

Feely bag - Trust

EXPLANATION:

The all-time favourite mystery game, the Feely Bag (or box) is a great tool for exploring the sense of touch and also perception, prediction, and analysis skills. This game also encourages trust. Children will have to 'risk' putting their hand into a bag to touch and feel unknown items building a sense of trust and security, and as a result, fostering a safe learning community.



YEAR LEVELS: Prior to school

STUDENT GROUPING: Whole class activity

LINK TO CURRICULUM:

Early Years Learning Framework

Learning Outcome 1: Children have a strong sense of identity

- 1.1 Children feel safe, secure, and supported.
- 1.2 Children develop their emerging autonomy, inter-dependence, resilience, and sense of agency.
- 1.3 Children develop knowledgeable and confident self identities.
- 1.4 Children learn to interact in relation to others with care, empathy and respect.

Learning Outcome 2: Children are connected with and contribute to their world

- 2.1 Children develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary for active community participation.
- 2.3 Children become aware of fairness.

Learning Outcome 3: Children have a strong sense of wellbeing

- 3.1 Children become strong in their social and emotional wellbeing.

SCOPE OF TASK:

Learning to trust is a valuable skill that assists children to play safely, happily and securely with each other. Exploring trust through games and activities has significant benefits. Trust-building exercises

- Teach trust concepts and build social skills
- Strengthen collaboration, perspective and confidence
- Build relationships with teachers and peers
- Encourage reliance on others supporting community development

1. Inform the children about the game they are going to play (Feely bag activity). Some children will have previous experiences with this game so ascertain their prior knowledge. Inform the children that to play the game they will need to trust the teacher because the game will require them to put their hand in a bag and touch something that they cannot see. Ask children what is trust? Questions to lead conversation might include:

- How will you feel putting your hand in the bag not knowing what is in there?
- Do you trust the teacher not to put something scary or dangerous in there?
- What is trust?
- What happens when you don't trust someone?

2. Share with the children details about how the activity is played:

- Have children sit down either in front of teacher or in a circle – in the best position to see what is coming out of the feely bag
- Put an item in feely bag – show the group the item but the child being blindfolded cannot see the item
- Before the first child puts their hand in the bag ask them how they feel about putting their hand in somewhere unknown – to touch something that they don't know? What are they feeling? Do they trust the teacher?
- The first child puts their hand into the bag and feels the item.
- The goal is for the child to feel the item, describe it and guess what it is. Ask open-ended questions to spark children's thinking for example What does this remind you of? Have you felt it before? Is it scary? Can you describe it?
- If the child makes a correct guess they can pull it out of the bag and show the item to everyone
- Ask the child how they felt about the unknown experience? Discuss words that describe the experience and the feelings of trust and mistrust

3. Every child gets a turn to put their hand in the bag and feel an unknown item. Choose a range of items that give confidence when children touch them and some items that are unknown and create uncertainty. Examples could include slime, a pineapple, ice, a darning needle, seeds etc



4. After everyone has had a turn at the game reflect on how the children felt:

- Were they nervous about putting their hand in the bag – why or why not?
- Did trust have anything to do with how they felt?
- Would they put their hand in the bag if they did not know the teacher or the person leading the game?
- What feelings, experience or knowledge is needed to trust someone?

RESOURCES:

- Bag or pillowcase for hiding items
- Range of items that have different textures and feels – try to choose some that might be tricky to determine e.g. slime, ice, banana etc