

How to Play the *Mind* Series Board Game

Time: 20 to 30 minutes or less

Items needed: small sticky notes; a table or space where all groups can see the discussion wheel

For large classes – pairs or small groups:

Put students into pairs or small groups. If you prefer, let students choose who they work with.

- Allocate a number to each student of 1 – 16. Each number corresponds to a segment on the discussion wheel. Avoid assigning the same number to more than one person in each pair or group, to ensure as many ideas in the wheel are discussed as possible.
- Give students about five minutes to prepare what they will say.
- Then, ask them to talk to their partner/fellow group members about the answer to their question, or their response to the topic. They can use the phrases from the “How to say it reference sheet” reference sheet as prompts. The others should listen and offer encouragement, using the relevant “How to say it” phrases.
- The remaining students take turns to answer their questions until everyone has had the chance to speak.
- At the end of each turn, each student writes their name on a sticky note and sticks it to the relevant section on the discussion wheel.
- Then, each student works clockwise around the wheel from the number they started from and repeats the activity until all the numbers assigned have been discussed.
- While the students are working, you can walk around and monitor their progress.

For small classes – whole class activity:

Items needed: a die, colored counters or small sticky notes, a space where all groups can see the discussion wheel

- Have the game on a table.
- Hand out the counters or sticky notes. If you are using sticky notes, have students write their names on them. To begin with, everyone should put their counter or sticky note on number 1. Students take turns to roll the die and answer the questions that they land on. The rest of the class can agree, disagree or offer encouragement using the phrases from the “How to say it reference sheet”.
- For a lower level group, you can allow them a few minutes to prepare their answers.
- After each student has spoken, they continue to play in this way until one of them reaches the number 16.

Variations:

Students can talk about a person they know rather than about themselves if they prefer.

If the topic is too easy, students can talk for longer on it or their group members can challenge what they say to promote healthy debate.

