



Guide To Actions and Consequences 1: Who Can Help Make Solange's Life Better?

***For ease of use we recommend launching this IWB and reading the instructions below whilst playing through the game.**

To get to this activity, choose the tab labeled: ACTIONS AND CONSEQUENCES: ACTIVITY 1

You will need to use the mouse to navigate around the online interactive whiteboard.

The aim of this game is to generate discussion about the people in Solange's life, and whether they would be a positive or negative influence on her. Students can draw from their own knowledge, being aware of people who can be a positive or negative influence in their own lives.

At the beginning of the IWB, students will find out about Solange by reading her story . Along the bottom of the screen are 8 characters. Click on any one of these to see a brief description of them. You can then discuss with your students whether or not they will be a positive or negative influence on Solange. Once the group have decided, you can click on one of the relevant coloured tabs below the picture to cast your vote.

Once the vote is cast, you will be presented with a screen where Solange talks more in depth about the character you are voting on. This may sway the class' decision about what kind of influence the character is on Solange. As such, you are given the chance to go back and change your vote, or continue with the same vote.

When you finally submit the vote, the character you voted on is highlighted with the relevant colour. Once all characters have been voted on, you will be able to use these colours as an overview of Solange's influences, and discuss further with your class how this affects Solange's life.

To move on to the next part of the lesson, click on the MENU tab and go to ACTIONS AND CONSEQUENCES: ACTIVITY 2 tab. Instructions for this resource are on the page entitled: GUIDE TO ACTIONS AND CONSEQUENCES: ACTIVITY 2 page.