

Young Friends Card Game

Instructions

- Use this game as the first 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.
- Place the five black posters (identifying scams) on the wall with the use of blue tack and hand out the A6 coloured cards highlighting criminal/victim behaviours along with various scams, ensuring the card "Who can help" is in the centre. Make sure the cards are shuffled prior to them being shared. Ask the class to attend in small groups or a table at a time and place the card where they believe is the most appropriate.
- Ask the class to watch where their classmates are placing the cards in case they would like to change the position. There are purposeful repeat cards within the stack ask for them to NOT be placed on the same "scam type". In some classes dependant on cohort/class size pupils will have two cards each. Do not correct the placing of cards as they go this can be discussed at the end. When all cards are placed ask the class if they would change or alter any of the cards and the reason why? Feedback on the language used - change the cards during the discussion. The children will identify a noticeable pattern.

Example:

