stick the completed sheets into Journals.	his activity (by each statement). Pieces 1-3) per s. If desired e learning targets, (to improve next	
Lesson Number: 2	Learning objectives:	Lesson Outcome:	
Location: Classroom	To understand my rights and	Oracy activity ab	out rights,
	responsibilities as a citizen of my country To empathise with people in this country whose lives are different to my own	responsibilities ai	nd refugees
Vocabulary	Introduction:		Resources
Rights			Jigsaw Charter,
<ul> <li>Responsibilities</li> </ul>	The Jigsaw Charter	The Jigsaw Charter	
<ul> <li>Citizen</li> </ul>	Share 'The Jigsaw Charter' with the childre	n to reinforce how	'Calm Me' script,
Denied     we work together.		PowerPoint	
<ul> <li>Empathise</li> <li>Refugee</li> </ul>		montage:, UNCRC	
<ul> <li>Refugee</li> <li>Persecution</li> </ul>		Article cards,	
<ul><li>Conflict</li></ul>			UNCRC

<ul> <li>Asylum</li> <li>Migrant</li> <li>Questions</li> </ul>	Main Teaching including differentiation:	Rights/Responsibi lities resource sheet Jigsaw Jez,
<ul> <li>Did you feel part of the group?</li> <li>Could you tune into the other people in the group during the game?</li> <li>Is your mind quiet and calm enough to learn?</li> <li>Is it the government's responsibility to ensure that every citizen in our country can have their rights met?</li> <li>Should a government help its own citizens before it helps refugees?</li> <li>What is the difference between a migrant, an asylum seeker and a refugee?</li> <li>Do you have any prejudices?</li> </ul>	<u>Connect us</u> Standing in a circle, play the Blast Off Game from 10 down to 1, then Blast Off, encouraging children to tune into each other as a group. <u>Blast Off Game.</u> Teacher starts by calling out number 10. Any child can then call out '9', any other child can then call out '8'. Continue in this way until the group reaches '1', but instead of saying the number '1', the whole group shouts 'Blast Off!' and does the action of a rocket blasting off into space. Only one person can call out a number at a time so if two people call out at the same time, the whole process has to start again from the teacher calling out '10'. It may take some practise before the group can tune into each other enough to get from 10 to Blast off without having to start again. When they get good at getting from 10 to 1, just increase the target number to, e.g. 15 or 20 and maybe add a speed factor into the game (how quickly can we blast off from 20?). <u>Calm me</u> Slide 1: Everyone including adults are sitting on chairs in a circle. Explain to the children that at the beginning of every Jigsaw lesson we will help our minds calm down so that we are	My Jigsaw Journbey, Jigsaw Journals, Jigsaw Jerrie Cat.

ready to learn. Teacher to use the Jigsaw Chime, the 'Calm	
Me' Script and the calm pictures (slide 1).	
<u>Open my mind</u>	
Slides 2-12: Show the Power Point slides of different	
children. Ask children what they know about the UNCRC	
(United Nation Convention on the Rights of the Child). Explain	
that it is an international charter that was written to	
guarantee the rights of all children. In table groups ask the	
children to list what rights they think all children should have.	
Share some of their ideas and then hand out a set of UNCRC	
Article cards to each group. Invite the children to see if any	
of the rights on the cards matched with their ideas. Are	
there some rights that they hadn't thought of that are	
important?	
Tell me or show me	
Bring the children back to the circle. Explain that some of the	
children in the pictures might be refugees. Ask the children if	
they know what a refugee is? How can we tell? (Definitions	
for teachers can be found in the notes at the end of this	
lesson plan). Draw out that people can have stereotypical ideas	
of what a refugee looks like because of pictures in the media	
etc., and we can't necessarily tell by someone's appearance or	
behaviour. Therefore, any of the children in the pictures	
· · ·	
could be a refugee. For example the little girl on the horse	
may have been a refugee as a baby but her life has improved	
since then? How can we know that from just a picture?	

