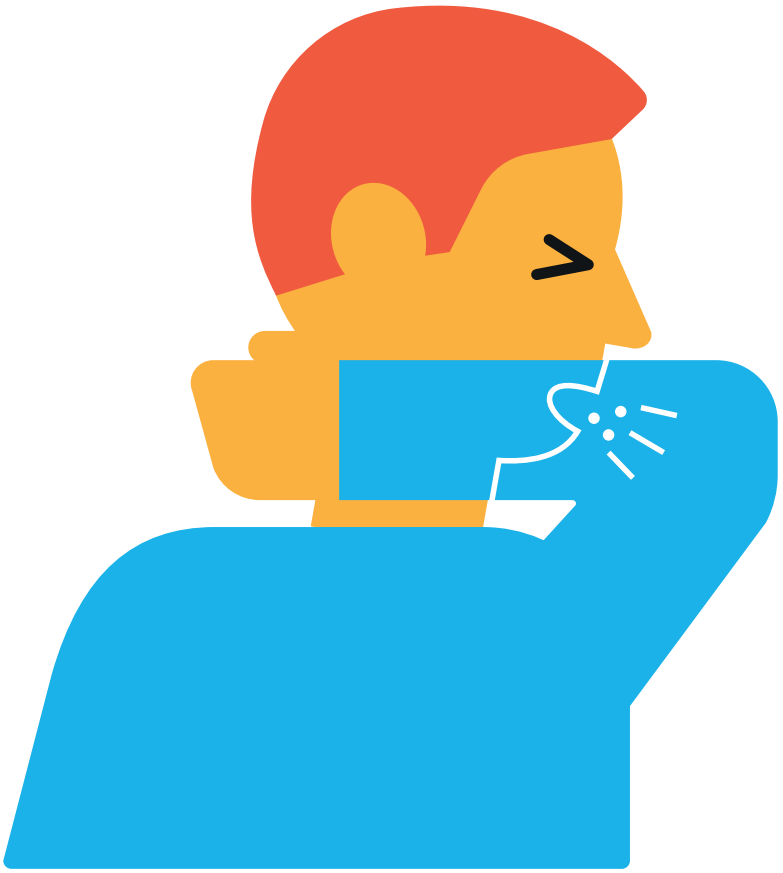
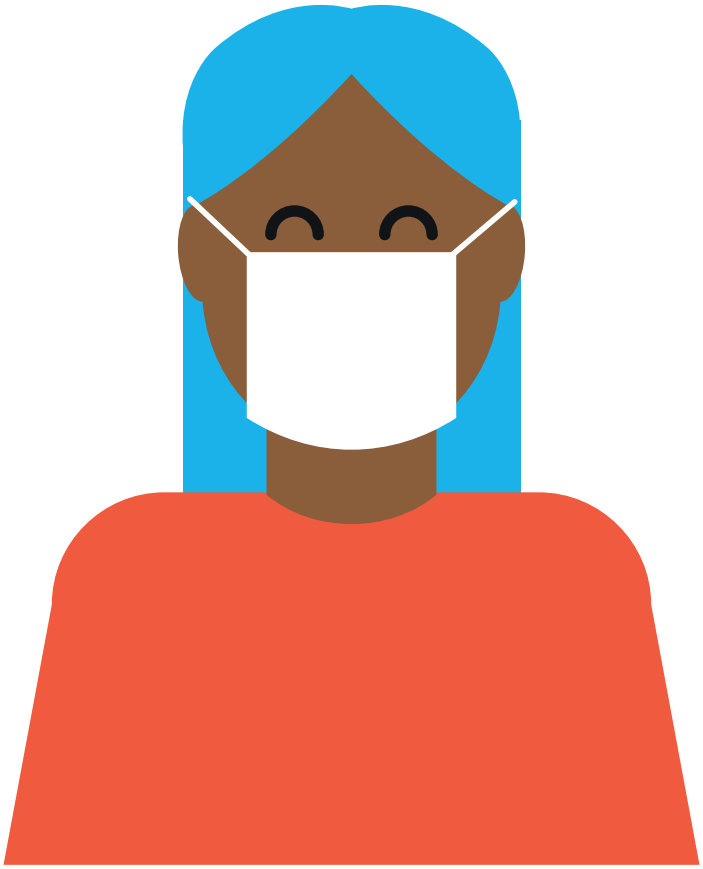


(elbow) cough

DIFFICULTY LEVEL

●○○



(face) mask

DIFFICULTY LEVEL

●○○

(hand) washing

DIFFICULTY LEVEL

●○○

doctors

DIFFICULTY LEVEL

●○○

hospital

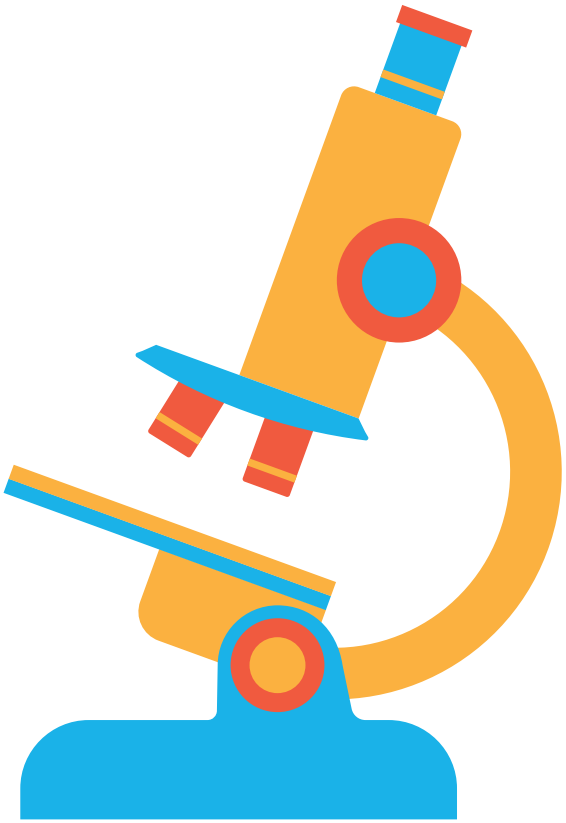
DIFFICULTY LEVEL

●○○

ill

DIFFICULTY LEVEL

●○○



microscope

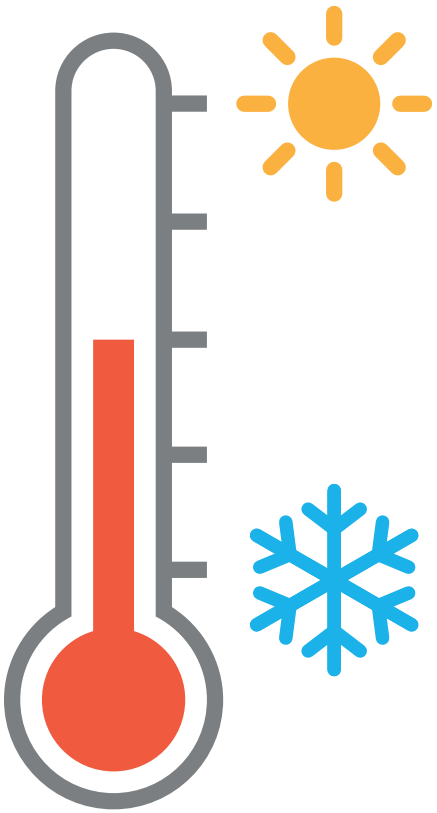
DIFFICULTY LEVEL

●○○

smell

DIFFICULTY LEVEL

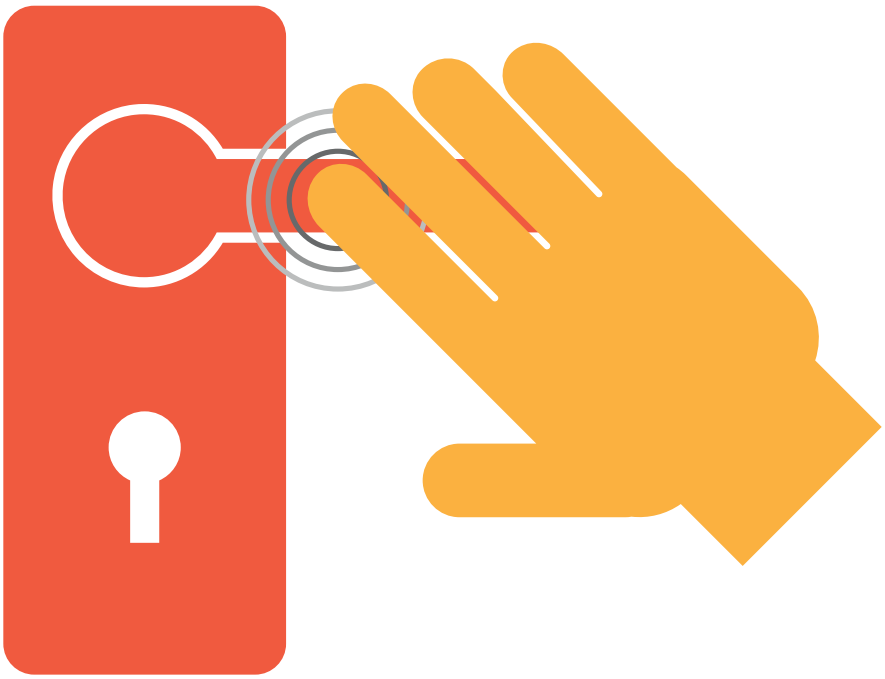
●○○



temperature

DIFFICULTY LEVEL

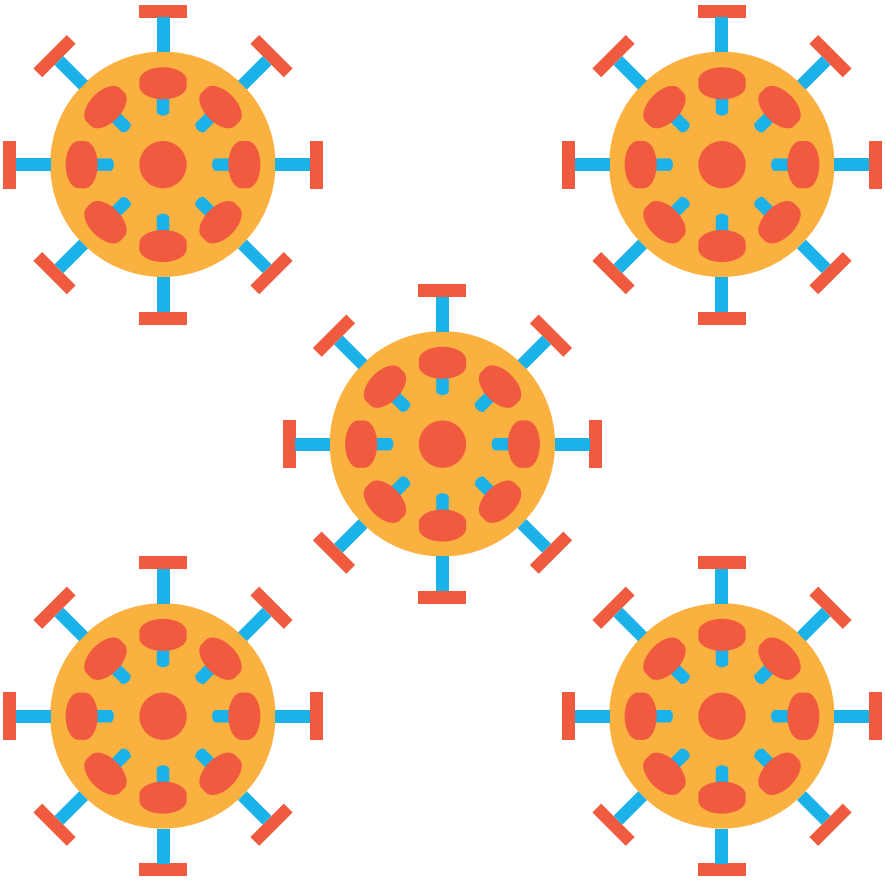
●○○



touch

DIFFICULTY LEVEL

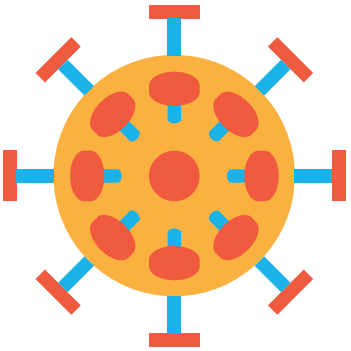
●○○

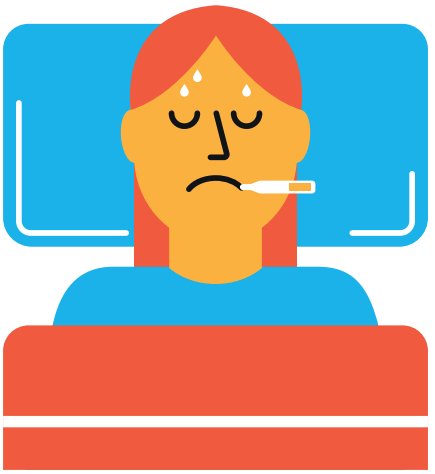


(corona) virus

DIFFICULTY LEVEL

●●○





covid-19

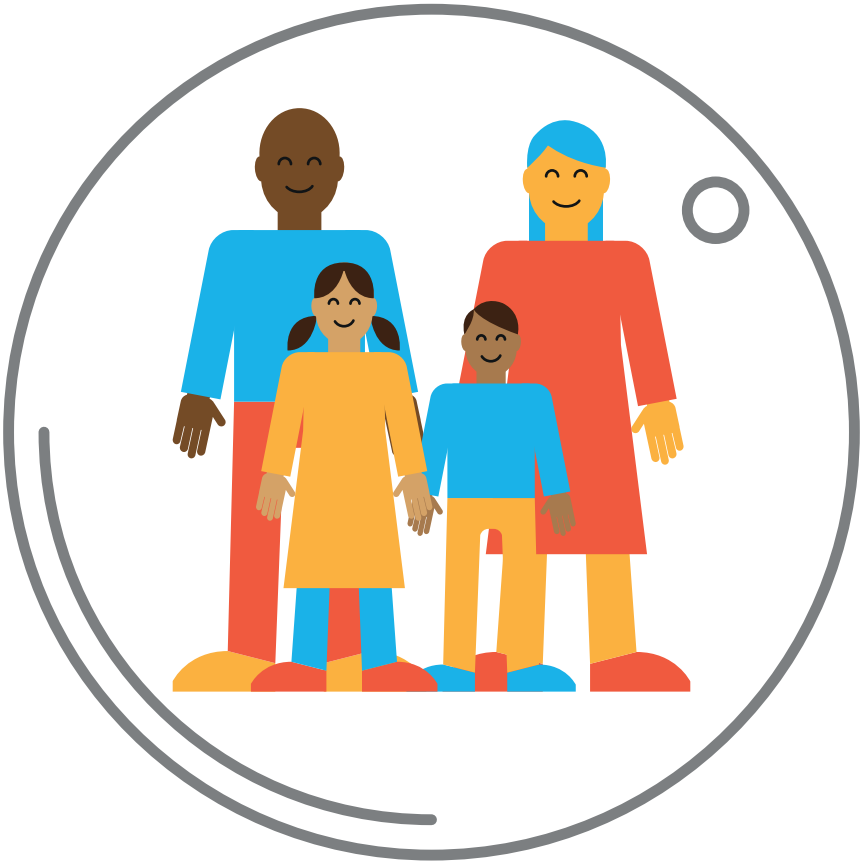
DIFFICULTY LEVEL

●●○

healthy

DIFFICULTY LEVEL

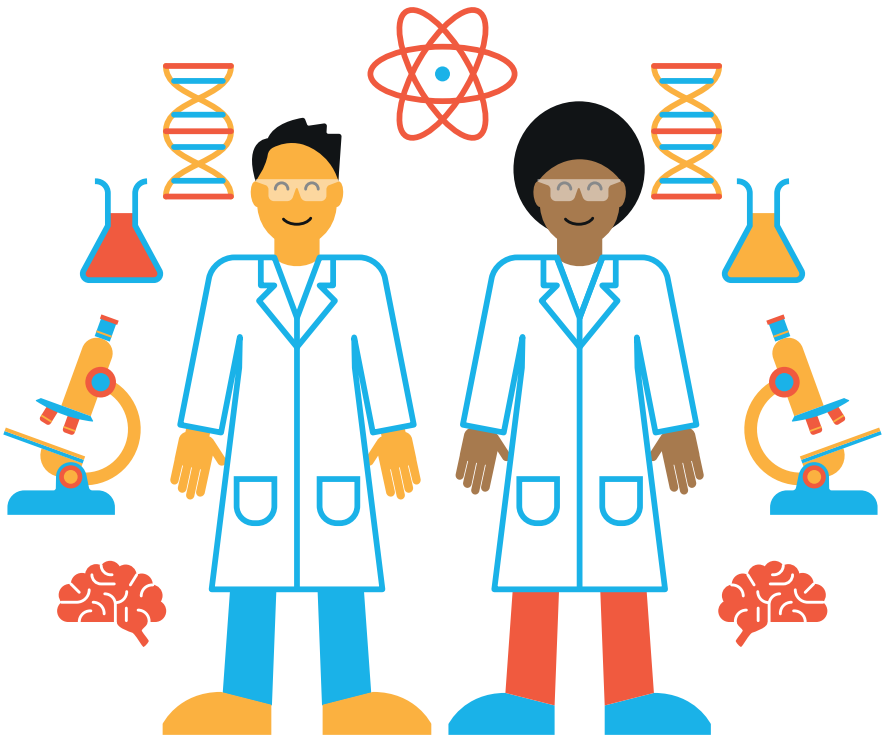
●●○



bubble

DIFFICULTY LEVEL

●●○



scientists

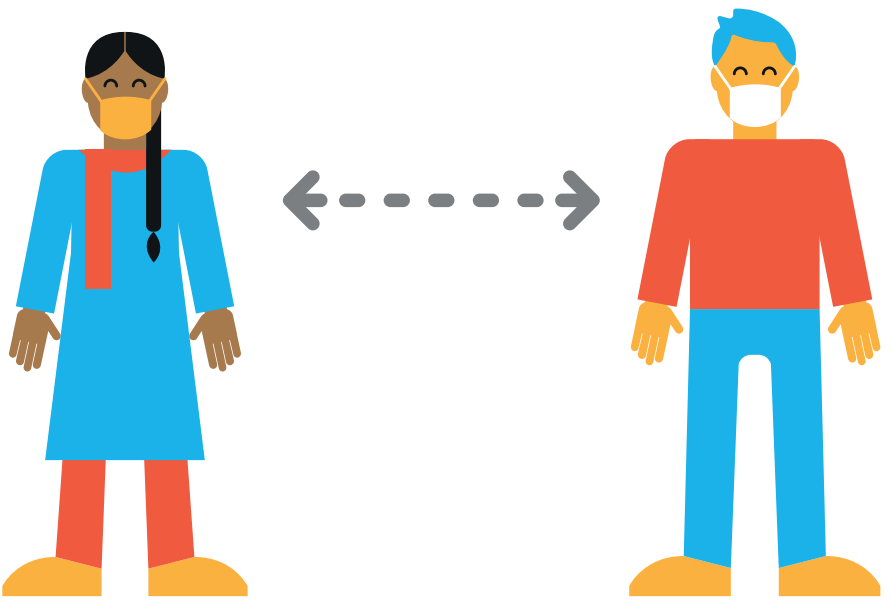
DIFFICULTY LEVEL

●●○

lockdown

DIFFICULTY LEVEL

●●○



(physical) distancing

DIFFICULTY LEVEL

●●○

taste

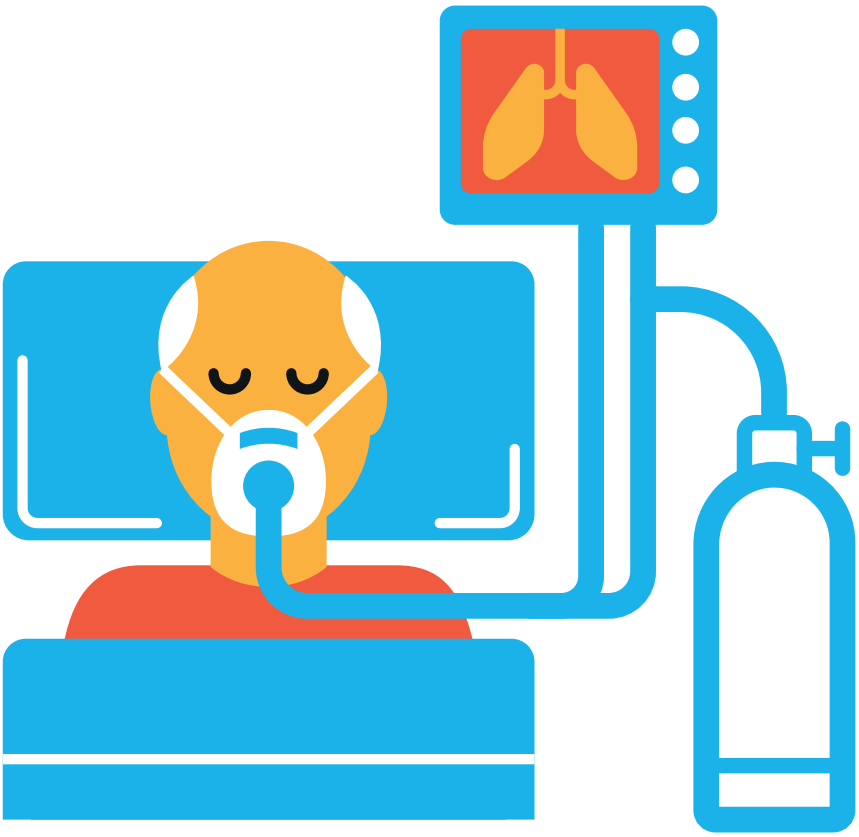
DIFFICULTY LEVEL

●●○

testing

DIFFICULTY LEVEL

●●○



ventilator

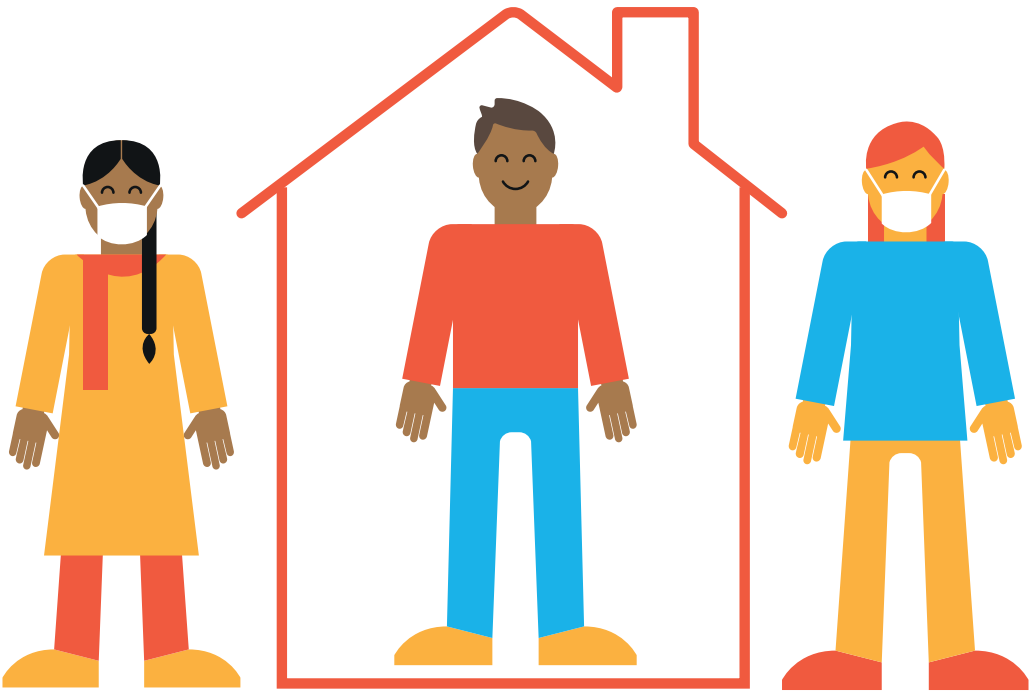
DIFFICULTY LEVEL

●●○

contact tracing

DIFFICULTY LEVEL

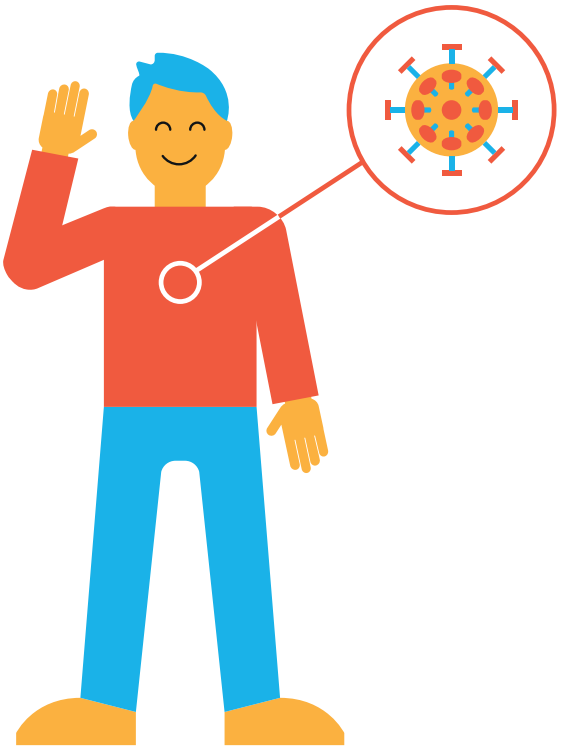
●●●



(self) isolation

DIFFICULTY LEVEL

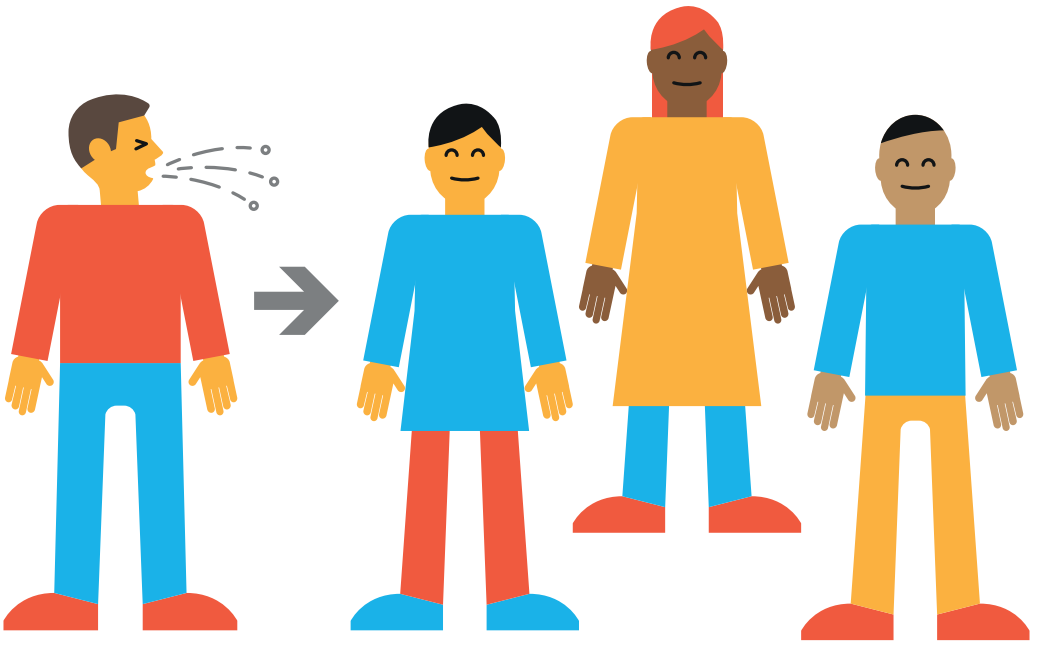
●●●



asymptomatic

DIFFICULTY LEVEL

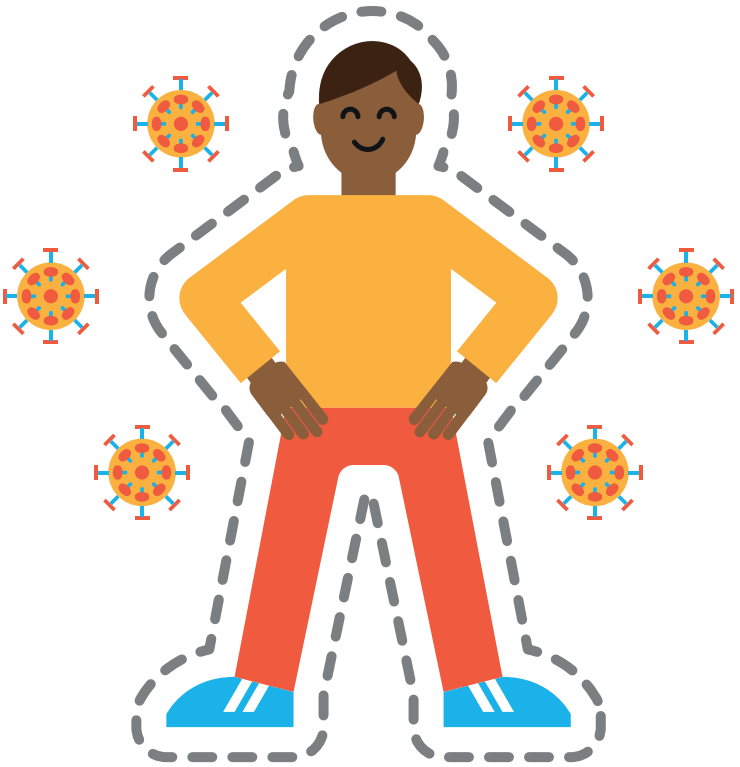
●●●



contagious

DIFFICULTY LEVEL

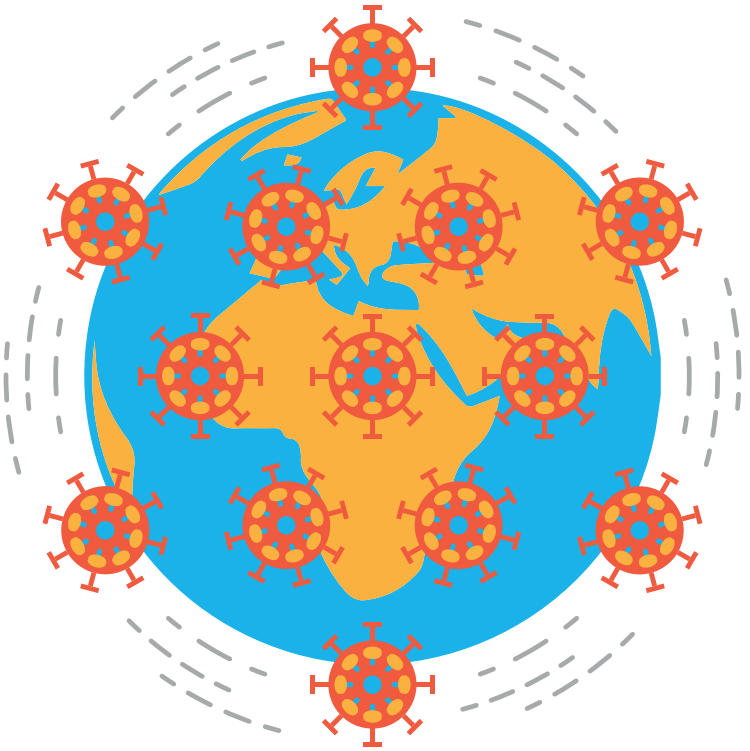
●●●



immune

DIFFICULTY LEVEL

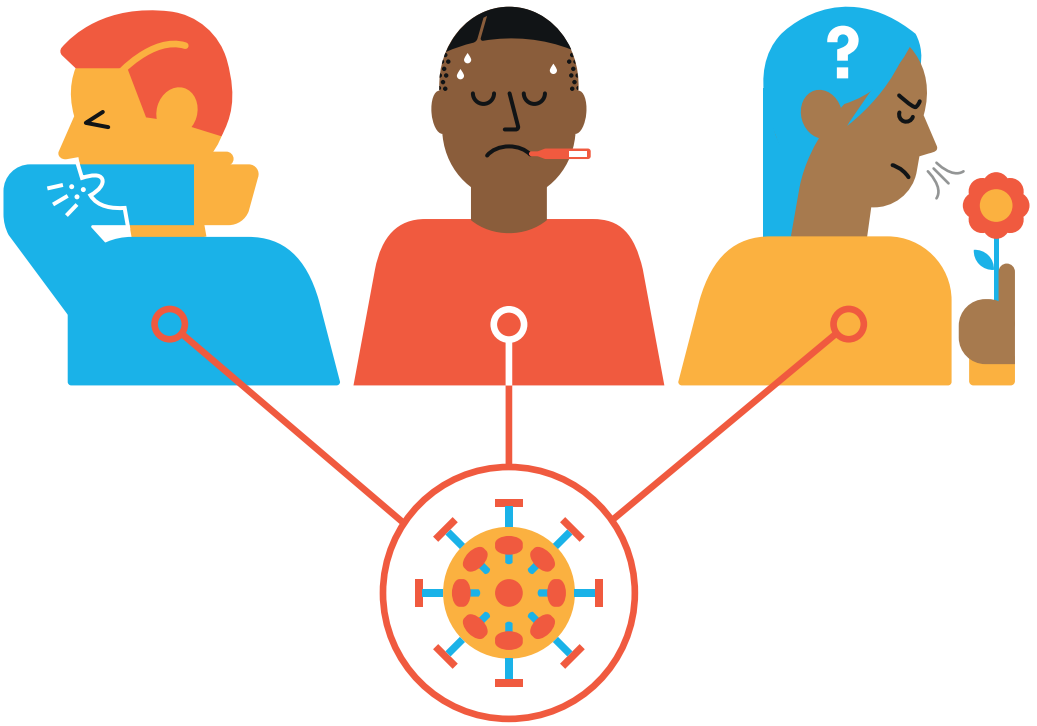
●●●



pandemic

DIFFICULTY LEVEL

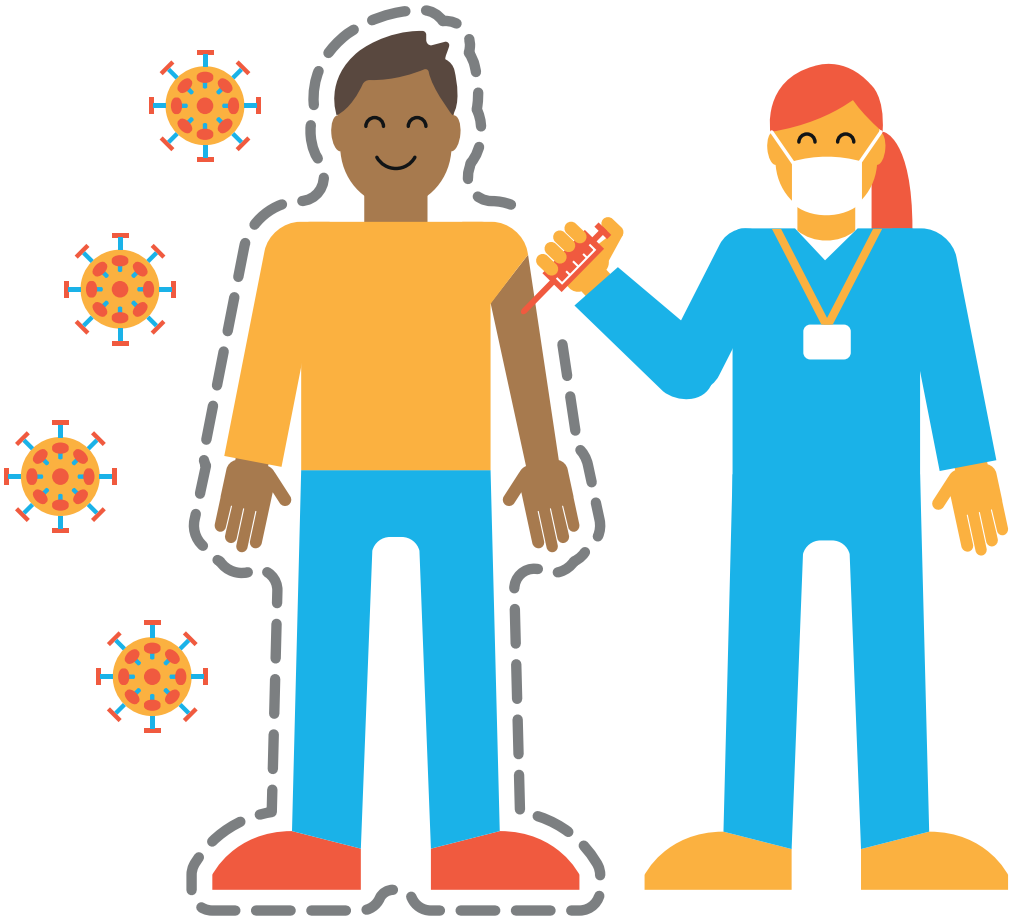
●●●



symptoms

DIFFICULTY LEVEL

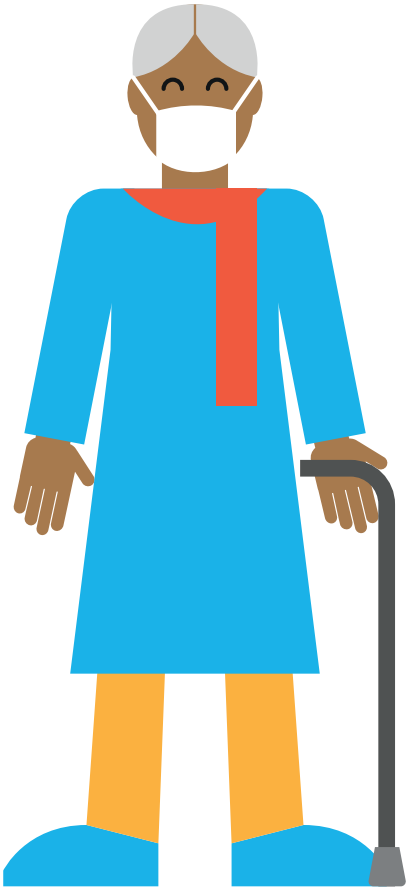
●●●



vaccine

DIFFICULTY LEVEL

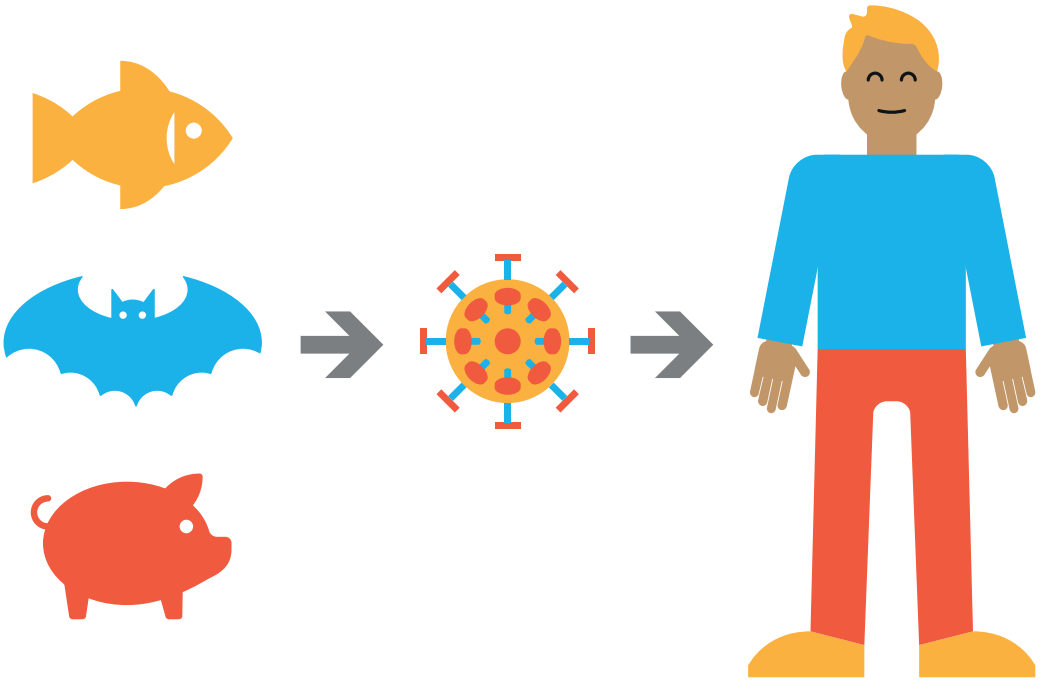
●●●



vulnerable

DIFFICULTY LEVEL

●●●



zoonotic

DIFFICULTY LEVEL

●●●

TALKING ONLY
GESTURES ONLY
GESTURES & TALKING

STEAM CHARADES

COVID-19 EDITION

INSTRUCTIONS

www.steamcharades.info

Why STEAM Charades: Covid-19 special edition?

STEAM Charades extends a familiar game to encourage reflection on the role of gestures in learning. The game has been inspired by international research examining the role of gesture in the way children think and learn in areas such as **Science, Technology, Engineering, Arts** or **Mathematics (STEAM)**.

