

Starter (1)

- Get into groups of four.
- You are the citizens of an imaginary country. Make up a name for it (use appropriate language).

Starter (1)

- When the whistle blows, you will have 20 minutes to create a peaceful country in 3D - use the craft materials and plenty of imagination.
- Include:
 - landmarks (sports grounds, hospitals, etc.)
 - a capital city
 - areas of natural beauty
 - a transport system

Starter (2)

- Elect a spokesperson.
- He/she will now describe your peaceful country to the class.
 - For example: 'This is Sandland and we are Sandarians. Our trains are the fastest in the world. The capital city, Dune, has plenty of theme parks in the middle of a beautiful desert. All of our schools have a swimming pool and a private beach. What I'm pointing to here is a world-famous tropical zoo.'

Main (1)

- Every group should now stand by another group's country...

Main (1)

- You are now soldiers who have been ordered to attack the country that are standing next to.
- You have no choice but to follow orders.

Main (1)

- When the whistle blows, you will have three minutes to destroy the country in front of you.
- Rip, stamp and scribble on the country. You want to do as much damage as you can.
- It is important that you do this safely. Be careful not run, stamp on anyone's fingers or trip anyone over.

Main (2)

- Go back to your country.
- When the whistle blows, you will have three minutes to rebuild it as well as you can.
- You will notice that different groups have different amounts of sticky tape, etc.

Plenary

- We are now going to have a circle-time discussion about this activity.
- Please remember the circle-time rules:
 - One person speaks at a time.
 - Give eye contact to the speaker.
 - Treat everyone with respect.

Plenary

- As we talk, fill in your responses on your debrief worksheet.