 Deinfance that it's hand to tall without actually knowing
Reinforce that it's hard to tell without actually knowing
someone to know what their real story is.
<u>Let me learn</u>
Explain to the children that the UNCRC rights mean we have
to take on responsibilities. We not only have to respect the
rights of others, but we also have to make sure that we pave
the way to make sure others can enjoy their rights. Share
Article 12 with the children "I have the right to a say about
decisions that affect me and to have my opinion heard." Ask
them to discuss in pairs what an associated responsibility
might be and share some of their ideas. (e.g. I have the
responsibility to give space for others' opinions and to listen
with an open mind). Then for each of the following UNCRC
Articles, children will work in groups to come up with a
corresponding responsibility for each given right, recording
their ideas on the UNCRC Article Rights and Responsibilities
resource. (This can be stuck into the children's Jigsaw
Journals). • Article 14 - You have the right to think and
believe what you want and practise religion (as long as it
doesn't stop other children and young people from enjoying
their rights). • Article 16 - You have the right to privacy. •
Article 22 - Refugee children and young people should have
the same rights as children and young people born in that
country. • Article 23 - Children and young people who have a
disability should have care and support so they can lead full
and independent lives. • Article 24 - You have the right to

health care, clean water, food and a clean environment. Rich countries should help poor countries also have this. • Article 28 - You have a right to education. Your dignity should be protected and primary education should be free. • Article 30 - You have the right to learn and use the language and customs of your family. It doesn't matter if the majority of people in the country do not share these. • Article 31 - You have the right to relax and play and to join in activities. <u>Help me reflect</u> Slide 13: Share the learning intentions for the lesson with the	
of your family. It doesn't matter if the majority of people in the country do not share these. • Article 31 - You have the right to relax and play and to join in activities. <u>Help me reflect</u>	

Lesson Number: 3	Learning objectives:	Lesson Outcome:	
Location: Classroom	To understand my rights and responsibilities as a citizen of my country and a member of my school To empathise with people in this country whose lives are different to my own	Flipchart activity	
Vocabulary • Rights • Wealth • Poverty • Responsibilities • Prejudice • Citizen • Privilege • Deprive	<b>Introduction:</b> <u>The Jigsaw Charter</u> Share 'The Jigsaw Charter' with the children we work together. Use the slide from the pro- refer to the Charter on display.		Resources Jigsaw Charter, Jigsaw Chime, 'Calm Me' script, post-its, small sponge/tennis balls, Jigsaw Jez, My Jigsaw JourneyJigsaw Journals, Jigsaw
<ul> <li>Questions</li> <li>How did it feel for you to choose someone that you wouldn't normally work with?</li> <li>In what ways might they be privileged?</li> <li>Are there any things that they take for granted about school or life, that is a struggle for others?</li> </ul>	Main Teaching including differentiation: <u>Connect us</u> Play the game 'I sit in the woods'. Everyone is sitting in a circle on chairs and the empty chair in the circle. The person (to star teacher) who has the empty chair on their right the empty chair saying 'I sit'. The person ne teacher now with an empty chair next to the chair, saying 'in the woods' and then a thir	rt with, the ght, moves into ext to the m moves into the	Jerrie Cat.

•	What do ALL children need	now has the empty chair next to them moves into the chair	
	in order to be able to learn?	and says 'and I would like (someone's name) to sit next to	
•	What are your	me'. This person chooses someone to sit next to them. It is a	
	responsibilities to yourself	good idea to prompt the children to choose someone they	
	or others so that everybody	wouldn't normally think to choose or someone different to	
	has the chance to learn?	·	
•	Can you identify what you	their main friend. This continues for a while until everyone in	
	need in order to learn	the circle has had a chance to move, but not necessarily been	
	effectively?	chosen to move, as this might take too long. However, because	
		three people move in each turn, it should be possible for	
		everyone to be in a different seat to where they started.	
		<u>Pause Point:</u>	
		Slide 1: Raise Jigsaw Jerrie Cat's paws to indicate this Pause	
		Point. Invite the children to stop, close their eyes, breathe	
		deeply and look inside to notice their thoughts in the present	
		moment.	
		<u>Calm me</u>	
		Everyone, including adults, is sitting on chairs in a circle.	
		Explain to the children that at the beginning of every Jigsaw	
		lesson we will help our minds calm down so that we are ready	
		to learn. Teacher to use the Jigsaw Chime and the 'Calm Me'	
		Script.	
		Open my mind	
		Reflect on the definitions of a refugee from last lesson. Tell	
		the children that you will be playing a game to gain a better	
		understanding about refugees. There are refugees in	

