

# Hometalk

Thoughtful Conversations for Families

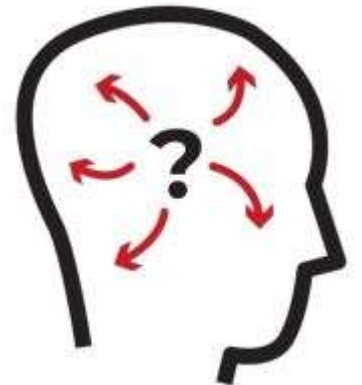
Week 16



**Note to parents/carers**

This pack contains links to external websites. Whilst we take every care to make sure these are suitable, you may want to check the content before showing them to your children

Thinking  
Moves



# Focus of this week's Hometalk

Which moves might help?

## Games

- The theme of this week's Hometalk is playing games. Each of the games, as well as being fun, also have talking points.
- As well as the suggested talking points, you could also bring up big ideas such as winning, losing and playing fairly
- Closely related to games is the subject of sport
- Sport is increasingly concerned with promoting equality
- If the games in Hometalk are played between children and adults, will you need to make allowances? Either way!



## Further Thinking

IOC TAKES A STAND AGAINST DISCRIMINATION AND CELEBRATES THE POWER OF SPORT TO #FIGHTRACISM



**International Olympic Committee** – what is sport doing to promote racial and gender equality?

<https://www.olympic.org/news/ioc-takes-a-stand-against-discrimination-and-celebrates-the-power-of-sport-to-fightracism>

*“You can discover more about a person in an hour of play than in a year of conversation.”  
(Attributed to Plato but the origin of this quote is in some doubt.)*

## Caring thinking

- We understand that in games, there are winners *and* losers and we appreciate everyone's involvement.

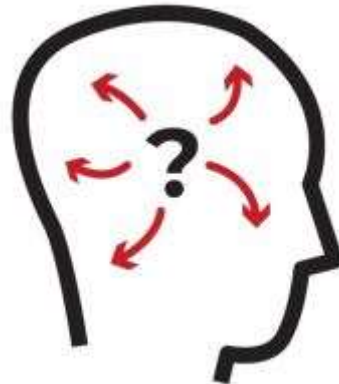


## Collaborative thinking

- We work well together when playing games in order to make them fun for everyone.

## Creative thinking

- We think BACK to how the game went and think AHEAD to the next time we play, coming up with ideas to improve.



Thinking Moves

## Critical thinking

- We ZOOM in on what went well and what would have made it even better, explaining and giving reasons.

# Thinking Moves for the games in this Hometalk



**Think AHEAD**

Do I need to  
change tactics  
next time?



**Think BACK**

How did I/we  
do?



**CONNECT**

Are these  
games like any  
others?



**DIVIDE**

List the rules of  
the game and  
different tactics



**LISTEN/LOOK**

Can you guess  
what your  
opponent might  
do?



**ZOOM (in/out)**

What were  
your favourite  
parts?

Is it important  
to play games?



# Hometaalk discussion suggestions



## For age 3 – 5 years

- Everyone collects 5 things from around the house – anything, as long as it's safe!
- Put them all together on a table or on the floor – this picture is what one family did
- Take turns to pick two things and say 'These go together because...' and give a reason why they go together
- Keep score – one point for each connection you make

## Fun Activity

- Make a certificate for the family connection champion
- Have a ceremony – with music! - for presenting certificates

# Homework discussion suggestions

## Make it harder!



**L**OOK at your collection of things



**Z**OOM in on two



**C**ONNECT – and say why



**D**IVIDE - take them out of the group – you can't use these again!

Repeat until you've used them all up – if you can!

## Talking Points

- Did you find anything that *can't* be connected?
- Do you get better the more you play?
- Could you play this game with people instead of things you collect?
- **L**OOK at some of your toys – what connections can you find between them?
- Can you think of any of your favourite TV shows that are connected in any way?



Think **B**ACK – how did you do?



Think **A**HEAD – prepare a new set of things for next time!



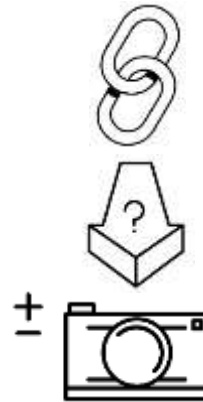
# Hometaalk discussion suggestions

For age 6 – 9 years



<https://vimeo.com/173785170>

**Walt Disney's Tortoise and the Hare** – the classic story given the classic Disney treatment – 85 years ago! Winning an Oscar, it has the typical Disney soundtrack and sense of fun.



## Talking Points

- Why did Hare lose the race?
- Why did Tortoise win the race?
- CONNECT your answers to these two questions – what advice would you give Hare?
- Think BACK - who was the fastest runner?
- ZOOM in on the spectators and DIVIDE their reactions before and after the race – how were they different?
- Which one would you rather have been – Tortoise or Hare? Why?

# Now play the game – for two players or two teams!

Takes turns to throw the dice.  
If it lands on:

- 1 - Tortoise moves 1 space
- 2 - Tortoise moves 2 spaces
- 3 - Tortoise moves 3 spaces
- 4 - Tortoise moves 4 spaces
- 5 - Hare moves 5 spaces
- 6 - Hare moves 6 spaces

Which would you rather be – Tortoise or Hare?

Who do you think might win?

Is this a fair game? Why? Or why not?

Is this a game of luck or of skill?

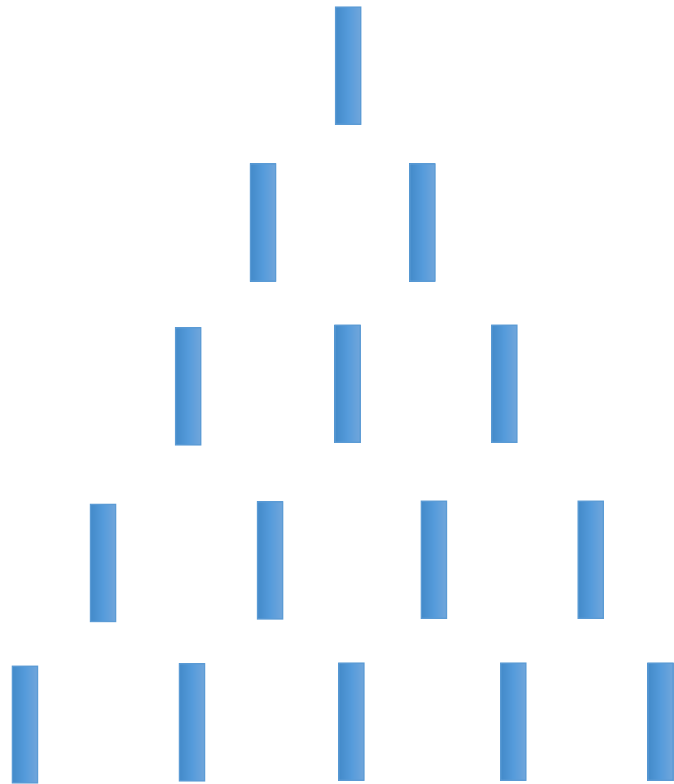
What rules would you make up?

Can you think of a different way to play?



# Homework discussion suggestions

## For age 10+ years



**Nim** – Ancient Chinese strategy game, perfect for thinking AHEAD!



## The Rules

- Set up the game as shown, using any objects – coins/cutlery/stones - or just draw it on paper
- Play in pairs, or two teams, taking turns to play
- On each turn, remove as many of the objects as you like from whichever row you like, but you can only remove from one row on each turn
- The person or team to take the last one *loses*

## Talking Points

- Would you rather go first or second? Why?
- Is there a way to win?
- Is there a point at which you can say the outcome is guaranteed and that you can predict the winner?
- Does it matter who goes first?

# Homework discussion suggestions

## Thinking Moves for Nim



Think **BACK** to your last game.



**ZOOM** in on which move was the most significant



Think **AHEAD** and develop tactics for next time



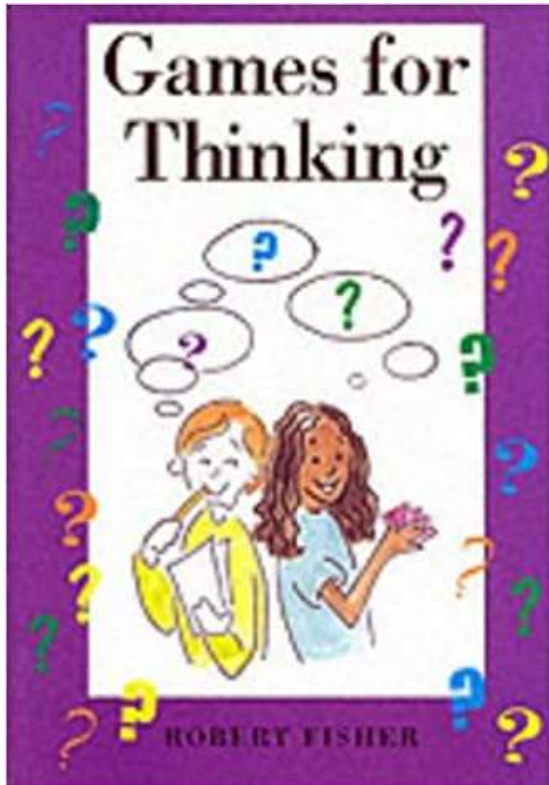
**ZOOM** out on your performance – are you getting any better?

## Variations of Nim

- Instead of rows, just bunch the objects together and take 1, 2 or 3 out on each turn
- Try it with an even number of objects and compare it with an odd number. Is it harder or easier either way?
- Try setting the game up in different shapes – does it make any difference?
- Is it possible to guarantee a win for yourself every time?

# Hometaalk discussion suggestions

## Games for Thinking



- If you like the combination of playing games and thinking together, here's a great book
- Find it here:  
<https://www.amazon.co.uk/Games-Thinking-Stories-Robert-Fisher/dp/189825513X>

## Further web links and games

- Activity Village – make your own games:  
<https://www.activityvillage.co.uk/make-your-own-games>
- Play 'concentration clap' – stand facing someone, ready to clap once. Can you both clap at exactly the same time – without counting down?
- Play 'odd one out' – take any three random objects. Can you justify each one of them being the odd one out?
- Count with someone else, but each of you saying alternate numbers. Change some of the numbers, for example even/odd/multiples of 3, for actions, such as clap, wink, etc.
- I-Spy:  
<https://www.youtube.com/watch?v=rQXzC6zCa48>

More stuff.....

<https://dialogueworks.co.uk/hometalk/>



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#P4C and #thinkingmoves



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