

'Alan the Alien Learns to Listen': Instructions for Activities

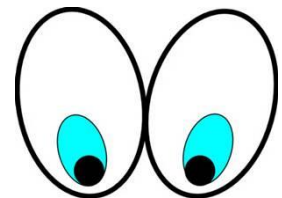
Below are the instructions for the activities referenced on the 6 week 'Alan the Alien learns to Listen' plan, organised by each of the four rules. Feel free to add to them and modify them as appropriate to your class. Activities may need differentiating for children with additional or learning needs. Activities are adapted from *Teaching Children to Listen*, by Spooner and Woodcock.



Before starting the session:

- Help the children to remind Alan the four rules of good listening, and ask them if they can show him what they are during the session.
- Remind children that not everyone gets a turn, and they will need to show the four rules to be chosen for a turn.
- Carry out four activities, one per rule, using the plan or other activities. For some of these, the children will need to be seated in a circle. Before each activity, remind the children which rule they will be practising, and ask them to show Alan how to do it. Alan might 'get it wrong' as an example, so the children can show him how it is done.
- Help children tell Alan again what the rules were, and talk about times they children can use them in school.

Look at the person who is talking



Who looks different?

How to play: Choose a child to be blindfolded. They can come up to the front of the class, or stand in the middle of a circle. Give another child an item of clothing to put on (e.g. sunglasses, wig, hat, medal, high-visibility jacket etc- this can be varied each day it is played) or ask them to do something different (e.g. face backwards, put their hands in the air etc). The first child then has to look and identify who looks different. **IMPORTANT:** all the other children must look at the person who was blindfolded, **NOT** the person who looks different!

Round and round Alan goes

How to play: Choose a child to come into the centre of the circle and be blindfolded. The children pass Alan around the group singing "Round and round Alan goes, where he stops, nobody knows." When the rhyme stops, the child who has Alan hides him behind their back. All the children must keep looking at the person in the middle. The child has 3 guesses for who is hiding Alan.

Listen to all the words

Waiting for 'Go!'

How to play: Use a marble run, Hungry Hippos game, car ramp or similar activity. The child is given the item but cannot start until you say go. To make it harder, you could say other single words before saying go.

Listen for your name

How to play: Blow bubbles next to where the children are sitting. When a child hears their name called out, they can get up and pop the bubbles. Only children who are showing sitting still and being quiet will be chosen!

Match the instrument

How to play: Have a set of musical instruments in a bag. Place either an identical set or pictures of the instruments so that the selected child can see them. Play one of the instruments in the bag; the child has to select the one that matches. They can play it or the one in the bag to see if they were right.

Musical Statues

How to play: Children have to listen to the music while dancing on the spot. As soon as the music stops they have to freeze; anybody still moving sits down and is out.

Fruit game

How to play: Give each child the name of a fruit to remember (this can be done in rows: e.g., back row is apples, front row is bananas etc). Call out the name of one fruit followed by a short instruction (e.g. 'oranges, jump!'; 'apples, dance!'). To make it harder, call two fruits at once. NB: in small groups this can be modified so that everyone sits in a circle, is given a picture of a fruit and the fruits called swap places.

Listening tunnel

How to play: Set up a pop-up tunnel or obstacle course. Alternatively, create a human tunnel by asking children to stand opposite a partner and join hands up high. The child whose turn it is to go through the tunnel must wait to hear a pre-selected 'special sound' (this could be a buzzer, an instrument, a phone alarm etc) before they can go through the tunnel.



Staying Quiet

Find that sound

How to play: One child is blindfolded or goes out of the room. A musical toy or phone is hidden, either under one of a series of boxes or somewhere in the room. The child comes back in and has to find where the noise is coming from by listening hard, either at each box or in different places in the room. All the other children have to help them by staying quiet.

Microphone game

How to play: Using a toy microphone or similar object (e.g. wooden spoon), the children pass the 'microphone' around and take it in turns to say something about themselves (e.g. everyone says their name, or how old they are). Only the person with the microphone is allowed to talk. NB To make this harder, everyone names an item in a category (e.g. animals, food)- repetitions are allowed.

Silent treasure hunt

How to play: One child goes out of the room. A "treasure box" or something similar is hidden in the room. The child comes back in and has to find the treasure. The other children cannot tell or point to where the treasure is, but they can help by looking at where it is hidden.

Who's got the noise?

How to play: Choose one child to be blindfolded. Give another child a buzzer or other noisy toy to hide behind their back and tell them they can squeeze it when you give them a signal. Then take the blindfold off the first child, who has to find who has the noise by listening.

Pass the whisper

How to play: Select a small group of children to come up to the front and stand next to each other in a line. Ask them to close their eyes, then show the class a picture of an object (e.g. ice cream). The class have to stay quiet and not shout out what it is. Then, whisper the name of the object to the first standing child. They must pass the whisper along to the last child, who says it out loud. If they get it wrong, ask the class to be extra quiet so the line can try again. When they get it right, show them.



Keeping still

Musical mats

How to play: Put five mats or chairs in the centre of the room and choose five children to walk around to the music. When the music stops the children must sit on the mats until the music starts again. Unlike normal musical chairs, there is a chair for each child. If they find it difficult to stay seated (minor fidgeting is allowed), help them to focus by counting up slowly until the music starts.

Sitting still with timer

How to play: Put five mats in the centre of the room and choose five children to walk around them. When you say 'stop', the children sit down on the mats. The children must try to do their best sitting still. Everyone else has to watch them and put their hand up if they see anyone fidgeting. When everyone is settled the timer is started. As soon as someone moves the timer is stopped and the children go back to their seats. The next group of children try to beat the score.

Traffic Lights

How to play: Set up a pop-up tunnel or obstacle course. Alternatively, create a human tunnel by asking children to stand opposite a partner and join hands up high. A child is chosen to go through the tunnel, but they must sit in front of it until the stop/go sign is turned to 'Go'.

Sitting still with instruments

How to play: Explain to the children that it is very hard to sit still while holding an instrument because if you move the instrument will make a noise and everyone will hear. Choose five children to come to the front and give each of them an instrument. Then start a visual countdown (this could be via the internet on the smartboard, a bird pecking down a stick, an Ipad app etc). Once the countdown has finished the children can play their instruments.

Dingle dangle scarecrow

How to play: Choose five volunteer 'scarecrows'. Play the nursery rhyme 'Dingle dangle scarecrow' (available on Youtube). The 'scarecrows' must sit perfectly still until the song says "UP jumped the scarecrow", at which point they can dance. If anybody moves, the song is paused.