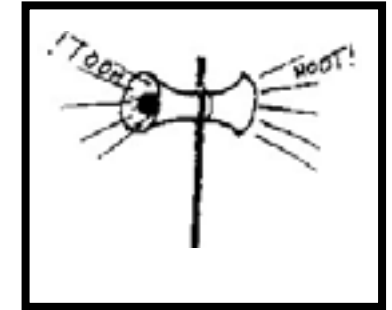
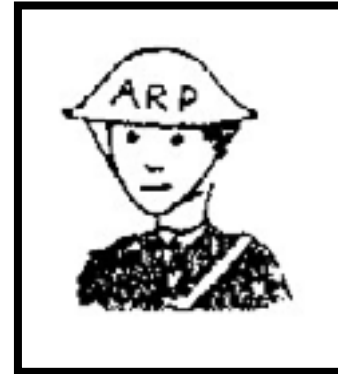
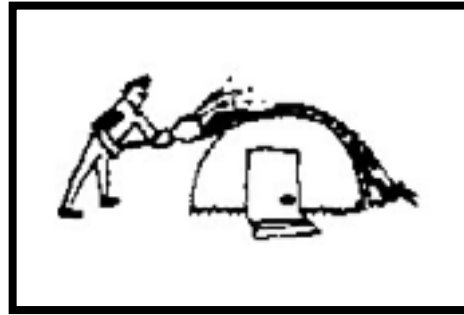


Air Raid Connect Four

House lights
can give
away where
your town is.



You need
protection
from poison
gas.

Can only be covered by a
chip with a gas mask.



Bombed
houses catch
fire.

Air raid
warning needed
to tell people a
raid is coming



Air Raid Connect Four

Developed by Wendy Robinson from Halifax High in Calderdale in 1990s. Before the game pupils can match up pictures and text. You will find play easier if the Game Board is enlarged. You can vary the number of blank chips in a game. There are two versions of the chips: with text and small picture or with enlarged picture only.

Webaddress: <http://www.collaborativelearning.org/airraidc4.pdf>

Other similar activities on

<http://www.collaborativelearning.org/historyww2.html>

Last updated 8th May 2020 (VE day!)

**Talk for Learning:
Good for all pupils!
Vital for EAL pupils!**

**Basic principles behind our talk for
learning activities:
Oracy in curriculum contexts!**

**Build on children's own prior knowledge.
Move from concrete to abstract.
Ensure everyone works with
everyone else.
Extend social language towards
curriculum language.
Provide motivating ways to go over the
same knowledge more than once.**

**It's empowering to talk an idea through
before you write about it!**

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals to develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

<http://www.collaborativelearning.org/airraidc4.pdf>

Air Raid Connect Four

Instructions

Play in pairs (or you could make two teams of two)

Each group has a game board and two sets of play chips - two different colours.

The aim of the game is to be first to get four in a row: across - down - diagonally

Shuffle the chips and place them face down. Take turns to take a chip from the top of your pile and place it on the board.

Any chip can go in a blank square. Only a correct solution can go on a square with a problem in it.



You need
protection
from poison
gas.

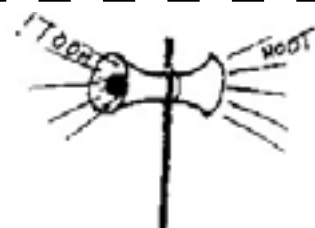
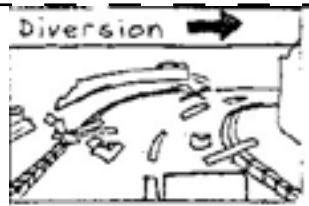
Can only be covered by a
chip with a gas mask.



Air Raid Connect Four Game Board

| | | | | | |
|--------------------------------------|--|-------------------------------------|---|--|---|
| | House lights can give away where your town is. | | Some people don't obey Air Raid Rules | | Many get hurt in air raids. |
| Rubble blocks roads. | | German pilots might see your torch. | | Bombed houses catch fire. | |
| | You need to disguise your Anderson Shelter. | | The town needs to find and shoot down German planes. | | Fires are put out with water. |
| You need protection from poison gas. | | Gas masks were too big for babies. | | Trapped people need rescuing from buildings. | |
| | Your family needs a safe place during a raid. | | Air raid warning needed to tell people a raid is coming | | Your family needs a safe place during a raid. |

Air Raid Connect Four Chips



Air Raid Connect Four Chips

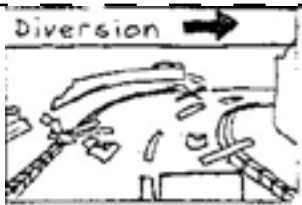


Blackout

Put out
those
lights!



Ambulance



Rubble



Blackout torch



Stirrur pump



Camouflage



Searchlight



Stirrur pump



Gas mask



Baby



Rescue



Shelter



Siren



Shelter