Part 4 **Games and Teaching Aids** 54

4.1 "Word Search" on Hope

How to Play:

Search for the words related to "Hope" in the word search puzzle.

HOPE													
X	R	0	С	Р	0	S	Ι	Τ	Ι	V	Ι	Τ	Y
Τ	D	Р	Y	U	Ζ	L	\mathbf{F}	Y	X	G	R	Ι	Τ
Q	H	Т	G	D	S	Ι	H	0	Р	Ε	F	U	L
Z	B	Ι	H	R	Ε	Р	K	R	E	Y	J	Ζ	D
A	С	Μ	F	Ε	G	L	G	Α	R	D	G	Т	K
S	N	Ι	K	Α	R	0	W	D	S	G	F	D	Ι
Р	0	S	K	Μ	J	V	H	W	E	Q	E	A	N
Ι	J	Μ	Р	G	0	E	A	Ι	V	С	N	W	D
R	Τ	L	A	S	D	С	Z	Q	E	B	E	Т	Ν
A	W	B	E	L	Ι	E	F	G	R	Μ	R	U	Ε
Τ	S	Q	K	Ι	G	J	D	S	A	Ζ	G	Η	S
Ι	B	J	N	G	0	A	L	J	N	F	Y	R	S
0	K	0	Μ	Η	X	W	A	H	С	J	S	H	J
Ν	D	Y	Ε	Τ	Η	S	Τ	R	Ε	Ν	G	Τ	Η

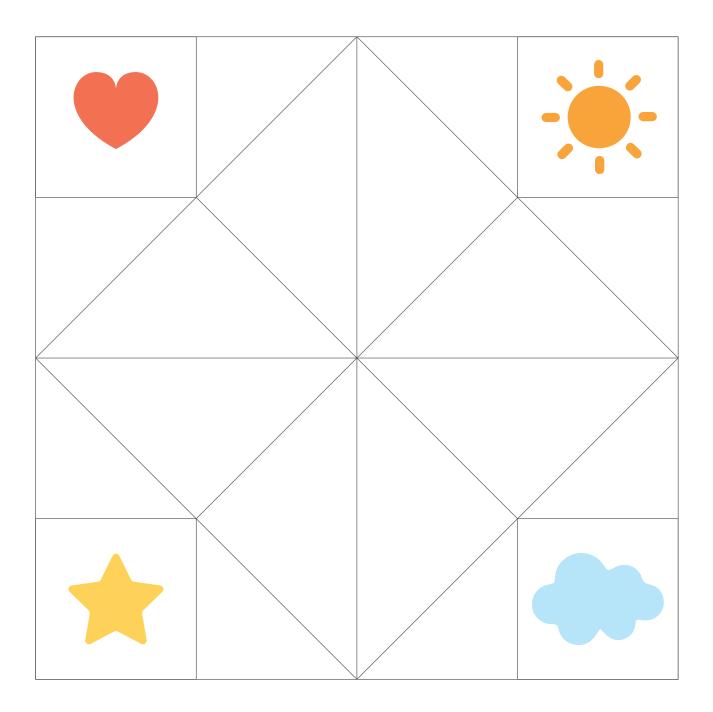
HOPE

JOY	GOAL	GRIT	LOVE	DREAM
LIGHT	ENERGY	BELIEF	HOPEFUL	KINDNESS
OPTIMISM	STRENGTH	ASPIRATION	POSITIVITY	PERSEVERANCE

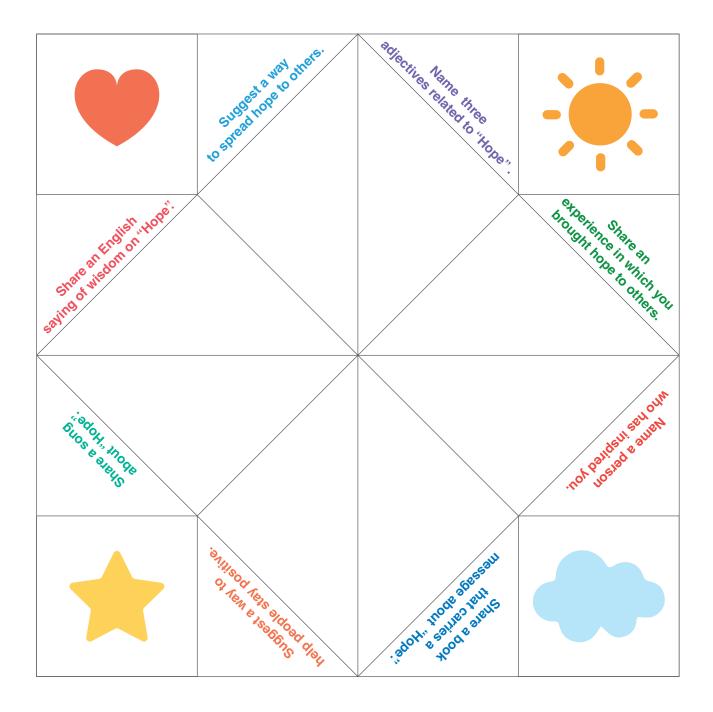
4.2 A Cootie Catcher on Hope

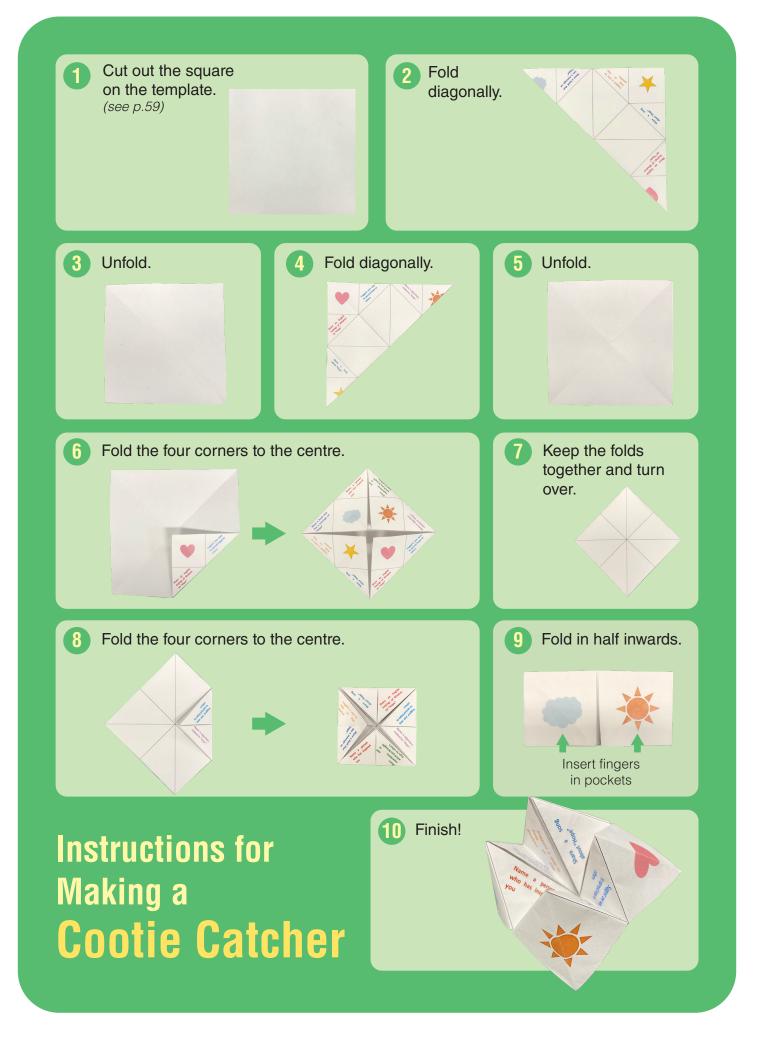
How to Play:

- 1. In groups, ask students to write "Hope Challenges" (e.g. share an English saying of wisdom on "Hope") inside the eight small triangles in the cootie catcher template below.
- 2. Fold the cootie catcher (see instructions on p.58).
- 3. In groups, students take turns to choose a shape and a number (e.g. heart shape, 5). Open and close the cootie catcher while counting out the number picked.
- 4. Complete the task shown on the flap of the shape picked.

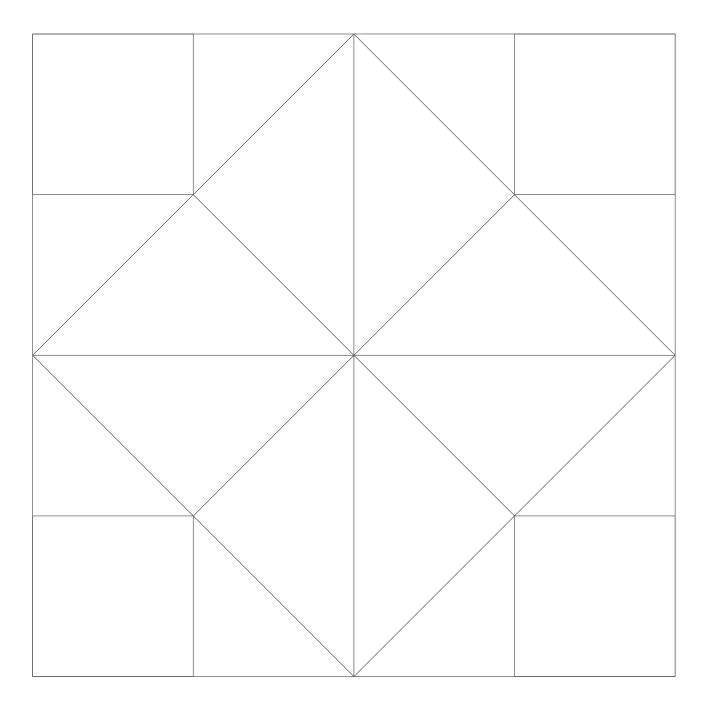


A Sample Cootie Catcher on Hope





Design Your Own Cootie Catcher!



4.3 Card Game on Hope

Activity Description

This card game is a collection of words, ideas and sayings revolving around positive values and attitudes. The game comprises 40 different cards that encourage teachers and students to unlock their creativity and invent their own ways to play the game to develop their language skills and learn more about positive values and attitudes.

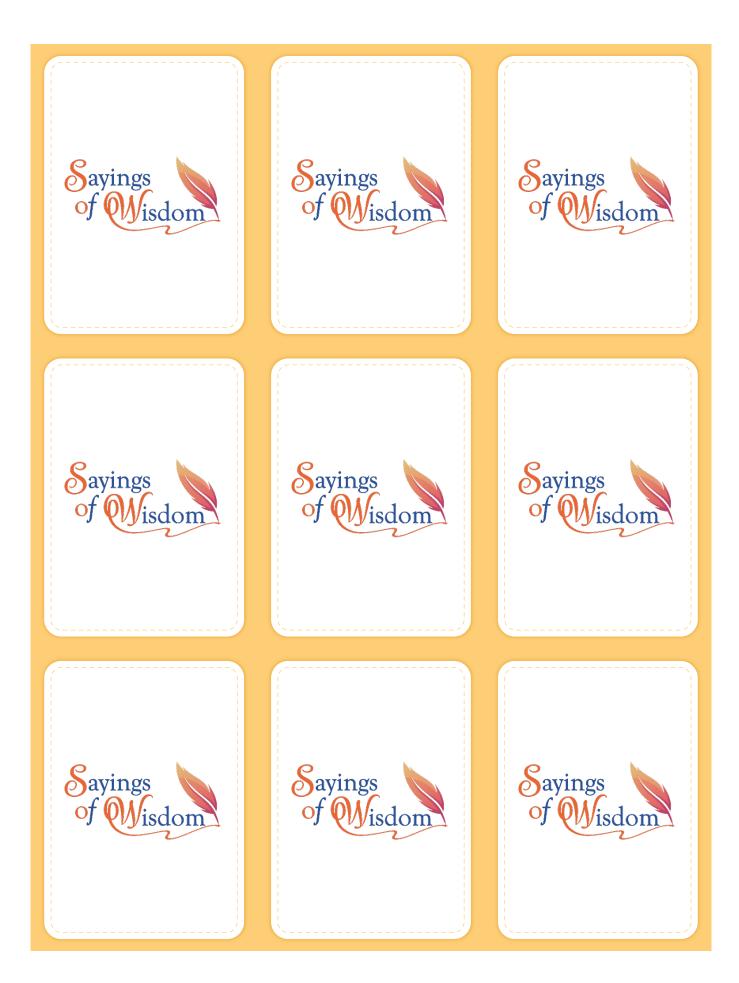
List of Words on the Cards:

Personality	1	Stay hopeful			22	Believe
/Attitude	2	Never give up			23	Plan
	3	Gratitude		How to	24	Prioritise
	4	Grit			25	Be organised
	5	Perseverance			26	Make choices
	6	Optimism	-		27	Set goals
	7	Be proactive			28	Love
	8	Confidence	instil hope	-	29	Sharing
	9	Ambition	in others' life		30	Companionship
	10	Eagerness	-		31	Support
	11	Determination			32	Cooperation
	12 Be toug	Be tough			33	Caring
Tips on	13	Cherish what you	-		34	Be a good listener
achieving	- 1 /	have			35	Encouragement
your goals (How to	14	Appreciate others		Sayings	36	Fall seven times,
stay	15	Aspire				stand up eight.
hopeful in	16	Dream			37	Count your blessings.
life to achieve	17	Grab your opportunity			38	When life gives you lemon, make lemonade.
your goals)	18	Smile				
	19	Learn from mistakes			39	Where there's a way.
	20	Stay motivated			40	Have faith in
	21	Try again				yourself.

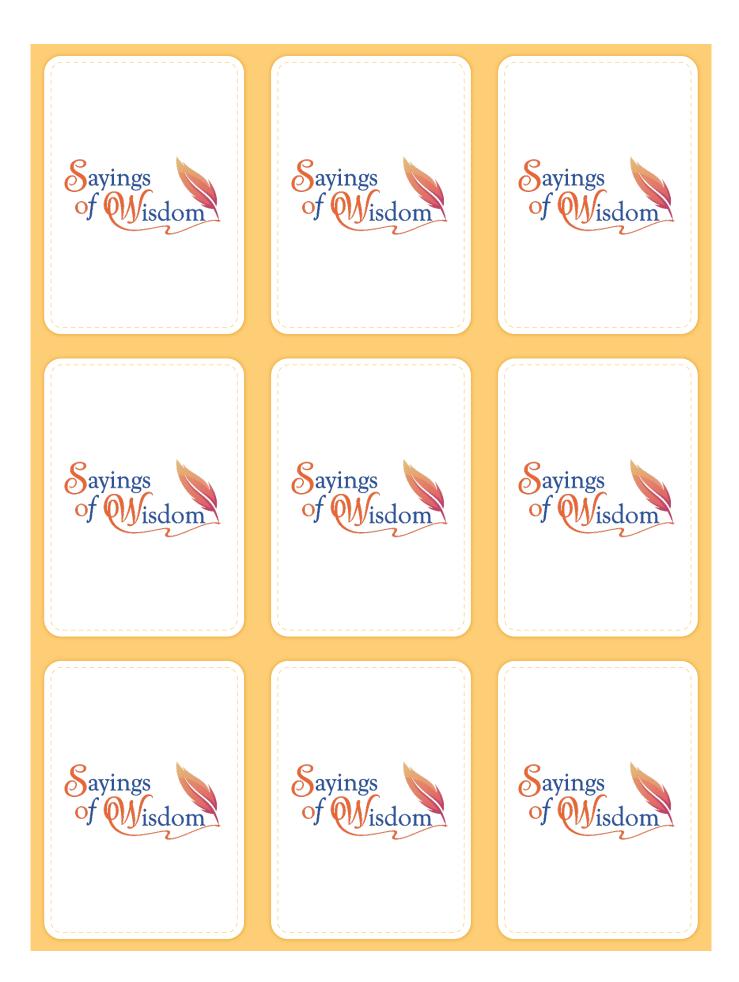
Below are some of the suggested games:

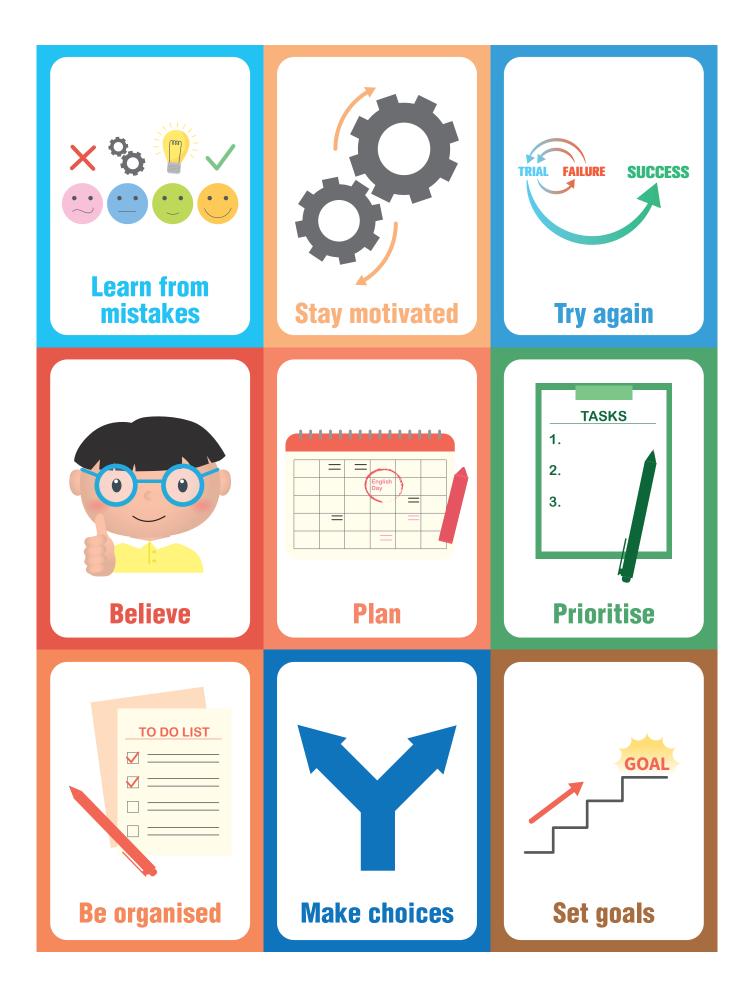
	Game	How to Play					
1		For individual players: Each player picks a card/a few cards and tells a story with a positive message based on the word(s) picked.					
	Be a Storyteller	For groups: In groups, each player picks four cards and creates a story using the words. Have a vote in the group to decide on different awards (e.g. the most creative story, the most interesting plot, the most meaningful message) after listening to each other's story.					
2	Create an Alliterative Slogan	Players select the cards with single words only. In groups or individually, they create a short slogan with positive meaning using alliteration.(e.g. Word picked: Love Slogan: Live, Laugh, Love every day.)					
3	Synonyms and Antonyms	Players select the cards with single words only. In groups or individually, they say the synonyms/antonyms of the word on the card picked. The fastest one wins.					
4	King of "Part of Speech"	Players select the cards with single words only. In groups or individually, they name the part of speech of the word on the card picked. The fastest one wins.					
5	Impromptu Speech	Players select a card and give a one-minute impromptu speech based on the word(s). Vote for the most creative/inspiring speech presented.					
6	Guess the Meaning	A player picks the card and mimes the word shown on the card. Other players guess the meaning.					
7	Freeze Frame Challenge	Play the game in groups. Place all the cards on the table with the words facing down. Send a group representative to pick a card. In one minute, the group which picks the card works together, designs a freeze frame and performs their freeze frame. Other groups guess the word(s) on the card.					

