

T LEVEL RESOURCE IMPROVEMENT PROJECTS (TRIPs)

FINAL OUTPUTS

Project Title: Return TRIP Up North

Lead Organisation: Middlesbrough College

Project start date: August 2021

Project finish date: March 2022

Description of the outputs

- Communication Skills Building Activity.
- 1 Hr Duration
- All levels **Sector use**

This session aims to introduce and develop the skills required for success in employability: teamwork, communication, collaboration and interpersonal skills.

Objective: at the end of the session student will be able to:

- Effectively collaborate to solve problems.
- Use effective communication to transmit ideas.
- Successfully complete given tasks as a cohesive team.
- Successfully manage/negotiate conflict.

Outcome:

Learners demonstrate the importance of effective communication skills and understand the distinct types of communication they need to become good communicators. Learners will understand how they can improve their own communication skills.

Resources Needed – laptop, [LEGO Kit \(SPIKE\)](https://education.lego.com/enus/downloads/spike-app/software), SPIKE App (<https://education.lego.com/enus/downloads/spike-app/software>), timer/ stopwatch and pens/whiteboard pens

Lego - Tutor Guidance

Topic /Subject:

Communication – Basic Intro

Duration:

hr

Level:

All Levels

Taking **you** higher

Session Overview: This session aims to introduce and develop the skills required for success in employability relating to teamwork, communication, collaboration and inter-personal skills.

Note:

Objective/s: At the end of the session student will be able to.....

- Effectively collaborate to solve problems.
- Use effective communication to transmit ideas.
- Successful complete given tasks as a cohesive team.
- Successfully manage/ negotiate conflict.

Outcome:

Learners have an understanding of good communication skills and the different types of communication to become good communicators. Learners will have an understanding of how they can improve their own communication skills.

Resources Needed – Laptop, Lego Kit (Spike), Spike App (<https://education.lego.com/en-us/downloads/spike-app/software>), Timer/ Stopwatch, Pen/ Whiteboard Pens

Suggested Lesson Structure

(Teachers are encouraged to modify the delivery notes to meet the needs of their students)

Slide	Teacher Action	Student Activity- What will students do to learn?
1,2 and 3	Introduction – State outline aims	Complete initial teamwork self-assessment

4 Thinking Activity	Pose questions: What is communication? Different Types of Communication? Consequences of poor communication?	Small group peer discussion. Write and post ideas (post-its or online site, Padlet/Mini-Whiteboards/Mini-Teams).
5 Thinking Activity Summary Feedback	Discuss answers to questions and summarise the types of communication.	Group discussion and comment.
6 Communication Activity	Explain Communication task to group Explain that they can't use words that would explain the whole image See end of this document for suggestions of images, or pick your own.	Learners complete task, maybe 2 different images so both get a turn at each role.
7 LEGOteam Challenge - Intro	Play video. Briefly explain of task – Learners will build, programme then compete in task.	Watch video.
8 LEGO Team Challenge - Build	Action notes: guide learners to build instructions in SPIKE Prime; see notes in PowerPoint. Ensure all reach build instructions, walk around and check while reading out step-by- step directions. Before asking learners to start off building, go to next slide	Get to the build instructions.
9 LEGO Team challenge - Spanner	Explain Spanner. Learners must split into mini-teams and communicate effectively to succeed. Observe while learners decide their own roles, letting them make their own choices. Before setting them off ensure that they all know their individual roles. Learners have 15 minutes	Split into groups, decide among themselves, check everyone has a role and start to build, following instructions and communicating.

10 Programme Players	Once all builds are finished ask learners to start coding task. Explain that different coloured blocks indicate different functions. What might be classified as an event? Allow learners to copy coding on the screen, explain it is drag and drop coding. For advanced/confident groups allow them to try and work out the coding for themselves	Copy coding off screen, drag and drop block elements onto coding canvas.
11 Test and compete	Help groups draw a box around Goal, ensuring all are starting fair. Facilitate, ensuring all are ready before timer begins. Observe the chaos.	Test, fault find and resolve. Take part in competition. Score goals.
12 Conclusion	Pose questions: How did your team perform? How was your communication? When was your communication best? What would you do differently next time? How do you feel after the activity? Wellbeing wise, was it fun, are you smiling?	Open discussion and respond to questions. Self-evaluate their communication skills. Set action for improvement. Think about wellbeing.