

PEOPLE PLACE PROBLEM	Topic: People: Place: Problem:	Sequence:	Class:	— Big Quest	ions:	PURPOSE PERSPECTIVE POSSIBILITY
KNOWLEDGE GATHERING: Know? Remember? Heard?		• Who/Wh	 LET'S SAY Scene Painting Who/When/Where? Dilemmas and Problems? 		MATION GIVING: eacher in Role building on the tene that has been presented ew learning and thinking points	
To	PROCESSING WHAT VI HEARD? Hot Seating? Issues arising?	WHO	HAT DO WE NEED TO FIND HERE CAN WE FIND ANSWE DW CAN WE UNCOVER PLUTIONS? RECAP/HEADLINE	RS?	A GLOSSARY: Teacher in Role—speadelse Scene Painting—descrone can see Hot Seating—asking a questions you need the Still Image—a frozen recommendations.	ribing what some- fictional person te answers to
• ICONIC					photograph Thought Tracking—he someone's thoughts	BOTHEREDNESS



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	People:				Dig Questions:		PURPOSE	
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	Problem:							
		LET/C CA	· ·					
KNOWLEDGE GA	ATHERING:	LET'S SA	Υ		INFORMATIO	N GIVING:		
						^		
	WHAT WE HAVE	WHAT DO	O WE NEED TO FIND O	OUT?	A GLOSSARY:			
	HEARD?					Teacher in Role—speaki	e—speaking as someone	
						Scene Painting—describ	ing what some-	
						Hot Seating—asking a figure questions you need the		
	SKS		RECAP/HEADLIN	RECAP/HEADLINES	ADLINES/NEXT STEPS	Still Image—a frozen moment e.g. a photograph		
ICONICSYMBC		→				Thought Tracking—hear thoughts	ing someone's	
• ENACT	TIVE						BOTHEREDNESS	

HYWEL BOBERTS