THE ESSENTIAL TEACHER'S GUIDE

The VAT of Belonging and Believing

START HERE!



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Slide 1 - The VAT of Belonging and Believing Introduction Slide

There are no VAT icons for this slide.

Slide 2 - The VAT of Belonging and Believing Licencing Slide

There are no VAT icons for this slide.

Slide 3 - All Aboard as we set off on our learning journey!



Vocabulary This slide introduces the word (concept) of kindness.

Slide 4 - Fill Your Bucket song



Vocabulary

Words from the bucket song are provided on flash cards via a link to a PDF:

- sharing, concern, friendship, kind, nice, help, helpful, smile.

Fill Your Bucket Song lyrics are also provided via a link to a PDF.



Artefact

Watch the video and listen to the song - discuss with the children which

words about kindness they can hear.



Text

The lyrics from the song have been provided. These can be read with the children to reinforce the children's understanding of the text. Whilst listening to the song, children can be encouraged to read and speak the

'kindness words'.

Slide 5 - What kind things can we put in our bucket?



Vocabulary

Dual coding is matching pictures to words. This helps to build the child's

understanding.

The bucket activity uses dual coding: hovering over the picture will reveal the

matching word.



Artefact

The learning focus (artefact) of this activity is to explore the pictures and

consider acts of kindness. Encourage the children to drag the pictures /

words of 'kindness' into the bucket.

Link to PDF Flashcards download.

Slide 6 - Get ready with your thinking hat...



Vocabulary Vocabulary will be explored to help build the word bank for deeper learning.



Artefact

Artefacts can include people, pictures, videos, songs and other items that help bring the learning alive.



Text

Text and story used within this digital tool will help children build a deeper

understanding of the concept of kindness as they go on their learning

journey.

Slide 7 - Welcome to the learning bus

There are no VAT icons for this slide.

Use the mouse to 'drag' all of the children onto the bus.

Slide 8 - All aboard the learning bus

There are no VAT icons for this slide.

Slide 9 - It's easy to be kind!

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Vocabulary The flash cards could be used again here this time focusing on kindness, kind,

and smile in particular as a way to reinforce the children's learning from the

Fill Your Bucket Song.

Artefact Listen to the video song with the children and encourage them to consider

what kindness words are used.

Text Follow the words in the song with the children to support their reading and

vocabulary development.

Slide 10 – Let's take the Happy People road

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Vocabulary Listening for new words

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Artefact Looking for and learning new things

Text Thinking about new stories

Slide 11 - On board our bus, let's go learning!



Vocabulary Listening for new words



Artefact Looking for new things



Text Thinking about new stories

Slide 12 - Hello, I'm Wilf



Artefact Wilf is a real person (live artefact). The following slides relating to Wilf and

his family will help children gain an understanding of humanist beliefs about

kindness.



Text The text on the following slides enable the children to gain an insight into

the real life story of Wilf and his family.

Slide 13 - Playing in the park



Artefact

This picture can be used to introduce Wilf as a real child. Encourage the children to think about how they can relate to Wilf as a child of a similar age. Using the picture, the children can be encouraged to reflect on key ideas

such as play, family and friends.

Encourage discussion and ask questions such as:

Where do you like to play?

Who do you like playing with? Who are your friends and family? What is important to you?



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken will support reading and vocabulary development.

Slide 14 - On your journey look and listen for Wilf's kindness words



Vocabulary

This is a vocabulary task where each word is matched to a picture (dual coding) to help the children understand the words and remember them. The words become 'sticky'.

A link to a set of these words as 'flashcards' is provided here as a resource: nice, caring, care, charity, happy, donate, give, help.

Slide 15 - Caring for each other is important



Vocabulary

This slide focuses on the keywords of caring and care.

Drag the word to put it into the bucket.

These words can be found in the set of Wilf's flashcards.

This is a dual coding activity matching the picture of Wilf and his older sister

Gwen to the words caring and care.



