

Session 5: Identifying Problems



Imagine
Create
Belong

Aims of Session 5:

Social Development Program

- Build on skills such as flexible thinking, cooperation, empathy and understanding of other people
- Bring the group closure to a shared narrative through finding problems to solve within the story.
- Continuing to develop abilities in staying on task.

Session 5 Brief Overview

Session 5 aims to continue building on the safe and welcoming environment developed in the previous sessions. This session will further develop the plot of the short film through your young person beginning to identify problems that can be solved within the story. This will be done in small groups.

Underpinning Theories, Abilities and Approaches

| Representational Thinking |

| Neuro-responsive social scaffolding |

| Theory of Mind |

SESSION OUTLINE

| 1 | INTRODUCTIONS | 2 minutes |

This is where your young person will be provided a verbal outline of today's session. Your young person will also be provided with a brief recap of the ideas the group came up with for their movie in previous sessions.

| 2 | WARM UP | 5 minutes |

Session 5's warm up is titled the "Web game". Your young person will be invited to stand in a circle with their peers. The facilitator will hold onto one end of a ball of yarn or string before throwing the ball to one of the participants to catch. Each young person will be given the chance to catch the ball and answer a question about themselves eventually producing a web.

| 3 | TUNING IN | 20 – 25 Minutes |

Your young person will again be given time to develop skills using a "theory of mind" game as well as a representational thinking game

| 4 | ACTION | 15 – 20 minutes |

Similar to previous sessions your young person will be invited into small groups to undertake role plays. In session 5's role plays your young person will be asked to include a problem that their character will need to overcome.

| 5 | WRAPPING UP | 5 minutes |

The facilitator/s will discuss the problems that were seen in the roleplays and ask which problems the group related to the most this will help form the problem to be solved within the movie.

The Imagine Create Belong team would like to acknowledge and pay respect to the Traditional Custodians, the Wadawurrung people of the Kulin Nation, whose Country we live, work, and learn on and where the program was established. We would also like to acknowledge and pay respect to all First Nations peoples throughout Australia and note that sovereignty was never ceded. Education and the transmission of history and culture has a long and rich heritage on this continent, which we aim to honour. We are committed to applying the tradition of shared storytelling to the way we teach and learn. We extend this acknowledgement to all First Nations people globally.