countries all over the world. Ask the children to work in pairs
and think of some of the issues that a refugee or asylum
seeker might face when coming to live in a new country. Using
Jigsaw Jez as the talking object, go around the circle and ask
each pair to share their idea. Hand out a soft sponge ball/
tennis ball to each pair of children and explain they need to
imagine that their issue is represented by the ball. Ask a child
to be in role as the refugee and stand in the middle of the
circle. Their job is to catch and try to hold all the balls as
they are rolled to them. Invite each pair to start gently
rolling the ball towards the child in the middle who won't be
able to hold or catch them all, and maybe even drop some
while catching others. As they roll the ball, one person in each
pair says out loud one of the issues a refugee may have to deal
with. After the game ask the child in the middle what it felt
like. Was it a difficult task? Ask the rest of the class what
they think this game means for refugees or asylum seekers?
If these were issues and problems that refugees face, have
they got a difficult task to try and keep hold of all the
challenges? How might that make them feel?
Tell me or show me
Revisit the PowerPoint pictures from last lesson (Piece) of the
children. As you show the slides, ask the class if they think
that these children have everything they need to help them
learn. Reflect on the game from Connect us. What factors

did the refugees have to deal with? How could these factors	
deprive them of their rights to a good education?	
<u>Let me learn</u>	
Following on from this class discussion, in groups, children	
make a list of the top six things ALL children need in order to	
be able to learn. Receive feedback from each group and help	
the class to decide on the six most important things they	
need in order to be able to learn. Write these six things on	
the left-hand side of a flip chart. Still in their groups,	
children discuss the responsibilities they have in order to	
uphold the 'six rights', allowing everyone in their class to	
learn. Each group decides on one important responsibility for	
each right. They write each responsibility on a post-it, ending	
up with 6 post-its. The group comes back into the circle,	
bringing their post-its and, using Jigsaw Jez as the talking	
object, they take it in turns to add a post-it to the flip chart	
against the appropriate 'right', reading the post-it as they	
display it. Help children to compare these rights and	
responsibilities list to the discussion they had with their Head	
teacher/SLT (from lesson (Piece) 1. You will need to keep this	
flip chart and the post-its for the next Piece (lesson).	
Returning to their seats, in their Jigsaw Journals, children	
write a list (1-5) of the most important things needed to help	
them learn.	
<u>Help me reflect</u>	

	Slide 2: Share the learning intentions for the children (the purple and green statements at the lesson plan). The teacher can exemplify re-frame them in simpler terms if that helps understand. For each statement ask the child whether they are a 'thumbs-up, thumbs- neu down. Show the children My Jigsaw Journey slide and explain how they are to complete th ticking or colouring the appropriate box for Ask them to record their responses on the M Journey sheet for this Piece (lesson). If des space for them to record formative learning comments about the lesson in the TINT Box.	the beginning of the statements or the children to dren to show tral or thumbs- on the PowerPoint nis activity (by each statement). Ay Jigsaw ired there is targets, or	
Lesson Number: 4 Location: Classroom	Learning objectives: To make choices about my own behaviour because I understand how rewards and consequences feel. To understand that my actions affect me and others	Lesson Outcome: Making a game	
Vocabulary <ul> <li>Rights</li> <li>Responsibilities</li> <li>Rewards</li> <li>Consequences</li> <li>Choices</li> <li>Learning Charter</li> </ul>	Introduction: <u>The Jigsaw Charter</u> Share 'The Jigsaw Charter' with the childrer we work together. Use the slide from earlier refer to the Charter on display.		<b>Resources</b> Jigsaw Charter, Jigsaw Chime, 'Calm Me' script, Reward PowerPoint slide,

Questions	Main Teaching including differentiation:	Jigsaw Jez,
	<u>Connect us</u>	Jigsaw Jez's bag,
<ul> <li>How did it feel for you to choose someone that you wouldn't normally work with?</li> <li>Can you recognise when your mind is open, quiet and ready to learn?</li> </ul>	Play the game 'I sit in the woods'. Everyone is sitting in a circle on chairs and there is one extra empty chair in the circle. The person (to start with, the teacher) who has the empty chair on their right, moves into the empty chair saying 'I sit'. The person next to the teacher now with an empty chair next to them moves into the chair, saying 'in the woods' and then a third person, who now has the empty chair next to them moves into the chair and says 'and I would like (someone's name) to sit next to me'. This person chooses someone to sit next to them. It is a good idea to prompt the children to choose someone they wouldn't normally think to choose or someone different to their main friend. This continues for a while until everyone in the circle has had a chance to move, but not necessarily been chosen to move, as this might take too long. However, because three people move in each turn, it should be possible for everyone to be in a different seat to where they started. Calm me Everyone, including adults, is sitting on chairs in a circle. Explain to the children that at the beginning of every Jigsaw lesson we will help our minds calm down so that we are ready to learn. Teacher to use the Jigsaw Chime and the 'Calm Me' Script. Open my mind	Post-Its, Clip of London Riots 2011 (for use if time), Piece 3 flipchart - Rights/Responsibi lities, Learning Charter puzzle pieces, My Jigsaw Journey, Jigsaw Journals, Jigsaw Jerrie Cat.

