

GAMING AND WELLBEING

Year 7 Project

Project Description

Gesher is yet to experience a dull moment with our launch of Project-Based Learning! Last term, students had the most exciting time putting on their production of Jekyll and Hyde. Keren Class not only showcased their immense acting skills, but also demonstrated their developing skills of self-advocacy and confidence building in oracy which we continue to promote.

This term, the enthusiasm of learning through projects continues. Students will be focusing on lines and angles and exploring how these are used in everyday life. Our big question is: How can we use lines and angles to support recreation and wellbeing? In this term's project, students will be using lines and angles to create their own game. Latest research by Oxford University conducted in 2020 shows that playing games can help to improve our mental health and wellbeing. Students will therefore be having an 'Inter-school Wellbeing Game-a-Thon'. We will be inviting another school within our community to join us for a wellbeing morning where students can play the games that they have created, and have a relaxing morning. This will provide a fantastic opportunity for Keren to socialise with peers outside of their immediate school community. Our therapy team will also be integral to this term's project as students work on social skills and learning how to use various equipment such as rulers, compasses and protractors correctly.

What can you do at home to support? Help us to raise awareness that lines and angles are all around us, after all, what would happen if the legs on your dining table were not positioned at the correct angle or the length of our doors and windows were not measured accurately?

Our exciting journey with PBL continues and we look forward to taking you along with us as we explore the world of lines and angles!

Mathematics Focus



Big Question

How can lines and angles be used to support recreation and wellbeing?

Driving Questions

1. What is wellbeing?
2. What is recreation?
3. How do I use lines and angles in everyday life?
4. How can I use lines and angles to create fun games?

Deliverables

- Wellbeing morning
- Trip to the zoo
- Interview with game designer Dr. Leila Walker
- Park trip to explore lines and angles in our environment
- Interview with Architect (Why are lines and angles important in my job)
- My new school – exploring our Gesher school's blueprint and looking at how lines and angles are used create our forecasted new look

Time Frame: 4 weeks

