

Social Skills		
Session 1		
Theme: Perspective Taking	Lesson's Theme: Vocabulary of Perspective	
Aims:		
<ul style="list-style-type: none"> • For students to be aware of the concepts 'know', 'think' and 'guess'. • For the students to be able to identify what one story character knows about another character/situation. • For students to be able to suggest what one story character might think about another character/situation (infer). • For students to be able to guess what might happen next in the story 		
Activity	Procedure	Equipment
Introduce vocabulary and cards (2 mins)	Show cards & discuss examples	Symbols
Video (8 mins)	Watch Wallace & Grommit scene (1 ½ mins) Discuss & answer know/think questions	Wallace & Grommit U-Tube clip https://www.youtube.com/watch?v=mbBO-hiF8wE 3.24 – 4.42

Note for Teaching Staff:

'Know' is the easiest concept. If a student is finding the session difficult start with the facts and 'know'.

- Know = facts
- Think = clues to infer
- Guess = predict what might happen. This can be opened out to lots of different possibilities.

1. Name one thing that Wallace **knows** about Grommit.



2. Name one thing that Grommit **knows** about Wallace.



3. When Grommit puts on the raincoat what does he **think** is going to happen?



4. What does Wallace **think** is going to happen?



5. Why does Wallace ask for fried eggs and not scrambled eggs?

6. What does he **think** will happen if he asks for scrambled eggs?



7. What does Wallace **think** has happened when the fried eggs are on his eyes?



8. What does Grommit think will happen when he puts the banana peel on the Autochef/robot's nose?



9. **Guess** what Wallace and Grommit will have for breakfast tomorrow.





WIRRAL HOSPITALS' SCHOOL

"Working together to make everything better"

1. Name one thing that Wallace knows about Grommit.

Encourage students to think about 'hard' facts. e.g. Wallace knows that Grommit is a dog.

Use 'know' symbol.

2. Name one thing that Grommit knows about Wallace.

a. e.g. Grommit knows that Wallace is an inventor.

3. When Grommit puts on the raincoat what does he think is going to happen?

4. What does Wallace think is going to happen?

5. Why does Wallace ask for fried eggs and not scrambled eggs?

6. What does he think will happen if he asks for scrambled eggs?

7. What does Wallace think has happened when the fried eggs are on his eyes?

8. What does Grommit think will happen when he puts the banana peel on the Autochef/robot's nose?

9. Guess what Wallace and Grommit will have for breakfast tomorrow.

(Possibly discuss meaning of 'continental' breakfast)



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'Know'

A fact which can be proven true or false e.g. The t-shirt is green.



'Guess'

Using our knowledge and experiences to predict or guess what might happen next e.g. Last week I saw Mr Smith eating sweets, so I guess he will be happy when I offer him sweets.



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'Think'

Use clues to think about others e.g. I think that John is happy because he is smiling.