

Instructions for the 'Interactive House' game

- Use this game as the second of the set or stand-alone of the three appendices. This game will embed the children's learning from the session of all the things that the children have just learnt about. They will talk about and identify different types of scams and the different signs they can look out for to spot a scam victim.
- Separate the class into groups of no more than four children per group and give each group an interactive house print out and pen, if laminated use dry wipe markers.
- Ask the groups to identify the signs of a scam within this house based on what they have learnt so far in the session, allow five minutes. Using the answer sheet work around the groups and ask them to explain one of the highlighted points and the reasons why. Ask for a show of hands to the other groups who have highlighted those scams and get them to tick/mark next to the relevant circle/scam. The Young Friends PowerPoint has the interactive house on the slides should there be a need for it to be on a larger screen for the duration of the exercise as some children would prefer a larger screen view.

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