

ENGAGE

Activity Guide 2

Ernie's Goal Game

Key stage 2 • Years 3 - 6

ACTIVITY 2: Ernie's Goal Game

Learning objective:

- ▶ Your child understands they can set their own goals.

Learning approach:

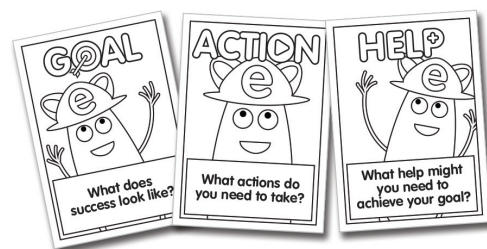
In this activity the focus is on introducing our very simple goal setting approach. This consists of:

- ▶ Set a clear goal - what does success look like?
- ▶ Describe key actions – what do you need to do to achieve your goal?
- ▶ Identify any help you need - what help might you need and where can you get it?

To make these three points stick, play Ernie's Goal Game with the printable playing cards provided. Print out the cards and cut them out. Your child can colour them if they like. Younger children will need help with this game.

The object of the game is to collect sets of the cards showing the three parts of a good goal: the **GOAL** itself; the **ACTION** to make it happen; and any **HELP** needed to make it happen.

The dealer deals 4 cards to each player. The remaining cards are placed face down in a pile in the middle. The non-dealer goes first - if they can make a set of **GOAL**, **ACTION** and **HELP** cards from their hand, they put them on the table face up, and get a point. They then pick up three new cards from the pile, so they have 4 in their hand again. Then the next player does the same.



If a player is stuck because they can't make a set of three, they can throw away a card - this is put onto the bottom of the pile, and a new card is taken off the top. The game ends when the pile has all gone, and the player with the most points wins! Print out more cards to play the game with more than two players!

Finally, challenge your child to design and draw their own game that demonstrates setting or achieving goals!

We'd love to see photos of the activities in action! Why not share your pictures at:

