



Snapshots

Time required
(mins)



Year 3

Learning outcomes

- ✓ I can ask questions and listen to others
- ✓ I can understand and value what makes my classmates unique

Preparation time

None

Resources needed

- Single dice, enough for table groups or groups of 4-5

Rolling Connections

How well do your pupils know each other? An identity game to help build class cohesion and understanding while also embedding some key ideas behind the Tate Year 3 Project around belonging and inclusion.

What happens

1. Ask your class how well they think they know each other by asking them to use fingers and a 1-10 scale to show you, with 10 being very well and 1 being not at all. Discussion prompts:
 - *How have you got to know each other, e.g. chats, classroom activities, playground games?*
 - *Do you know some people in your class better than others? Why?*
 - *Why might we feel more connected to some people than others?*
2. Put pupils into mixed ability groups of four to five. Give each group a single dice.
3. Explain that each number on the dice corresponds to an instruction. Model the game using a dice on the whiteboard and write up instructions that correspond to the dice numbers as follows:
 - *1 Tell each person in your group something you know about them. (e.g. I know you have two sisters; I know you hate eating fish; I can see you have blue eyes)*
 - *2 Tell each person something that you hope for them. (e.g. I hope you get the unicorn bag you want for your birthday; I hope you win the Year 3 football match; I hope you will come to tea at my house)*
 - *3 Give each person in the circle a compliment (e.g. You are brilliant at drawing; you make me laugh)*
 - *4 Roll again!*
 - *5 Ask each person something you would like to know about them. (e.g. Do you like playing Lego? Who is your hero? What is your favourite food?)*
 - *6 Roll again!*
4. After modelling on the whiteboard, display the instructions so that pupils can refer to them.

Reflection questions

- *How do you feel more connected to each other after playing this game?*
- *What have you learnt about each other that you didn't know before?*
- *What other ideas do we have for getting to know each other better?*

Extension

- Put pupils into groups of six (not four) and give pupils in each group a number from 1 to 6. Pupil 1 throws the dice. If he throws a 4 he then gives pupil 4 a compliment. Pupil 2 then throws the dice. If she throws a 6 she gives pupil 6 a compliment. The game continues several times around the circle with each pupil taking it in turns to throw the dice. (If anyone throws their own number, they give everyone a compliment.)

This activity works well with

- Who Are We? (Group Shots)
- My Place in the World (Selfies)

