

4 Mindset trumps

Learning objectives

- To identify the characteristics of an effective learner
- To suggest justification for why a character is awarded a given number of points for a characteristic
- To create a simple game

Resources

- A mindset trumps card describing you, the teacher (see Figure 66)
- Effective learner cards (Figure 67)
- Mindset trumps template (Figure 68)/Top Trump It app
- Visualiser or tablet

Lesson

- 1 *Ensure the children are sitting with their talk partner ready to talk and have a clear view of the board.*

Ask the children if they have ever played the Top Trumps® card game and to respond through a show of hands.

Ask them to discuss with their talk partner:

How do you play the game?

What makes you successful at it?

What can cause you to fail?

- 2 Show the children the mindset trumps card featuring yourself and look at the characteristics the points have been awarded for. Ask the children:

What have I been awarded points for?

What does ... mean?

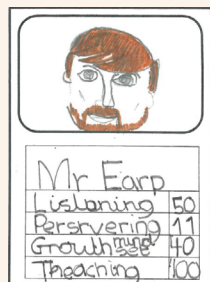


Figure 66 Teacher top trumps

Mindset trumps

- 3 Explain to the children that they are going to create their own mindset trumps using characters from children's books. Explain that they should award points out of a hundred for each character. The points will be awarded for the characteristics of an effective learner. Ask the children to discuss with their talk partner:



What do you think makes an effective learner?

How should you behave when you are learning?

Take feedback from the children and review the suggestions. Ensure that all the children understand what the different words mean and, if appropriate, build in further talk time to allow the children to explore and clarify their understanding.

Possible answers might include:

- effort
- resilience
- growth mindset
- desire to be challenged
- effective listener
- initiative
- honesty
- ability to ask for help.

If your pupils are unfamiliar with the characteristics of an effective learner, you could begin the lesson with this activity or you could provide them with the characteristics on cards (see Figure 67) along with other attributes that are not effective and ask children to sort them with a partner. Ensure you check that all of the children understand the vocabulary; use talk time and feedback to avoid misconceptions.

The following are examples of children's misconceptions and ways that they could be addressed by the teacher:

Possible misconception	Teacher's response
A child suggests making mistakes.	Would it be making mistakes or making mistakes and learning from them?
A child suggests kindness.	Does that make us an effective learner or a kind person?
A child suggests a negative characteristic.	Remodel it as a positive characteristic.

perseveres	likes to be challenged	likes to be right
likes easy work	first to finish	determined
worries about making a mistake	resilient	gives up

Figure 67 Characteristics of an effective learner vocabulary cards

- 4 The class should then decide which four different characteristics they are going to award points for.



Revisit your example of a mindset trumps card for yourself and model awarding yourself points for the four chosen characteristics. For example:

'I am going to award myself 50/100 points for resilience because I have a tendency to give up, particularly when writing and decorating. I need to try harder with this.'

'I am awarding myself 80/100 for resilience because I use mistakes as part of the learning process and don't get upset if I get something wrong.'

- 5 Explain that they are going to create a mindset trumps card for a given character and that they need to think carefully about the point allocation and provide reasons for this.

Perfect Peter, for example, would be awarded 20/100 for growth mindset because he always likes to be right. Ask the children to discuss with their talk partner possible reasons why Perfect Peter would only be awarded 20 points for the characteristic of having a growth mindset.

Allocate a character to each set of talk partners and either ask them to complete the template or use the Top Trump It app to create a card for a character. Try to include a range of characters that include a wide range of contexts where effective learning behaviours can be debated. Suggestions for characters include Horrid Henry, Perfect Peter and Charlie from *Charlie and the Chocolate Factory*.

It might be useful to have a word bank for some children to use, to remove any barriers to learning.

Provide copies of books or enable access to the internet so the children can research the characters. If you allow the children to choose their own character, you might wish to check that their characters are appropriate.

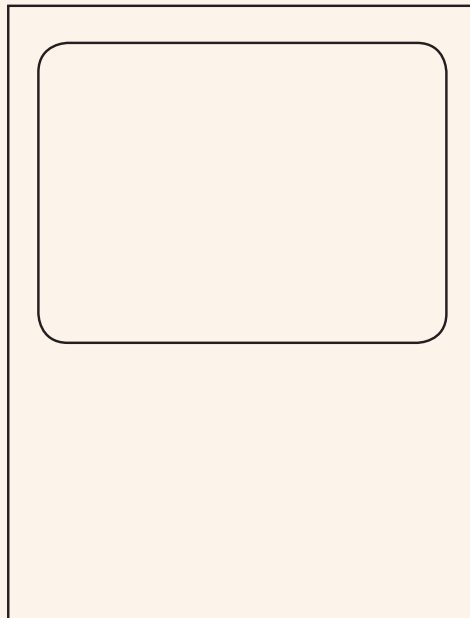


Figure 68 Mindset trumps template

Bringing it together – what have we learned?

Share the examples of the cards the children have created, ideally using a visualiser or by displaying the trump cards from the app.

Compare and contrast two cards and ask the children to justify why they have awarded the points for each characteristic. Then ask the class to debate if they agree how the points were awarded. Try to select two cards with glaring contrasts or an over-allocation of points in order to facilitate a deeper discussion.

This activity could be replicated by asking each set of talk partners to work with another pair to share their justification for the allocation of points.

Challenge

A variation on this game could be created using famous people (sporting personalities are extremely effective). The children could research their careers, identify the different characteristics and award points. Again, they would need to provide justification for the allocation of points.

Further developments

Children could create additional mindset trumps characters at home, which can be added to the class game.

You could create a display of the children in the class, asking them to identify which characteristics of an effective learner are their strengths and perhaps one aspect as an area for development. These can then be displayed and, as the area for development improves, the child or the class could award new points.

Downloadable resources

Characteristics of an effective learner vocabulary cards

Mindset trumps template

bit.ly/2dYR378




Children's responses




A drawing of a boy with yellow hair, wearing a white shirt and tie, standing in a classroom. There is a desk with a plant and a window with curtains in the background.

Perfect Peter	
Resiliens	4
groth mind set	10
Lerning	20
Concentration	99



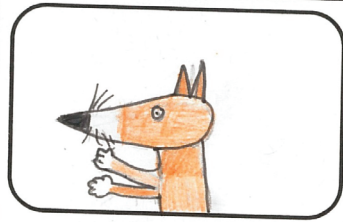
A drawing of a man's face with brown hair and a beard.

Mr Earp	
Listening	50
Persrvering	11
Growth mind set	40
Theaching	100



A drawing of a girl's face with long, curly hair.

Hermione Granger	
Making mistakes and learning	5
Percivariance	30
Learning	60
Follows instructions	95



A drawing of an orange fox.

Mr fox	
persiverance:	90
Lerning :	100
Resilance :	88
Effort :	100

Figure 69 Examples of children's mindset trumps