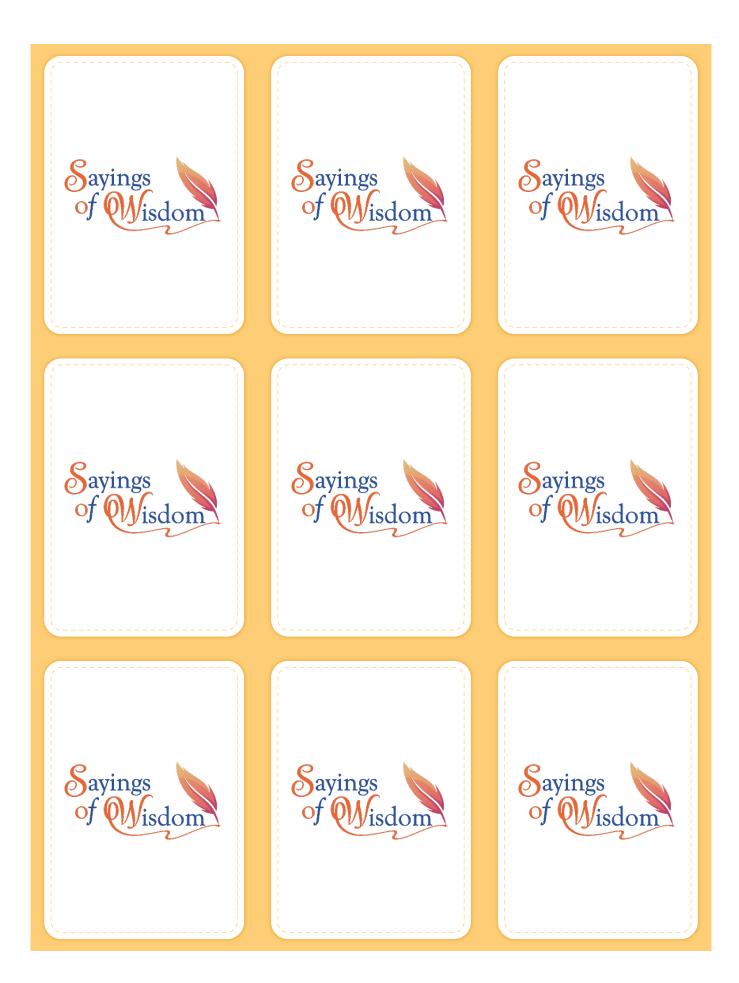


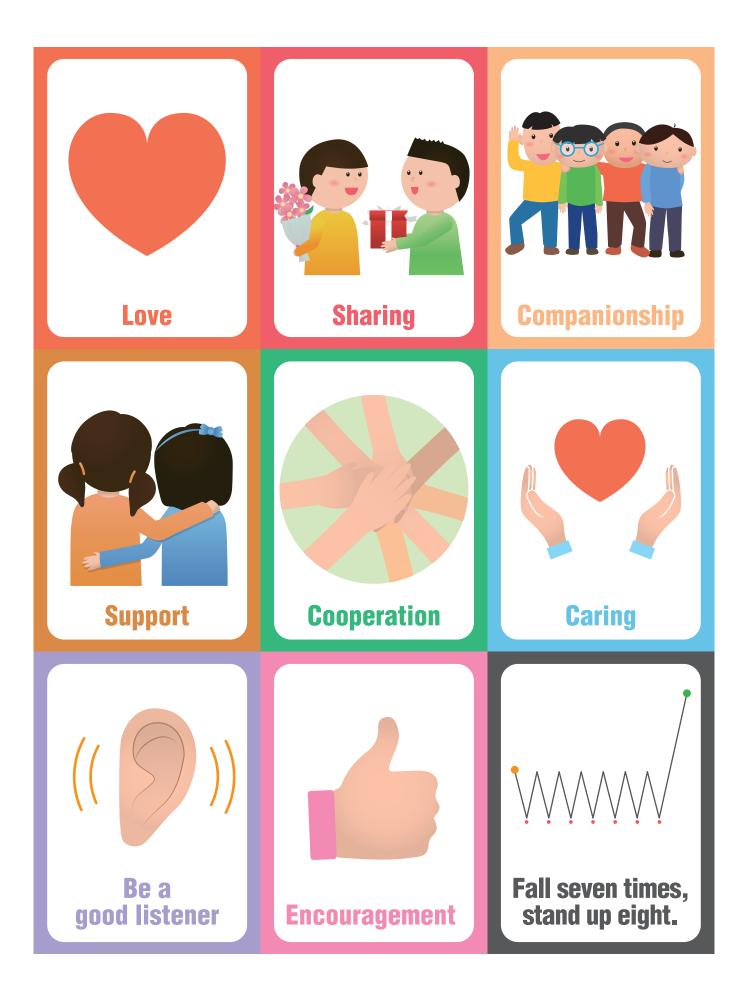


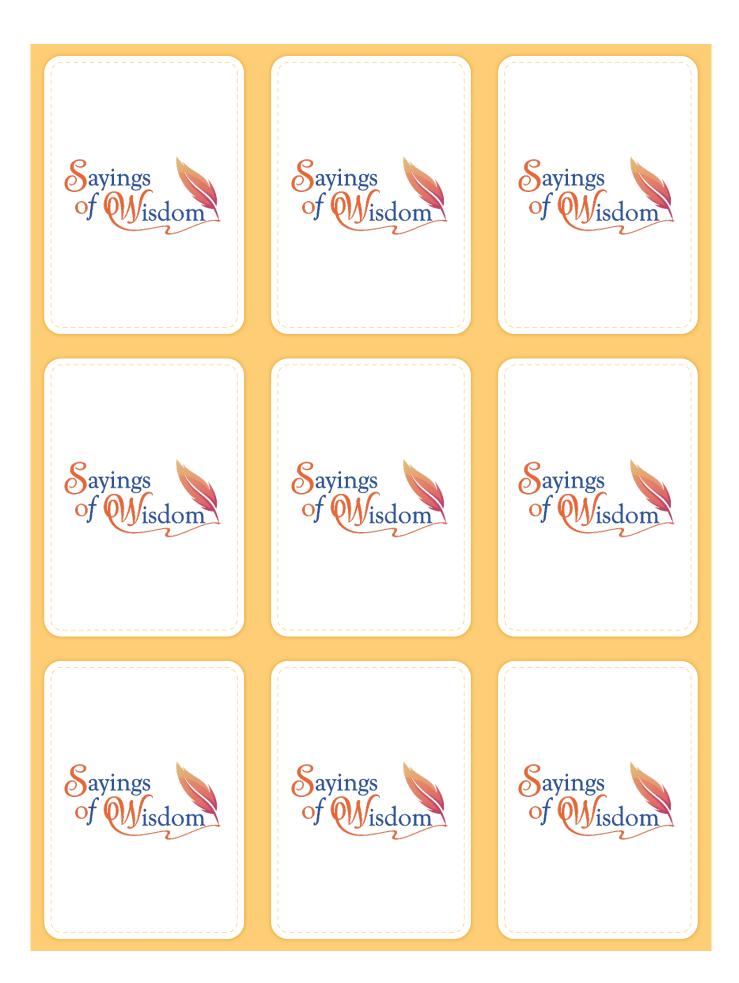
















4.4 Hope Challenge

Invite the class to take part in the "Hope Challenge". Set a time period for them and encourage them to complete as many "Hope Challenges" as possible. Get them to share the most memorable experience afterwards.

HOPE CHALLENGE								
Do something that makes your friend smile.	that makesbook aboutyour friendhope to							
Write a note of encouragement to your classmate.	Take part in a voluntary service.	Create a slogan about hope.						
Create an artwork which displays a positive message.	Cheer up someone who feels down.	Share an inspirational quote with a friend.						

Engage other stakeholders in the challenge. Get students to invite the people around them to join them (e.g. the principal, teachers, parents, siblings, neighbours). Let them modify or add other challenges.

4.5 A–Z List of Adjectives to Describe People with Positive Values and Attitudes

In groups or individually, students write an A–Z list of adjectives to describe people who possess positive values and attitudes. Challenge students by setting a time limit for the game.



