

# Bill's New Frock - Awful Day Game

This and the other New Frock activities were developed by Caroline Brice. The activities which can either be used separately or in sequence since they relate to different chapters are on separate pdfs.

Activities are:

1. Awful Day Game
2. Mrs Collin's complaint.
3. Males and females in books.
4. Thoughts and pictures.
5. Boys' and girls' playground space.
6. Names and their meanings.
7. No pockets.
8. Comics
9. Reflections on the author.

Webaddress for this activity:

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

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## 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.

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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 that promote talk across all phases and subjects. We hope they will inspire you to develop and use similar strategies in other topics and curriculum areas. We want to encourage you to change them and adapt them to your classroom and students. We run teacher workshops, swapshops and conferences throughout the European Union. The project posts online many activities in all subject areas. An online newsletter is also updated regularly.

\*These activities are 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 non selective classes where children in need of language or learning support are integrated. They are well suited for the development of oracy. They provide teachers opportunities for assessment of talk.

\*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 pupils' first languages 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 more 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.

Start	1	Mum calls you to "Get Up". You ignore her. Miss a turn.	3	4	There are new clothes to put on. You need help. Throw an even number to move.	6	You cannot do your shoe laces. Throw and even number to move.	8	9
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		<b>Bill's New Frock</b>			10
					You complain about your breakfast. Your mum is cross. Throw an even number to move.

21	20		18	You forgot your swimming kit. Go back 5 spaces.	You forgot your PE kit. Go back 3 spaces.	15	You cannot find your books. Miss a turn.	13	12
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You see Mean Malcolm . You decide to go to long way round but forget. Miss a turn.		<b>The Start of a Really Awful Day</b>	
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Mean Malcolm sees you and whistles. You ignore him. Have an extra turn.	24	Mean Malcolm sees you and whistles. You are upset and trip up. Go back four spaces.	26	27	An old lady helps you across the road. This makes you more bad tempered. Miss a turn.	29	The headteacher notices that you are late. Throw an odd number to move.	31	Arrived at last. You are in a foul mood. Your teacher notices. Better luck tomorrow!
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