This **Covid-19 Special Edition** adapts **STEAM Charades** to provide an engaging way for children to learn, discuss and share experiences related to the Covid-19 pandemic.

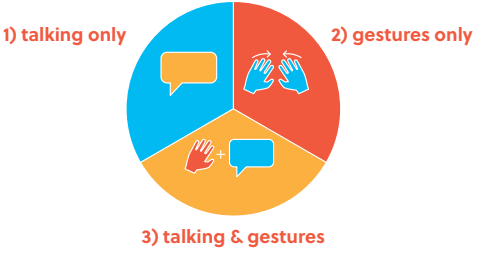
As well as science learning, this Covid-19 edition has been designed to support children's wellbeing by providing a safe, positive, and diverse way to talk about terms they may have heard and some of the changes they and others are being asked to make, in and out of school.

We have carefully selected 30 terms used frequently in discussions concerning the pandemic. The significance of these terms may change over time as our collective/global understanding of Covid-19 evolves – a good reflection on the nature of science.

How to play

The aim of the game is to describe the term on a card to others (without saying the word itself!) so they guess that word as quickly as possible.

1. Choose whether to play in teams or individually. Select first player (e.g., the youngest person).
2. Decide (randomly, in turn, or other) how the player has to explain for their turn: **1) gestures only** (no talking); **2) talking only** (no gestures), or **3) gestures and talking**.
3. The player selects the top card of a shuffled pack (or is given/shown a card by an adult).
4. Players have **1 minute** to successfully describe as many cards as they can.



Take it further

If scoring, players receive 1-3 points per card depending on card difficulty levels.

Be flexible! You may want to give players more than a minute.

You may want to play all cards with **just gestures**.

Stop to talk more about each card.

Create your own cards!

DIFFICULTY LEVELS: EASY ●○○
MODERATE ●●○
ADVANCED ●●●

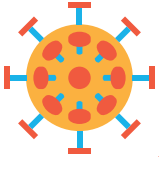
We encourage you to adapt and play these cards as works best in your context and with sensitivity to the range of emotional experiences children may associate with some of the terms.

STEAM Charades and Embodied Learning

STEAM Charades was developed at the University of Edinburgh to communicate research into Embodied Learning and encourage adults and children to reflect more about how we use gestures to communicate ideas.

Embodied Learning emphasises the role of sensory and action experiences in how we think about, make sense of, and learn about the world, including ideas that have previously been considered quite abstract in subjects like mathematics, science or computing. Evidence for **Embodied Learning** includes the way that children and adults represent concepts in spontaneous gestures when explaining or problem-solving.

More information on **Embodied Learning** can be found at **move2learn.net**



D+E CHILDREN & TECHNOLOGY

THE UNIVERSITY of EDINBURGH
Moray House School of Education and Sport

www.steamcharades.info

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