

## Session 6

# What can we do to make a difference?

### Learning Objectives

All learning objectives taken from different subject areas in the primary framework at <http://www.standards.dfes.gov.uk>

#### PHSE (NC)

**4a:** Understand that people's actions affect themselves and others; to care about other people's feelings and to try to see things from their point of view.

#### Geography (NC)

**1a:** Ask geographical questions (eg how could I cut down the amount of water I use each day?)

**1b:** Collect and record evidence.

**1c:** Analyse evidence and draw conclusions.

**1e:** Communicate in appropriate ways (through drama).

#### English (NC)

**4a:** Create, adapt and sustain different roles individually and in groups.

#### En1 Drama

**4c:** Use dramatic techniques to explore issues (eg devise catchphrase/slogan to persuade people to save water).



### Key Questions

- Q.** What can we do to help people like Jill? (Creating)
- Q.** What changes would you make to the way you use water each day? (Evaluating)
- Q.** What imaginative and practical ideas have we got to raise money for Samaritan's Purse, which will motivate the school to get involved? (Creating)

## Session 6

# Main teaching points

Total lesson time: 60 mins

### 1. What can we do? (5 mins)

In the Bible story, God expected Moses to do something – to strike the rock with his staff. How can we help to solve today's water problems? By praying? Take answers. Perhaps there are practical solutions to the problem of water shortage?

Christians believe God uses people like Samaritan's Purse to help others and can perhaps use us, e.g. let's be more careful about how we use water – turn off the tap!

### 2. Stop being a water waster - TV advertisement (30 mins)

How could you cut down the amount of water you use each day?

In pairs or small groups (3-4), ask the children to think about an area of the home and how water can be saved (eg bathroom, kitchen or garden).

Each group lists/draws ways that water could be saved in that area of the home.

Use the following websites for ideas:

[www.environment-agency.gov.uk](http://www.environment-agency.gov.uk)

[www.waterpolicyteam.org](http://www.waterpolicyteam.org)

[www.thames-water.com/waterwise](http://www.thames-water.com/waterwise)

Ask children to choose their best idea for saving water. They need to persuade others to adopt this habit. You ask them to devise a TV advertisement that will do this. It needs to be 30 seconds long.

Ask them to produce a catchy slogan or jingle.

Tell them they need provide some information for the viewer eg. Tell them how much water can be saved if they adopt this habit.

Most adverts use humour.

When ready, each group presents their advert.

Review why it's important to save water and why we mustn't take water for granted.

### 3. Fundraising for Samaritan's Purse (15 mins)

- Will saving water directly help people in Africa?
- What practical things can we do to help people with very little water?
- Small groups discuss this.
- In particular, groups discuss how money could be raised to support the Turn on the Tap campaign, individually, as a class and as a school. Write/draw ideas on large sheet of paper.
- Look at the resource pack to see what different amounts of money can provide, e.g. £15 gives a family of 5 access to a borehole.

### 4. Action plan (10 mins)

- Discuss ideas as a whole class.
- Which are the most imaginative?
- Which ideas will best educate the whole school about water issues and motivate people to get involved?
- Which ideas are the most practical?
- Draw up an action plan of what to do, when, and how.
- Assign tasks to everyone in the class. You could create teams, eg publicity team, organisation/events team, money collection team, etc.
- Use the Turn on the Tap Challenge 2008 resource pack for extra fundraising ideas. Pupils continue to plan their campaign in another lesson.

## Notes

**NC – The National Curriculum**

## Resources

**Information from websites (only necessary if children need ideas for thinking of ways to save water) Samaritan's Purse resource pack**