Slide 1: Show children the PowerPoint slide of the medals. Ask
them to reflect with a partner on different types of rewards.
Can they think about any that are not material rewards e.g.
'being told well-done', a smile, a hug. Using Jigsaw Jez as the
talking object in the circle, children complete the sentence
stem: 'The reward I would most like to receive is' (e.g. a
trophy, certificate, hug, etc.).
Tell me or show me
Using numbers or letters, arrange the children into groups of
four: these children will then work at tables. Ask one person
from each group to take an item from the Jigsaw Jez's bag. In
the bag, Jigsaw Jez has a selection of random items, e.g.
rugby ball, spoon, pebble, key, bag of coins, bell, etc. Give the
groups their 'mission'. The 'mission' is to make up a new game
using the item they have selected. Everyone needs to be
included in the game and there needs to be a way to win the
game. It needs to be simple as they only have ten minutes to
make up the game. Reinforce group work skills to achieve this
task. Bring the children back to the circle and ask each group
to share their game.
Draw out from the discussion whether rules are needed to
enjoy playing a game. Which groups made up rules for their
games? Ask those groups why they thought this was
necessary. What did having rules add to the game?
Open the discussion by asking:
<ul> <li>Why do we need rules in society?</li> </ul>

• How do rules keep us safe?	
• Why might people break rules?	
<ul> <li>What can we do if we think a rule is not fair?</li> </ul>	
<ul> <li>How can rules in a school help us to learn and grow? Conclude</li> </ul>	
that rules, rights, and responsibilities are necessary for	
groups of people to live harmoniously together and achieve	
their goals.	
Pause Point	
Slide 2: Raise Jigsaw Jerrie Cat's paws to indicate this Pause	
Point. Invite the children to stop, close their eyes, breathe	
deeply and look inside to notice their thoughts and feelings in	
the present moment.	
<u>Let me learn</u>	
Bring the children's attention to the flipchart from Piece	
(lesson) 3 and recap on the six rights and the responsibility	
post-its they added. Working in the same groups, give each	
group some different coloured post-its. For each right and	
responsibility on the flip chart can they think of an	
appropriate reward if children are seen to be upholding that	
right? How about a consequence if children were not showing	
responsible behaviour and the right was being ignored?	
Ask the children to write one reward and one consequence on	
the post-its for each of the six rights/responsibilities. Bring	
the groups back to the circle and then in turn invite each	
group to add their post-its to the relevant	
 rights/responsibilities explaining their ideas.	

	Facilitate the discussion on the rewards and they would like to see in their class. Pull toge and consequences the children think are the perhaps by voting on these. If your school is creating/refreshing the Wh Learning Charter (see note below), then advis that their ideas of rewards/consequences wi they have had their say in this process.	ther the rewards most important, nole-School se the children	
Lesson Number: 5 Location: Classroom	Learning objectives: To understand how an individual's	Lesson Outcome: Newspaper tower	
	behaviour can impact on a group To contribute to the group and understand how we can function best as a whole	Thewspaper Tower	chunenge
Vocabulary	Introduction:		Resources
Rights	<u>The Jigsaw Charter</u>		Jigsaw Charter,
<ul> <li>Responsibilities</li> </ul>	Share 'The Jigsaw Charter' with the children	to reinforce how	Jigsaw Chime,
• Rewards	we work together.		'Calm Me' script,
• Consequences			School Learning
Cooperation			Charter,
Collaboration	Atom Traching including differentiations		flipchart, timer,
Questions	Main Teaching including differentiation:		Lyrics song
<ul> <li>Can you feel our class functioning as a whole?</li> </ul>			sheetSong
functioning as a whole?	Connect us		'Together as One',
	In a circle, but now standing, play the Blast C encouraging children to tune into each other	•	newspaper, sticky

