P4C Family Project



Past, present and change

<u>Community</u>

Watch your favourite TV show or read your favourite picture book which is about a group of people (a community). It might be about a group of people who all live in the same village for example.

Draw a picture of the character you think is the most important in making the community a nice place to be.

- Why did you choose them?
- What changes did they go through?
- What would the world be like if nothing ever changed?
- Can we control what changes?

Find a photo of you when you were a baby and a photo of you from more recently. Stick them down onto a sheet of paper each. Label them with:

- ✤ What has changed?
- ✤ What hasn't?
- How do these changes make you feel?
- Has anything changed that you can't see? E.g. are you now braver?

On a third piece of paper, draw a picture to show how you think you might change over the next few years!

When you have finished this, here are some games you could try as a family.

- Picture this! Draw a dot on a page. Then, the first person draws a line coming from the dot. The next person draws another line coming from the end of the first line. And so on! Keep going until you're all happy with the artwork. The lines can be different colours, long, short, straight, squiggly, anything really! Do any of the lines make a shape? What can you see? What title would you give this artwork? Why?

- Would you rather? Take it in turns to come up with a 'would you rather' question to chat about! E.g. Would you rather fly or be invisible?

- Word association - take it in turns to say a word that connects with the word before. If someone repeats a word, or takes too long, they are out!

- Back to Back - Sitting back to back with someone. One of you has to describe something e.g. a tree without saying what it is. The other person has to draw it. You can say things like 'two straight parallel lines going from the bottom towards the top'. How close is the drawing to what you imagined?

- I'm thinking of an animal - One person secretly thinks of an animal. The others have to ask questions to try and work out what it is. The first player can only answer 'yes' or 'no' though, so think about your questions carefully!