

Causes and Consequences

ROSIE'S CALF CLUB

ESSENTIAL QUESTION

Do our actions have consequences?

WHAT ARE WE LEARNING?

- What is needed to keep our pet happy and healthy

TRY THIS WITH

- Years 1-4
- Students who have an interest in knowing right from wrong
- Students who love to use ICT to show their learning

FIND

- Identify
- Record
- Retell
- Illustrate
- Discuss
- Express

Introduce the terms 'action', 'cause' and 'consequence', clarify the meanings of these words.

Question what students would do if they were outside and it started to rain. Use Wunderlist to record suggestions.

In groups, identify a school and classroom rule and role play the action, the cause and the consequence.

APPLY

- Act
- Connect
- Organise
- Show
- Differences
- Inspect

Repeat the activity again, looking at different scenarios from the game. What would students do if it is raining? What would happen if they forgot to feed their calf?

Show the students the Health and Happiness bars on Rosie's Calf Club game. Discuss what these mean and ways their calf can feel happier or healthier.

What are the things that could make their calf feel sad or unwell? Use Flipboard to see if students can source examples of causes and consequences relating to the dairy industry.

PRODUCE

- Compose
- Model
- Theorise
- Argue
- Evaluate
- Give Reasons

As a class, create a list of causes, actions and consequences individuals have come across when caring for their virtual calf.

Students then create a cause and consequence flow chart using images from Rosie's Calf Club game to drag and drop. Use Instagram for this challenge or another visual presentation method of your choice.

Older students could compile their own list of cause and consequences as they play the game.

Check: Does the student's work clearly show actions matching with consequences?



SUCCESS CRITERIA

Students can check they have completed the task successfully by:

- Agreeing on what the flow chart should include to successfully show their learning
- Explaining a number of actions
- Allowing others the opportunity to read their chart and describe what they see

PRINCIPLES	VALUES	KEY COMPETENCIES	LEARNING AREAS	WORD BANK	RESOURCES REQUIRED
Learning to learn Community engagement	Innovation, inquiry and curiosity Respect	Managing self Relating to others Thinking	Social Studies English	Action Consequence Trust Cause	Rosie's Calf Club Game