



What's going on this week?

The World Health Organisation (WHO) have partnered with technology companies around the world campaigning to show how gaming can help fight coronavirus and 'save lives'. The WHO and computer game producers have come together to work on the #PlayApartTogether campaign which aims to spread the importance of WHO guidelines, that will slow the spread of COVID-19, including staying inside, to the global audience of the gaming industry.

Main question:

Are video games the next best thing to our real lives?

Listen, think, share

- Look at this week's poster and talk about our own experience of video and computer games. Have we played on them before? Do we like them? If not, talk about what we know about them, would we like to play on any in particular?
- How do we think video games compare to real life games e.g. a game of football or a board game like snakes and ladders? Talk about which we prefer and why.
- Explain that computer and video games have become very realistic in modern times. Do we think they can sometimes make people think they are experiencing things in real life? Do we think this is a good thing?
- Discuss if we think that video games are good to help us relax.
- Watch this week's useful video which explains why computer games are being used more during this period. Can you think of other times when we might use video games? E.g. to help us learn things, times tables or word games.
- Read through the information from the assembly resource, which looks at the #PlayApartTogether campaign. Do you think it is a good idea? What other ideas or advice would you give to help keep people busy whilst they are inside?

Reflection

There are lots of different ways we can have fun inside! The World Health Organisation have used computer games as one example to socialise with our friends 'virtually' and to help keep our minds busy!



Resource 1 Focus

Question:

What is a video game?

Listen, think, share

- Write 'video game'. What do you think a video game is? Can you give any examples of a video game?
- Look at resource 1, which explains what a video game is and shares examples of when some children have played them. Have you ever played a video game before? What was it? What did you play it on?
- Resource 1 shares examples of three electronic devices that can be used to play video games: an Xbox 360, a mobile phone and a laptop. Can you think of any other electronic devices you could use e.g. tablet, computer?
- Why might Lily, Steffan and Tabinda be playing their video game? Is Steffan playing his game to help him learn his times tables? Might Tabinda be playing her game to have fun and connect with her friends?
- Think about some of the other reasons we might play video games such as to give us a challenge, to keep us entertained if we are feeling bored, to escape into another world.
- Do you like video games? How often should we be allowed to play them?

Reflection

There are many different video games that can be played on many different devices. Video games can help to entertain us, connect us with friends and help us to learn new things.



Resource 2 Focus

Question:

What are the different types of games we can play?

Listen, think, share

- What is a game? Record a list of some of the games you have played in the past.
- Explain that a game can be defined as an activity or sport we play for entertainment.
- Look at resource 2, which shows examples of some of the different types of games we might play. Have you ever played any of them before? Can you think of any other examples?
- For each example, think about what you need in order to play the game e.g. number of players, equipment, space, time, a set of rules.
- Sort the examples into games you can play during lockdown and games you can't. Are there any of the games you can't play in lockdown that you could if you adapted the rules e.g. you could still play netball just with less players, a different way of scoring and creating your own court.
- Think about one of your favourite games. Why do you like it? Can you explain how you play it to someone in your home?
- As well as providing entertainment, there are many other reasons why we play games. Can you list any of these reasons e.g. to encourage teamwork, to socialise, to learn something new, to challenge ourselves, to escape to an imaginary world!

Reflection

Games are a great way to keep us entertained. Some of our favourite games might be tricky to play during lockdown but we can make adaptations to them or find alternatives so we can keep having fun!



Picture News

Resource 2 Follow-up Ideas

Option 1: Some of the games we play come with a set of instructions and rules to explain the aim of the game and tell us how to play it. Either create a set of instructions for a game you play or for the board game you created in option 2! You will need to include the following:

- A title
- Introduction/aim of the game
- List of equipment/resources needed
- Step by step instructions – you could number these

Plan your instructions first, thinking about how you will organise your ideas. You could use the 'Game Instructions Plan' to help you to do this. Once you have created your instructions, see if someone in your home can follow them to play your game!

Option 2: Design and make your very own board game! Think about:

- What will you call your game?
- What will be the object of the game?
- How many people can play?
- What rules will you have?
- What will the design of your game be like? Shape? Size? Colour?
- What materials or resources will you need to make your game?

Make your game. You could draw out your board on paper or card or use your computer and print it out. Don't forget to make other parts of your game such as cards or counters. Once it is complete, test it out with someone in your home. You could even write an evaluation thinking about what was good and what could be improved.



Picture News

Resource 1 Follow-up Ideas

Option 1: Think about a video game you have played at home or at school. You are going to write a review for it! Think about:

- What is the name of the game?
- What do you have to do?
- What age is it suitable for?
- What do you like about it?
- What don't you like about it?

Create your review, either using a piece of paper or the 'Video Game Review' sheet. Don't forget to give your video game a star rating!

Option 2: Some of the video games that we play at school can help us to practise our mental maths. There are other games we can play to help us with this too. Practise your number bonds to 10 or 20 using one or more of the following games:

- A video game (see the link in useful website section)
- Make cards with numbers 0-10 or 0-20 on. Mix them up then turn each over one at a time. Can you say its number bond before someone else in your home?
- Ask someone in your home to throw a ball to you whilst giving a number to you. Only throw the ball back when you can say its number bond.
- Use your cards or ask someone to say a number to you. Instead of saying its number bond back, respond by clapping or jumping the correct number.

Can you make up your own games to practise your number bonds?



Picture News

This Week's Useful Websites

[This week's news story](#)

<https://bit.ly/2xi6sgG>



[Resource 1 Follow-up](#)

<https://www.topmarks.co.uk/maths-games/hit-the-button>

This Week's Useful Videos

[Recent increase of people playing computer games](#)

<https://cnb.cx/3cpOXKj>



****NEW**** [This week's Virtual Assembly](#)

www.vimeo.com/channels/picturenews

This Week's Useful Vocabulary

Campaign – an organised and planned set of actions, carried out over a period of time, to achieve a goal.

Guidelines – official advice about how to do something.

Industry – a particular industry is all of the people and activities involved in making a product or providing a service.

Realistic – representing something in a way that is accurate and true to life.

Socialise – to take part in social activities; to mix with others.