

Resilience – Story Telling: Remove or Improve

KS2

These activities are designed to help your pupils to think about how they can react to situations that they may face at school or at home.

While there is no statutory requirement for schools to teach PSHE, guidance from the Department for Education recognises that:

‘In order to help their pupils’ success, schools have a role to play in supporting them to be resilient and mentally healthy.’

Age Group of Learner

KS2

This session is designed to take no more than 30 minutes. However, the session can be shortened or lengthened over a number of days depending on your setting.

Session title		Story Telling: Remove or Improve.	
Outcome for the session		To understand the term resilience. To identify the characteristic of never giving up.	
Extension activities		Develop a magic spell for never giving up.	
How will you know the children are learning		Group discussion. Stories	
Time	Activity	Resource	Outcome
5 minutes	Starter: Introduce the story of J.K Rowling. Talk about her resilience in the face of rejection. Use the phrases ‘self-belief’ and ‘never give up.’	Presentation.	Children will understand the idea of being resilient. Key phrase: ‘never give up.’
5 minutes	Today we are going to become great storytellers. We won’t be great straight away, but we will be great through our own rejections. Introduce the Story Spine. This is a great way to create a story in 8 easy steps. Create a Story Spine for J.K Rowling to demonstrate to pupils how it is done.	Presentation. Story Spine copies.	Children will understand what a Story Spine is and how it can help create stories.

15 minutes	<p>The children develop a new story spine about Harry Potter in pairs.</p> <p>The Story Spine will be rejected 12 times, just like J.K Rowling's Harry Potter book.</p> <p>After the children have completed the story, they roll the dice. The number they get shows the line they must remove or improve from the story. The spine must always be full and make sense. The story is complete after the 12th 'rejection' (ie: 12th go.)</p>	<p>Story Spine. 6-sided dice.</p>	<p>Children will understand the need to work together to solve problems, to listen to each other and to be creative.</p> <p>Children will deal with rejection, the loss of great ideas and the development of new one.</p>
5-10 minutes plenary	<p>Share some of the stories that have gone through the process.</p> <p>In the process, our ideas are challenged, things we think are brilliant are improved or lost. We deal with problems and we work as a team. This is resilience. This is never giving up.</p> <p>How many stories are still close to the original version? How many stories have a different character?</p>	<p>Presentation. Audio recorder.</p>	<p>Children understand the idea of never giving up.</p> <p>Children are able to talk about the skills they used to make a successful story.</p>
EXTENSION	<p>Ask groups to create a short audio transcript or video of their story for a podcast.</p>		
DIGITAL OPTION	<p>Using Book Creator on the iPad the children make the story into their book.</p> <p>or</p> <p>Record the story using a voice memo or GarageBand Live Loops to add in a backing track to the voice over.</p>	<p>iPad, Book Creator.</p> <p>Mobile phone or iPad.</p>	