

Circle time activity starters

Use these activities at the start or end of any PSHCE lesson.

Activity idea: Top five travel tips

Resource needed: Journey photo card set

Use the Journey photo card set to aid a discussion on how to travel on the Tube, bus, tram, DLR or River Boat. Consider all the stages of the journey and then ask your class to devise their top five travel tips for using a mode of transport.

Activity idea: He said...she said...

Resource needed: Scenario photo card set

Distribute the scenario photo card set and ask different children to tell you what the people in the photograph might be thinking, what they might be saying to each other or even discussing at the time.

Activity idea: Creating snap shots

Creating a snap shot does not involve the children having to create dialogue during their role play. It is a quick and easy exercise. A snap shot is the creation of freeze frames like a photograph. The children create a scenario by freezing in key positions.

Split the children into small groups and asked them re-enact specific travel scenarios relating, for example:

1. Passengers queuing to buy a ticket on a Monday morning
2. Excited school children waiting to board at a bus, tram or Tube stop
3. Passengers boarding a busy commuter bus, Tube or tram.
4. Using a help point to alert staff of an emergency incident
5. Passengers being inconsiderate whilst travelling - feet on seats, leaving litter, leaving unattended bags on transport, running/shouting and creating a nuisance

of themselves, listening to loud music, eating smelly food

6. Discovering your mobile phone or wallet has been stolen whilst travelling

They need to think about different characters in the scene, their facial expressions, their body stance and creating a mood without using words. Each group needs to be given a few minutes to come up with ideas.

Re-group the class back into a circle, pick a group to re-enact their scenario, provide a count down before asking the group to freeze inside the circle. Ask them to hold it for a count of ten. Then ask each child in the spotlight group to use one word to describe how they are feeling or thinking. For example, if they have re-enacted a scene of boarding a busy commuter tube train they might use the words: squashed, hot, annoyed or maybe pleased if they are a passenger in a seat!

Activity idea: Role play

Resource needed: Journey photo card set

Children can role play the different stages involved in making a journey on any mode of transport, using the journey photo cards as a support. Children need to decide which TfL staff they might need to include, types of passengers that will be making the journey and where and how they will be travelling. This activity can be extended into script writing.

Activity idea: Criminal damage

Resource needed: Scenario photo card set

Every year in London TfL spends millions of pounds rectifying the effects of criminal damage on London's Transport system. It also causes a disruption to services if vehicles have to be taken out of service to be cleaned and

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fixed. Pupils should begin to recognize that it is wrong to graffiti, vandalize and leave litter on public transport as the consequences of doing so can be dangerous as well as unpleasant and expensive. Pupils should develop an understanding that:

- Litter can cause a trip and fire hazard but can also attract vermin
- Graffiti can obscure important signage - used in emergency situations to inform passengers of emergency exits
- Vandalism can damage safety equipment such as Help Points and cameras
- Customers can feel intimidated when travelling on transport which looks unkempt and dirty - it creates a bad impression
- Offences such as these are treated as criminal damage - which can lead to a criminal record and penalty fines

Using the scenarios photo cards ask the children to think about the following key questions:

- What is vandalism?
- What is the result of vandalism?
- Who does it affect?
- How do you think passengers feel about vandalism?
- How would you feel if someone vandalised your home?

Activity idea: What do you think?

Resource needed: Scenario photo card set

Show the children the scenario photo card set and ask the children to think about what is happening in the picture. Ask them to write/say the first feeling or word that comes to mind when they see it.

Activity idea: Post-it note Code of Conduct

Resource needed: Scenario photo card set

In small groups using post-it notes ask the children to write a number of different ways

to buy a ticket - Oyster Ticket stop (newsagent), ticket office, ticket machine, top up pre pay on the internet or via telephone. Collate information by sticking post-it notes on the white board. Then reinforce the message that Under 16's now travel for free on buses and trams within London (with the exception of some Greater London bus routes.) However, alongside this privilege should be an understanding that they need to adhere to an expected Code of Conduct. Ask the children to individually write one rule on a post-it note that should be followed if they want to keep their privilege of travel for free. Collate the rules and discuss by voting which rules they would collectively keep.

Activity idea: Agree or disagree

Resource needed: Agree or disagree

Teacher resource

This activity is a very basic introduction into the democratic process. It encourages pupils to express their opinions by agreeing or disagreeing with given statements in regards to criminal damage. It involves pupils beginning to think about the issues surrounding criminal damage and developing of an understanding of what it is.

Some of the statements are very simple whilst others are slightly more complex. Although the children have to cast a vote to register whether they agree or disagree it will raise a debate that some issues are not 'cut and dry'. Some children might want to argue that they cannot vote either way and this will lead to some interesting debates.

Each child will need to be provided with a red card and a blue card (these could be laminated back to back) which they will use to cast their votes during the activity.

Red card = disagree Blue card = agree