



**United Methodist
Education
School System**



**THINGS TO DO AT
SCHOOL: 1**

DISCOVERY BAG

1 Purpose

To help the children to improve their language skills

2 Equipment needed

A bag 10" x 16" with an opening along the 10" side. You must not be able to see through the bag.

Each teacher brings something new each week. And not all the things are used so the children cannot remember what is in the bag

Things to put in a discovery Bag

stone	leaf	glass bangle	marble
Smooth pebble	pencil	mirror	
Pine cone	comb	bottle	

Things to put in the "How does it feel" bag

Stone = heavy	Cotton wool = soft	glass bangle = smooth	
Stone = hard	chalk	Plastic bag of beads	
Sponge = squashy	Comb = sharp	Feather = light	

3 Who are these games for ?

Very young children	Young children	Older children
Speak in Punjabi	Speak in Urdu	Speak in English

4 Different games to play with the same equipment

Find the ...	Learn new urdu words	The teacher asks the child to put their hand in the bag to find a certain thing
Show and tell	Speaking with confidence	The teacher puts all the thing on the table and asks the child to find one and to tell the class what it is
What is the difference	reasoning	The teacher asks the child to to put their hand in the bag and find 2 things and to show the class and why theyu are different
Help a friends	Description	The teacher asks the child to put their hand in the bag to find a certain thing but NOT take it out of the bag. The child describes the thing to another child who has to guess what the thing is. IF they guess right they can have another go until they get the wrong answer. IF they get the wrong answer the game starts again with two

		different children
What is it	How to ask good questions	The teacher asks the child to put their hand in the bag to find a certain thing but NOT take it out of the bag The other child may ask up to 5 questions to guess what it is. Only 2 guesses are allowed. The first child can only answer yes or no. IF they guess right they can have another go until they get the wrong answer. IF they get the wrong answer the game starts again with two different children

5 Extra ideas

1. The game can be played in teams with the teacher keeping score to see who wins
2. Play the game in different languages
3. The teacher give every child a number and calls the number of the child who is to play the game
4. The teacher chooses the child as a reward for good behaviour, they have worked hard, they have the best marks that day or to encourage them etc

APPENDIX A HOW TO MAKE A BAG

