



### How to play the Core Program Activities Games

This exercise has been taken from the Training Manual. If you are an Aflatoun Trainer you are hopefully already familiar with this. If you are a teacher hopefully you remember doing this exercise when you were trained.

<b>Exercise</b>	6. Core Program activities game
<b>Objectives</b>	<i>Objectives: to give participants essential information about the concepts behind the Aflatoun books.</i>
<b>Time</b>	30min
<b>Materials</b>	A set of cards ( Appendix 5)

### Instructions

- Place the seven headers on a blank wall, very briefly describing them (e.g. ‘Aflatoun sessions in classes – in a good program we see children and a teacher having lessons using Aflatoun materials’).
- Give each trainee one or two cards. The cards have examples from existing programmes. Ask them to read their card and think which activity heading it might come under.
- Ask people, one-by-one, to read out their card and place it under the correct heading. Ask the rest of the group if they agree. Ask people to explain their answers. Ask, ‘*Why do you think that?*’ and ‘*Who has a different idea?*’\*

\*These two questions are stressed in many sessions in this manual. Through their repeated use we hope to encourage teachers away from the habit of simply asking closed or yes/no questions to check whether or not an answer has been correctly memorized. Rather, these questions encourage higher order thinking. They require a child to explain her answer by revealing her thought processes. Other children may then disagree but first they have to listen politely and acknowledge that sometimes we see things from different perspectives. You might want to take a moment to highlight this contrast between traditional teaching with its emphasis on memorization, and child-centered learning which hopes to teach children how to think.