

# Aliens and Modal Verbs



A Glurg  
called  
Arg

Can spin very fast  
but will not.

Can fly.

Can hang upside  
down.

Would like to speak  
100 languages.

Will not hang  
upside down.

## What applies to Glurg?

Can eat metal  
pipes?

Would like  
to spin very  
fast?

Would like to  
fly?

Would like  
to speak 100  
languages?

# Connect Four Game

# Aliens and Modal Verbs

Exploration around can, cannot and will and will not. Since this is for modelling and encouraging writing, we have omitted the shorter forms which can usually only be written in scripts or dialogue. The grid information sheet is easier to use, but the biography information sheets make more reading demands and produce the most talk. Even better you might want to chop the information grids up and share them between the players so that they have to provide information for each other. As always we welcome your versions and any handsome alien drawings from your children.

P.S. The aliens' names provide practice for meaningless phonics now currently in vogue with test developers.

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<http://collaborativelearning.com/aliensandmodalverbs.pdf>

Collaborative Learning = Oracy in Context  
makes challenging curriculum accessible.  
improves social relations in the classroom.  
provides scaffolding for exploratory talk.

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials in all subject areas and for all ages.

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## BRIEF SUMMARY OF BASIC PRINCIPLES BEHIND OUR TEACHING ACTIVITIES:

The project is a teacher network, and a non-profit making educational trust. Our main aim is to develop and disseminate classroom tested examples of effective group strategies across all phases and subjects. We hope they will inspire you to use similar strategies in other topics and curriculum areas. We run teacher workshops, swapshops and conferences throughout the European Union. The project publishes a catalogue of activities plus lists in selected subject areas, and a newsletter available by post or internet: "PAPERCLIP".

\*These activities were influenced by current thinking about the role of language in learning. They are designed to help children learn through talk and active learning in small groups. They work best in mixed classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for assessment of speaking and listening and other formative assessment.

\*They support differentiation by placing a high value on what children can offer to each other on a particular topic, and also give children the chance to respect each other's views and formulate shared opinions which they can disseminate to peers. By helping them to take ideas and abstract concepts, discuss, paraphrase and move them about physically, they help to develop thinking skills.

\*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in mother tongue and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, so that you may need more than one language to complete the activity.































\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers to share an equal role in curriculum delivery. They should be adapted to local conditions. In order to help us keep pace with curriculum changes, please send any new or revised activities back to the project, so that we can add them to our lists of materials.

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# Aliens and Modal Verbs - Information Grid

|                        | can and will do this  | cannot do this  | can do this but will not  | cannot do this but would like to  |   |
|------------------------|---|---|---|---|---|
| spin very fast         |    |    |    |    | Tomp     |
| become invisible       |    |    |    |    | Troff    |
| speaking 100 languages |    |    |   |    | Slimp    |
| fly                    |    |    |    |    | Arg      |
| hang upside down       |  |  |  |  | Rong   |
| sing like a bird       |  |   |  |   | Quamp  |
| eat metal pipes        |  |  |  |   |   |



Can spin very fast  
but will not.  
Can fly.

Can hang upside  
down.  
Would like to speak  
100 languages.

**A Glurg  
called  
Arg**

Will not hang  
upside down.



Can eat metal pipes  
Can sing like a bird  
Can fly.

Would like to spin  
very fast.

**A Pling  
called  
Tomp**

Will not eat  
metal pipes



Can sing like a bird  
but will not.  
Can become invisible  
Can fly.

Can spin very fast

**A Chonk  
called  
Troff**

Would like to hang  
upside down.



Can fly.  
Can speak 100  
languages.  
Can become  
invisible.

Cannot eat metal  
pipes

**A Nimp  
called  
Quamp**

Won't fly.



Can become invisible  
Can spin very fast  
Can eat metal pipes  
Would like to fly.

**A Snit  
called  
Slimp**

Can sing like a bird  
Will not become  
invisible



Can eat metal  
pipes  
Can hang upside  
down.  
Can speak 100  
languages.  
Would like  
to become  
invisible.

**A Plarg  
called  
Rong**

Will not speak  
100 languages.

# Aliens and Modals Connect Four Board

## How to Play

This game is best played one pair against another. You need the two different colour sets of alien cards which we have provided for you. Shuffle the cards and place in two piles face down. Pairs take turns to pick a card for their colour, and place it on the board. Everyone has to agree that the card is properly placed. The pair with the first four cards in a line vertically, diagonally or horizontally wins.

|                                   |                                    |                            |                       |                               |
|-----------------------------------|------------------------------------|----------------------------|-----------------------|-------------------------------|
| Can but will not sing like a bird | Can spin very fast but will not.   | Will not hang upside down. | Can eat metal pipes   | Can fly.                      |
| Will not eat metal pipes          | Would like to speak 100 languages. | Can sing like a bird       | Can hang upside down. | Would like to spin very fast. |


























This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.


























|                       |                                 |                                    |                                 |                          |
|-----------------------|---------------------------------|------------------------------------|---------------------------------|--------------------------|
| Can hang upside down. | Can spin very fast              | Would like to fly.                 | Would like to become invisible. | Can fly.                 |
| Can become invisible. | Would like to eat metal pipes   | Can sing like a bird but will not. | Will not speak 100 languages.   | Can spin very fast       |
| Can become invisible  | Would like to hang upside down. | Will not become invisible          | Can become invisible            | Can eat metal pipes      |
| Will not fly.         | Can sing like a bird            | Can speak 100 languages.           | Can fly.                        | Can speak 100 languages. |



# Modal Aliens Connect Four Game Cards

|   |   |  |   |   |
|---|---|--|---|---|
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg   |  Tomp  |  Troff |  Slimp |  Rong  |
|  Quamp |  Quamp |  Quamp |  Quamp |  Quamp |

# Modal Aliens Connect Four Game Cards

|   |   |   |   |   |
|---|---|---|---|---|
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg     |  Tomp    |  Troff   |  Slimp   |  Rong    |
|  Arg    |  Tomp   |  Troff |  Slimp |  Rong  |
|  Quamp |  Quamp |  Quamp  |  Quamp |  Quamp |