Artefact

The picture provides a focus to unpack the concept of care and caring

through discussion and asking questions such as those included on the slide.



Text

The text can be read with the children. Pointing to each word as it is spoken,

reinforces the children's understanding of the text.

Slide 16 - Think of something kind to do each month



Vocabulary

This slide focuses on the key word of help.

Drag the word to put it into the bucket.

This word can be found in the set of Wilf's flashcards.

Link to Wilf's flashcards PDF.

Slide 17 - What does Wilf's family do to help others?



Vocabulary

This slide focuses on the keyword of help.

This word can be found in the set of Wilf's flashcards.



Artefact

This slide illustrates the way in which Wilf's family put their (humanist)

beliefs and values into action.

The list, as an artefact, provides a stimulus for the children to think about the

different things that Wilf and his family do to help others.

Encourage discussion and ask questions such as: What kind of things do you do to help others? This could be as individuals, family, or as a class or as a school.

A PDF of the list is provided here as a resource.



Text

The list as the text, can be read with the children. Pointing to each word as it

is spoken, reinforces the children's understanding of the text.

Slide 18 - Find the things that Wilf's family do to help others

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Vocabulary This is a vocabulary task where key words are matched to the pictures (dual

coding). This helps the children to understand the words and remember them. The words become 'sticky'. Click onto each shape to find the pictures,

words and sentences.

Artefact The Artefacts are the pictures on the slide that can be used to stimulate

questions and answers.

Text Behind each shape you will discover text. Read with the children. Pointing to

each word as it is spoken, reinforces the children's understanding of the text.

Slide 19 - We give money to help children have a better life



Vocabulary This slide focuses on the keyword of give (giving).

Drag the word to put it into the bucket.

This word can be found in the set of Wilf's flashcards.

Artefact The artefact is the photograph on the slide.

This is a dual coding activity matching the picture to the idea of giving. It provides a stimulus for questions and answers about giving to help others. Encourage the children to think about giving and pose questions such as: Is there anything that you give to help others? E.g. acts of kindness, time,

money, toys etc

It will probably be necessary to explore with the children the idea of a

'better life' i.e. what does it mean to have a better life?

Text The text from the slide can be read with the children 'we give money to help

children have a better life'. Pointing to each word as it is spoken reinforces

the children's understanding of the text.

Slide 20 - Sometimes we donate to our local foodbank



Vocabulary This slide focuses on the keyword of donate.

Drag the word to put it into the bucket.

This word can be found in Wilf's flashcards.

The slide introduces the term foodbank. This may need to be explained.

*

Artefact The picture, as the artefact, provides a stimulus for questions and answers.

It can be used to consider what a food bank is and why some people donate

and why some people need to receive help.

Encourage the children to recognise the link between donating and being

kind and helpful.

Text

The text from the slide can be read with the children. Pointing to each word

as it is spoken reinforces the children's understanding of the text.

Slide 21 - Mum has a coffee morning to help collect money for charity



Vocabulary This slide focuses on the keyword of charity.

Drag the word to put it into the bucket.

This word can be found in Wilf's flashcards.



Artefact The artefact is the photograph on the slide. It provides a stimulus for

questions and answers about collecting money through a coffee morning.

This is a dual coding activity matching the picture of the coffee morning to the word charity. It provides a stimulus for questions and answers about giving to help others. The concept of charity builds on the idea of giving which has been explored in the previous slide.

Links are provided to access a variety of different charitable organisations. The logos of the charities could be used as a resource for further exploration. Click on the link below to access a PDF of the charity logos. It may take a little time to load!

Link to the charity logos PDF



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

Slide 22 - My mum and dad are humanists



Vocabulary

This slide introduces the term 'humanists'. An understanding of this worldview can be explored further with the support of these notes and the following slides.



Artefact

The artefact is the photograph on the slide.

It provides a stimulus for questions and answers about Wilf's family. It begins to introduce Wilf's parents' beliefs and values as a family and as humanists.

