

An ACE lesson Active, Creative, Engaging

- ◆ Is well **planned** and **creatively resourced** to **stimulate and engage**.
- ◆ Is **progressive** with a clear starter, main task, and plenary.
- ◆ Has clear defined **quantifiable learning outcomes** that are actively **reviewed** through **timed interventions**.
- ◆ Includes a **range of activities** that **excite and actively engage**.
- ◆ **Assessment opportunities** promote **understanding and reflection**.
- ◆ Develops pupils **thinking** skills and promotes **deeper learning**.
- ◆ **Explicit targeted effective differentiation** to target all learners.
- ◆ Confident learners are developed where risk taking is encouraged.
- ◆ Makes **effective use of ICT** to enhance the learning opportunities.
- ◆ **Inspires** students to **lead** the learning, leaving them wanting more.

An ACE lesson Active, Creative, Engaging

- ◆ Is well **planned** and **creatively resourced** to **stimulate and engage**.
- ◆ Is **progressive** with a clear starter, main task, and plenary.
- ◆ Has clear defined **quantifiable learning outcomes** that are actively **reviewed** through **timed interventions**.
- ◆ Includes a **range of activities** that **excite and actively engage**.
- ◆ **Assessment opportunities** promote **understanding and reflection**.
- ◆ Develops pupils **thinking** skills and promotes **deeper learning**.
- ◆ **Explicit targeted effective differentiation** to target all learners.
- ◆ Confident learners are developed where risk taking is encouraged.
- ◆ Makes **effective use of ICT** to enhance the learning opportunities.
- ◆ **Inspires** students to **lead** the learning, leaving them wanting more.

Examples of ACE activities

- **'Show me' whiteboards** - various interactive uses.
- **Washing lines / post it notes on your white board** - What do you want to know about ...? What is the most intelligent fact you know about? Move post it notes to show progress throughout the lesson.
- **Snowballs** - students summarise a topic/concept on a piece of paper in a limited time, then crush the paper up and throw to another student in the room, that student also has a limited time to add to the summary and so on...
- **Pass the parcel** - write a question, pass them around the class, when the music stops the students are required to answer the question.
- **Relay races** - students required to summarise a topic/concept in a relay fashion - using keyword, key facts, definitions, diagrams.
- **Splat** - class works in teams, student's splat a key word or term in response to your question.
- **Memory map** - work in teams to remember and recall the information being displayed at intervals.
- **Memory game** - remember as many keywords that arrive on the board/ppt. as possible.
- **Hot seating** - questions, answers, keyword-definitions, use other students to give clues.
- **Bean bag or other prop** - quick fire questions.
- **Post-it notes under students seats** - to pick team leaders, a token to be used to ask a question, to move tables, etc.
- **Filming yourself prior to the lesson** - get into character and film yourself giving instructions/ explaining a concept - use props etc.

Examples of ACE activities

- **'Show me' whiteboards** - various interactive uses.
- **Washing lines / post it notes on your white board** - What do you want to know about ...? What is the most intelligent fact you know about? Move post it notes to show progress throughout the lesson.
- **Snowballs** - students summarise a topic/concept on a piece of paper in a limited time, then crush the paper up and throw to another student in the room, that student also has a limited time to add to the summary and so on...
- **Pass the parcel** - write a question, pass them around the class, when the music stops the students are required to answer the question.
- **Relay races** - students required to summarise a topic/concept in a relay fashion - using keyword, key facts, definitions, diagrams.
- **Splat** - class works in teams, student's splat a key word or term in response to your question.
- **Memory map** - work in teams to remember and recall the information being displayed at intervals.
- **Memory game** - remember as many keywords that arrive on the board/ppt. as possible.
- **Hot seating** - questions, answers, keyword-definitions, use other students to give clues.
- **Bean bag or other prop** - quick fire questions.
- **Post-it notes under students seats** - to pick team leaders, a token to be used to ask a question, to move tables, etc.
- **Filming yourself prior to the lesson** - get into character and film yourself giving instructions/ explaining a concept - use props etc.