

Lesson 5

To plan a charity event.



Game - play with a family member

Play 'pass the sound'. Explain the task is to pass a sound around the class in the quickest possible time. Work out the direction the sound will be passed. Sitting in a circle or in their places, the teacher will make a sound such as a hand-clap or a finger click. In the agreed direction, the child next to the teacher repeats the action. The child next to them repeats, and so on, until the sound has travelled around every child. Challenge the class to repeat the task but in half the time. How can they do this? What skills/strategies do they need to use to achieve this? Then have a go!

Calm me!



Take a few moments to breathe calmly and slowly.

Remind yourself of last week's task.

Some examples of issues people across the world face:

Do you know of any charity events you have seen on tv or been a part of that has helped raise money for people in need?

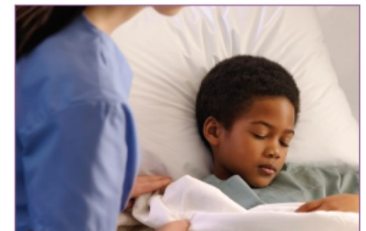
Who might you like to support or hold an event for?

Share ideas and have a class vote!

For the rest of the lesson and the next 3 will be a group challenge to plan and design an event or project to help raise money for the chosen charity.

This could be a sponsored task or an event.

Sort groups and complete the planning sheet!



**Using your research from Wednesday's
computing lesson and your ideas from last week
please:-**

Design a poster to advertise the event

Make a powerpoint for your teacher to show the class

Create invitations if appropriate

Make sponsor charts etc if needed

Books

**Photo collage of preparing for the
charity event**