'Family is of great importance to humanists. They believe that the love, commitment and support of their family and friends is really important to help them in life. Wilf's family enjoy spending time together, making the most of every day and appreciating the life they have.

Humanists believe that this is the one and only life and world they have. As a result, they believe that people should make the most of their lives while on Earth.' Extract from Belonging and Believing My Humanist Family © Gill Vaisey, Books at Press.

Encourage the children to think about the concept of 'lucky' and pose questions such as: Why do you think Wilf's family feel lucky to be alive? What do you feel happy or lucky about in your life?

The Happy Human symbol can be noted (with intrigue) here and is explored in the later slides.



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

Slide 23 - Many people believe this life is the only one they will have



Vocabulary

This slide introduces the term believe (belief/ believing). This concept of belief within humanism is often expressed through acts of kindness.

Extract from Belonging and Believing My Humanist Family.

This word 'care' can be found in the set of Wilf's flashcards.



Artefact

The artefact is the photograph on the slide.

It provides a stimulus for questions and answers and can be used to explore Wilf's family's beliefs and how they act in the world.

Use the flashcards and encourage the children to match the flashcard words to different aspects within the picture (dual coding).

What can we see in the picture?

What acts of kindness?

The Happy Human symbol can again be noted here and is explored in the later slides



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

This slide introduces the term believe (belief / believing). This concept of belief within humanism is often expressed through acts of kindness. 'Humanists believe they have a responsibility to take care of each other. Humanists are greatly concerned with human welfare and are proactive in helping others'. Extract from Belonging and Believing My Humanist Family © Gill Vaisey, Books at Press.

Slide 24 - Work hard and be nice to people



Vocabulary This slide focuses on the words nice and happy.

Drag the word to put it into the bucket.

This word can be found in Wilf's flashcards.



Artefact

The artefact is the photograph on the slide.

It provides a stimulus for questions and answers and can be used to explore

the link between being nice and making others happy.

Click on the poster that Wilf is reading to watch a video of him singing about

being kind and nice to people.

A link to access a PDF of the poster is provided.



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

Slide 25 - We have a special symbol called the Happy Human



Vocabulary

This slide focuses on the word happy.

Drag the word to put it into the bucket.

This word can be found in Wilf's flashcards.

This slide introduces the term 'symbol' and the concept of 'special'. Explore these 'big ideas' with the children: what is special for you? (people, toys, places, celebrations). Discuss the word 'symbol' – you may want to look the meaning up and look at some examples of symbols you can find in school. The artefact is the Happy Human symbol. This is a dual coding activity



Artefact

The artefact is the Happy Human symbol. This is a dual coding activity matching the Happy Human symbol with the word 'happy'. What makes people happy?

Explore with the children why the Happy Human symbol is special to Wilf e.g. because Wilf and his family believe they should try to create their own happiness and make others happy too. Happiness can be partly achieved through acts of kindness.

'The Happy Human is the international symbol of humanism. Various versions of the symbol are used around the world by national and local humanist organisations and by Humanists International. In 2017, Humanists UK adopted a different version of the Happy Human which it currently uses as part of its official logo.' Extract from Belonging and Believing My Humanist Family © Gill Vaisey, Books at Press.



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

Slide 26 - Can you spot the odd one out? Game 1

There are no VAT icons for this slide.

Hover the mouse over each symbol to reveal the question 'Is it...'

Click the symbols to reveal the 'Oops, sorry try again' or the 'Well done' slide.

Click the 'play' sign to hear Wilf's ask 'which of these Happy Human symbols is different'

From the 'Oops, sorry' slide, click the **Click here to try again** button to return to the Odd One Out slide.

From the 'Well done, that is the right answer' slide, **click the Return button** to return to the Odd One Out slide.

From the Odd One Out slide, use the 'next slide' arrow to move on to the next slide.



Click here to try again





Slide 27 - Can you spot the odd one out? Game 2

There are no VAT icons for this slide.

