## I. Generic Themes

$\checkmark$ Playing a team building sport or game.
$\checkmark$ Storytelling with some purpose or can be for pleasure
$\checkmark$ Student-led conglom/skill sharing - e.g., Demonstrating skills (guitar playing, singing, dance, art, presentation).
$\checkmark$ Presenting and sharing about New technological ideas - Can be student led too
$\checkmark$ Inspirational congloms though video followed by reflective and awareness building dialogue
$\checkmark$ Current affairs - elections, Olympics, etc.
$\checkmark$ Self and peer awareness for character
$\checkmark$ Videos to develop the sense of gratitude, respect, love
$\checkmark$ Immersive experience followed by a dialogue. e,g., students and teachers walk barefoot and without a sweater for a certain distance in the cold, to help build a sense of empathy.
$\checkmark$ Students share with teacher and each other-"What I did over the weekend".
$\checkmark$ Sharing information from a newspaper article.
$\checkmark$ How I feel about my parents / friends.
$\checkmark$ Sharing experiences from a school trip.
$\checkmark$
Awareness about the environmental and global issues.

## II. Examples of using themes under the 5 investments

1. Cognitive Investment
$\checkmark$ Current affairs (video / ppt or an article)
$\checkmark$ People and places (culture of a place)
$\checkmark$ Some significant event in history (connected to the calendar)
$\checkmark$ Science based (amazing facts / inventions / latest technology)
2. Social and Emotional Investment
$\checkmark$ Team games
$\checkmark$ Appreciate / thank / apologise
$\checkmark$ Self and Peer awareness reflection exercises
$\checkmark$ Communication games
$\checkmark$ Social experiments
3. Physical Investment
$\checkmark$ Playing a Sports and games which involves physical activity; and with a purpose
4. Spiritual Investment
$\checkmark$ Inspirational stories - I Can / Chicken Soup for the soul
$\checkmark$ Experiences to develop gratitude (hunger/disability etc.,)
$\checkmark$ Building awareness and perpsective via dialogue and videos on World issues (such as war or violence in parts of the world; poverty; empathy for everyone around)