<ul> <li>Could you tune into the other people in the group during the game?</li> <li>Can you recognise when your mind is open, quiet and ready to learn?</li> </ul>	Off Game. Teacher starts by calling out number 1. Any child can then call out '2', any other child can then call out '3'. Continue in this way until the group reaches '10', but instead of saying the number '10, the whole group shouts 'Blast Off!' and does the action of a rocket blasting off into space. Only one person can call out a number at a time so if two people call out at the same time, the whole process has to start again from the teacher calling out '1'. It may take some practise before the group can tune into each other enough to get from 1 to 10 Blast off without having to start again. When they get good at getting from 1 to 10, just increase the target number to, e.g. 15 or 20 and maybe add a speed factor into the game (how quickly can we blast off at 20?). <u>Calm me</u> Everyone, including adults, is sitting on chairs in a circle, or in their places if room doesn't allow for a circle. Explain to the children that at the beginning of every Jigsaw lesson we will help our minds calm down so that we are ready to learn. Teacher to use the Jigsaw Chime and the 'Calm Me' Script. <u>Open my mind</u> Divide the children into 5 or 6 groups, ideally with people they are not used to working with. Challenge the groups to make the tallest tower they can from tubes of rolled up newspaper and sticky tape. Set a timer for 5 minutes for the task. Give them no guidance about how to organise the task and the group at this point.	tape, My Jigsaw Journey, Jigsaw Journal, Jigsaw Jerrie Cat
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<u>Tell me or show me</u>	
Repeat the Newspaper Tower Challenge but this time the	
teacher needs to allocate the following roles in each group	
before the task begins:	
<ul> <li>2 (or 3) Materials Managers: they make the tubes</li> </ul>	
$\cdot$ 2 (or 3) Designers: their role is to design and build the	
tower • A Timekeeper	
ullet (If there are additional children in the group they can be	
given the role of 'Task Managers' whose role is to provide	
encouragement to the team).	
At the end of the task ask the class if they felt the task	
went better the second time around. Was it easier having	
defined roles? Did people keep to their roles? Were there any	
disagreements? When taking class feedback remember to	
reinforce the Jigsaw Charter so that individual children are	
not criticized in their group if their contribution was felt to	
be lacking by others.	
Explain that group work can be difficult even for adults,	
especially when there are time limits to get things done and if	
there are too many ideas to choose from. Sometimes there is	
more than one person in a group who want their ideas to be	
chosen and this can cause conflict.	
Ask the children if they have any ideas to problem-solve	
these issues:	
• Too many ideas	
· Conflicts	

By this point in the term you may have access to the Whole-	
School Learning Charter which your Jigsaw subject lead	
should have discussed with you prior to starting this Puzzle	
(unit). If this is not available, then use the sample Learning	
Charter from the Jigsaw resources in this lesson (Piece).	
Discuss with the class how the Learning Charter can help with	
group work.	
<u>Let me learn</u>	
Ask each group to decide on 6 'rules' that would be helpful for	
working in groups and write them onto post-it notes. After	
each post-it note is written ask the children to bring them to	
the teacher, who will sort them into categories (putting	
similar 'rules' together). Share the class set of	
ideas/categories and agree with the children which would be	
helpful rules to use in class this year. Write the rules as a list	
that can be displayed in the classroom (this can be done in the	
lesson or at a later time if more appropriate).	
Invite the children to reflect on why these rules are more	
likely to be followed compared to rules that are given with no	
consultation/ discussion. (these can be passed to your Jigsaw	
subject lead as the class contribution to the Whole-School	
Learning Charter- see notes below).	
Help me reflect	
Slide 1: Share the learning intentions of today's lesson (Piece)	
with the children. Invite the children to formatively assess	

	their learning using My Jigsaw Journey, recording whether they feel they have met each of the learning intentions.			
Lesson Number: 6 Location: Classroom	Learning objectives: To understand how democracy and having a voice benefits the school community and know how to participate in this To understand why our school community benefits from a Learning Charter and can help others to follow it	Lesson Outcome: Agony Aunt activi		
Vocabulary <ul> <li>Learning Charter</li> <li>Collaboration</li> <li>Participation</li> <li>Motivation</li> <li>Rights</li> <li>Responsibilities</li> <li>Rewards</li> <li>Consequences</li> </ul>	Introduction: <u>The Jigsaw Charter</u> Share 'The Jigsaw Charter' with the children to reinforce how we work together.		Resources Jigsaw Charter, Jigsaw Chime, 'Calm Me' script, recording equipment (optional), scenario cards,	
<ul> <li>Questions</li> <li>Did you feel part of the group?</li> <li>Could you tune into the other people in the group during the game?</li> <li>Can you recognise when your mind is open, quiet and ready to learn?</li> </ul>	Main Teaching including differentiation: <u>Connect us</u> Still in a circle, but now standing, play the Bla to 10 encouraging children to tune into each a <u>Blast Off Game.</u> Teacher starts by calling out number 1. Any a out '2', any other child can then call out '3'. Ca way until the group reaches '10', but instead of	other as a group. child can then call ontinue in this	flipchart and pens, Jigsaw song 'Together as One', Learning Charter, Jigsaw Jez, certificates, My Jigsaw Journey, Jigsaw Journals,	

