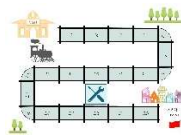


Unit 2 Train Game



Learning Objectives:

To slow down social chat so that the children can:

- Practise listening and responding to what the chatting partners say.
- Practise keeping the chat going by using Connecting Statements (and questions).
- Understand that chatting responses need to connect to what the partner has just said.
- Understand that 'chatting slip-ups' can be fixed and practise using *Fix It* phrases when needed.



Preparation

- Watch the '*How and why to play the Train Game*' 2-minute explainer video for teachers before you present this in class.
- Print one Train Game Board in A4 for each group of 3 or 4 (e.g. between 8 and 10 boards).
- Find one counter per group (or print 8-10 Train counters).
- Download '*Unit 2 Train Game Explainer*' PowerPoint slides to whiteboard and check audio.
- You can optionally also download the '*Example children playing Train Game*' 15 second clip as an illustration for the class.
- Make sure table set-up allows children to be in groups of 3 or 4.

NB.

Try and steer children gently away from ONLY using questions, if you notice this. (You could say that a series of 20 questions can feel like an interrogation or interview).

In balanced social chat, each partner shares something about themselves as well as being interested in the partner.

Structure of Lesson and Practice

Phase	Teaching Point	Timing
1 Unit 2 Train Game Explainer slides	Go through the Unit 2 Train Game Explainer slides.	5-10 mins
	You can opt to show the class the 15-second clip for four boys playing the Train Game. (<i>‘Example children playing Train Game’</i>).	
	Play the Train Game a little with the whole class (using Slide 7).	
2 Playing the Train Game	Ensure children are in groups of 3 or 4.	15 mins
	The ‘Train Driver’ of each group has a counter (or printed train icon).	
	Make sure each group has an idea for a starter topic (or suggest a topic).	
	Remind: 1 person speaks at a time, and all LISTEN when a partner is talking.	
	Train Driver moves the counter one space for each Connecting Statement (or Connecting Question).	
3 Class Reflection	Train Driver points to the ‘Fix It’ icon if someone’s response does not connect to what the previous person just said.	3-5 mins
	Did anyone notice ‘Fix It’ moments?	
	How did people fix chatting slip-ups?	
	What did it feel like to slow down social chat this way?	