Hover the mouse over each symbol to reveal the question 'is it...'
Click the symbol to reveal 'Oops, sorry try again' or 'Well done' slide
Click the 'play' sign to hear Wilf's ask 'which of these Happy Human
symbols is different'

From the 'Oops, sorry' slide, click the **Click here to try again** button to return to the Odd One Out slide.

From the 'Well done, that is the right answer' slide, **click the Return button** to return to the Odd One Out slide.

From the Odd One Out slide, use the 'next slide' arrow to move on to the next slide



Click here to try again





Slide 28 - Can you spot the odd one out? Game 3

There are no VAT icons for this slide.

Hover the mouse over each symbol to reveal the question 'is it...'
Click the symbol to reveal 'Oops, sorry try again' or 'Well done' slide
Click the 'play' sign to hear Wilf's ask 'which of these Happy Human
symbols is different'

From the 'Oops, sorry' slide, click the **Click here to try again** button to return to the Odd One Out slide

From the 'Well done, that is the right answer' slide, **click the Return button** to return to the Odd One Out slide

From the Odd One Out slide, use the 'next slide' arrow to move on to the next slide



Click here to try again





Slide 29 - Can you find the Happy Human symbol?

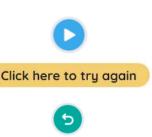
There are no VAT icons for this slide.

Hover the mouse over each charity logo to reveal the question 'is it...'

Click the symbol to reveal 'Oops, sorry try again' or 'Well done' slide Click the 'play' sign to hear Wilf's ask 'can you find the Happy Human symbol'

From the 'Oops, sorry' slide, click the **Click here to try again** button to return to the Find the Happy Human slide From the 'Well done, that is the right answer' slide, **click the Return button** to return to the Find the Happy Human slide

From the Find the Happy Human symbol? slide use the 'next slide' arrow to move on to the next slide.





Slide 30 - Not all Happy Human symbols are the same

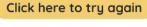
There are no VAT icons for this slide.

Wilf's family live in Wales. Can you find the Happy Human symbol that is used in Wales? Click the symbol to reveal 'Oops, sorry try again' or 'Well done' slide

From the 'Oops, sorry' slide, click the **Click here to try again** button to return to the Not all Happy Human... slide
From the 'Well done, that is the right answer' slide, **click the**

Return button to return to the Not all Happy Human... slide

From the 'Not all Happy Human symbols are the same' slide, use the 'next slide' arrow to move on to the next slide.







Slide 31 - What would your happy symbol look like?



Vocabulary

This slide focuses on the words happy and symbol. Use this as a recap opportunity- revisiting the work from slide 25.



Artefact

It provides a stimulus for questions and answers and can be used to explore the idea of 'symbols'. It can also be used to explore the concept of happiness (happy): What makes Wilf and his family happy? What makes you happy at school? What makes you happy? A task can be set for the children to design their own 'happy symbol'. Children might recognise that different things make different people happy. Humanists are encouraged to welcome and accept differences.



Text

The text from the slide can be read with the children. Pointing to each word as it is spoken reinforces the children's understanding of the text.

Slide 32 - What do Wilf and his family do to be kind?



Vocabulary

This slide is a retrieval exercise. Encourage the children to recall the five keywords that they have explored on Wilf's slides: the five words are: care, help, give, donate, charity.

The task once again uses a dual-coding approach, asking the children to match the picture on the slide to a word that they have explored whilst learning about Wilf.



Artefact

The artefacts are the photographs and images on the slides. They can be used for more detailed discussion and reinforcement of the keywords and concepts, as well as to enable the children to complete the retrieval exercise. What did the children recall?

Did the children manage to match the keywords with the images (dual coding)?



What do you need to revisit again?

Reading the text within this cognitive memory activity will help children embed their understanding of the concept of kindness that they have been exploring on their learning journey in relation to Wilf and his humanist family.