 number '10, the whole group shouts 'Blast Off!' and does the	Jigsaw Jerrie
action of a rocket blasting off into space. Only one person can	Cat.
call out a number at a time so if two people call out at the	
same time, the whole process has to start again from the	
teacher calling out '1'. It may take some practice before the	
group can tune into each other enough to get from 1 to 10	
Blast off without having to start again. When they get good at	
getting from 1 to 10, just increase the target number to, e.g.	
15 or 20 and maybe add a speed factor into the game (how	
quickly can we blast off at 20?).	
OR	
Play Pass the Squeeze, children holding hands behind their	
backs, in a circle. Teacher passes a squeeze rhythm to first	
child and it is passed all the way round. See if it ends up the	
same as it started.	
<u>Calm me</u>	
Everyone, including adults, is sitting on chairs in a circle.	
Explain to the children that at the beginning of every Jigsaw	
lesson we will help our minds calm down so that we are ready	
to learn. Teacher to use the Jigsaw Chime and the 'Calm Me'	
Script.	
<u>Open my mind</u>	
Ask the children if they know what an 'Agony Aunt' does?	
Explain that often in newspapers or on some TV and radio	
shows there are experts who are given the nickname "Agony	
Aunts.". People write or phone in with a problem they need	

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	help solving (usually a personal problem or worry) and the	
	expert (or Agony Aunt) offers advice. Ask the children if	
	they have seen or heard examples of Agony Aunts.	
	Tell me or show me	
	Invite the children to be 'Agony Aunts' today. Divide the class	
	into four groups and hand out a scenario to each group. Note	
	that the scenarios contain 'sensitive issues 'and may be	
	pertinent to some children in the class. If this is the case	
	these children should be consulted before the lesson to check	
	they are happy for the scenario to be used. Teachers are free	
	to write alternative scenarios if they are more appropriate or	
	use one or two of the scenarios with more than one group.	
	Each scenario asks the children to offer some advice. There	
	are also questions on the scenario cards that will prompt them	
	about things they can include in their advice. At the end of	
	the lesson each group will share the advice they are offering	
	the child in the scenario through a piece of drama. (Some	
	children may feel anxious about drama, so at this point explain	
	that the drama in this lesson is very easy and nobody will be	
	forced to 'act' or speak if they feel uncomfortable about it.	
	Reinforce the Jigsaw Charter).	
	Let me learn	
	Allow an appropriate amount of discussion time in groups for	
	the children to talk about the child in the scenario and what	
	advice they would offer. Ask them to summarise their ideas as	
	a 'thought-shower' (notes and important words) on flip chart.	

For the 'drama' part of the lesson, invite each group to share	
their advice using the following technique. Each group should	
take approximately 5 minutes:	
<ul> <li>Invite one child from a different group to 'role-play' a child</li> </ul>	
in a scenario. The child role-playing does not have to say	
anything except sit on a chair and read out a scenario card.	
<ul> <li>The group who is presenting their piece of drama hands</li> </ul>	
their scenario to be read out by the role-play child.	
ullet The group then offer their advice to the role-play child	
using their flip chart as a prompt, if needed.	
$\cdot$ The teacher (or another adult) acts as the role-play child's	
voice by standing behind them and asking appropriate	
questions to illicit more detailed responses from the group.	
Use the prompt questions on the scenario card as a guide.	
It is recommended that the role-plays are recorded (or notes	
made by another adult) to allow the teacher to use them as	
part of the summative assessment for this Puzzle (unit).	
Help me reflect	
Slide 1: Children complete My Jigsaw Journey for this (Piece)	
lesson. Prior to this lesson the teacher has also prepared a	
Jigsaw Certificate for each child. To round off this Puzzle	
(unit) bring the children back to the circle and hand out the	
Certificates. These can also be included in the children's	
Jigsaw Journals.	