



Communications and reliability

Lesson Plan: Class 02 / DL / 18



Overall goal of the lesson: Children will learn about different ways communications happens and the importance of reliability in communications

Prior knowledge required: None

MODULE 1:

Module time: 35 minutes

Goal: A good understanding of the complexities involved in communications and the role reliability plays in communication.

Description: Children will learn about the way and methods of communication and the importance of ensuring reliability

Material required:

Physical:

1. One copy of the worksheet (Communication and reliability) per child.
2. Writing material to solve the worksheet: pencil and eraser.
3. Blank paper or cards for classroom role playing activity
4. Crayons/sketch pens for classroom role playing activity

Electronic:

PPT Presentation for Communication and reliability.

Procedure Summary:

1. Distribute the worksheets (Communication and reliability) to the children.

Procedure Details:

1. Start the class by introducing a basic definition of communication
 - a. Teacher presents pointing to the slide, the sender, receiver, message and reply.
2. Ask around and list the ways in which communication happens.
 - a. as the children give the possibilities, teacher writes on board,
 - b. teacher then points to the worksheet where children have to write the different ways communications happen
3. Reliability in communications – Two activities
 - a. Sending a parcel – (Should reach in under 1 minute)
 - i. Teacher is recipient and is on one corner
 - ii. One pupil is sender and is in another corner
 - iii. 5 (can increase to 7-8) other pupils are intermediaries and numbered from 1 to 5.
 - iv. Intermediaries read-out their number and are positioned randomly across the classroom.
 - v. Sender gives parcel to Intermediary 1 and so on till parcel reaches teacher.
 - vi. two other students can act as obstacles and prevent parcels from moving.
 - vii. *Ask students what happened when the parcel deviated from path?*
 - viii. *Teacher demonstrate how if the path deviates, the parcel can be lost or delayed.*
 - ix. *Key take away is message should not be lost and should reach on time.*
 - b. Game of Chinese whispers or Grape Vine – (Will need 10 students of odd roll numbers, and 10 students of even roll numbers)

Teacher arranges children preferably in a semi-circle separated by an elbow length distance (easier to whisper)

Whisper a message in the ear of child at Position 1: say: "Susan sails solid ships through silly seas" or "Tom pats his head while rubbing his stomach" or "Simple Simon met a pie man on the way to the fair, said simple Simon to the pie man, let me taste your ware".

Child 1 then whispers in child 2's ear and so on taking care of the odd or even numbers.

The last child then says the message out loud to the class room. Most likely, there will be confusion in the even and odd roll numbers.

If the teacher thinks that the message is not right, traverse back from last child to say out loud the message they got and go on till the first child. This will show where the message got distorted.

Teacher asks the students – "what happened to the message"?

Key take away – Message must be intact.

4. Types of communication: one-to-one (peer-to-peer)

Activity – role play for a phone call

Teacher asks how many senders and how many receivers. Expected answer is one sender and one receiver.

5. Types of communication one-to-many

Activity: Teacher asks one of the students to read from the book

Teacher asks how many senders and how many receivers. Expected answer is one sender and many receivers.

Summarization

Teacher summarizes the different parts of communication

Teacher summarizes the rules for reliability in communication

Teacher summarizes the different methods of communication

Teacher then explains the worksheet/activity sheet with help from the PPT.

Assessment:

Answer questions on the activity sheet