

Bleak House Hot Seating

Half the class get in role and are interviewed by the other half.

Is there a secret about your past?

Do you die in a mysterious way?

Role Card for Mr Tulkinghorn

1. You are a lawyer.
2. You look after the affairs of Sir Leicester Dedlock.
3. You are interested in Lady Dedlock's past.
4. You look for a man called Nemo.
5. You are murdered.
6. The wrong person is accused of murdering you.

Do you have a friend called Guppy?

Do you have lodgers in your house?

Bleak House - Connect Four and Hot Seating in Role

This activity is similar to the ones we have developed for *Midsummer Nights Dream* and *Frankenstein* but we have increased the number of characters. Please try it out and send us any suggestions and/or corrections. If your pupils want to contribute portraits for the role cards they would be very welcome.

The webaddress for this activity is: <http://www.collaborativelearning.org/bleakhousehotseat.pdf>

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Our collaborative talk for learning activities are designed to:

- ...build on prior knowledge.
- ...move from concrete to abstract thinking.
- ...ensure everyone works with everyone else.
- ...extend social language into curriculum language.
- ...provide motivating ways to go over the same topic more than once.

For more details go to: www.collaborativelearning.org

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 develop and 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 on the 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.

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

Bleak House - Connect Four and Hot Seating in Role

Teachers' notes

1. Half the class are given a Role Card and a set of Role Card rules. You can print the role card rules on the reverse or separately. Depending on classroom layout, 'characters' need to sit in a circle facing outwards, or at small tables round the room. They should read their character information and the rules carefully. They could work in pairs and share a role card if you prefer.
2. The other half of the class are each given a Question Grid. They then go to a character with a Role Card, and may ask them ONE question.
3. If they receive a NO answer, they should move on to another character and question them.
4. If they receive a YES answer, the character must reveal their identity. Their name can then be written on the question grid in the space below the question. They may then continue to question their character. They can have TWO more questions, but must stop questioning if they receive a NO answer and move to another character.
5. When the questioner has four names in a row on the grid: vertically, horizontally or diagonally, they should take their grid to the teacher or a pupil with a checking role to make sure they have a correct sequence.
6. The activity can of course continue until pupils have completely filled their grid.

Follow up activities:

The teacher could ask all 24 questions, and discover how many characters can answer YES to them because in lots of cases there is more than one.

Pupils could construct a hot seating activity for another story/play or in the case of Bleak House for characters not yet included.

Bleak House Connect Four Question Grid

Visit the characters and ask them a question from the grid. If the character says NO, move on to another character. If they say YES, they will tell you their name. Write it on the grid beside the question. You can ask two more questions providing the answers are YES. The aim is to get four names of characters in a row horizontally, diagonally or vertically .

Are you young?	Do you change your name?	Do you get murdered?	Do you own a shop full of old papers?	Do you depend on charity?	Are you very fond of money?	Have you been a soldier?
Are you a servant?	Is there a secret about your past?	Does your mother neglect you?	Do you have a friend called Guppy?	Does Mr George look after you?	Are you a ward of Chancery?	Are you arrested for murder?
Do you visit the court every day?	Do you die in a mysterious way?	Do you want to marry?	Do you have lodgers in your house?	Are your brothers and sisters neglected?	Are you married to Sir Leicester Dedlock?	Are you a lawyer?
Do you distrust lawyers?	Do you make your daughter work hard writing letters?	Do you keep birds in your room?	Do you have to be carried everywhere?	Are you very proud?	Do you know Mr George?	Are you in debt?

Bleak House Connect Four

Blank Question Grid

Visit the characters and ask them a question from the grid. If the character says NO, move on to another character. If they say YES, they will tell you their name. Write it on the grid beside the question. You can ask two more questions providing the answers are YES. The aim is to get four names of characters in a row horizontally, diagonally or vertically .

Role Card for Peepy Jellaby

1. You are very young and always dirty .
2. Your mother is too busy to look after you. She makes your oldest sister work hard writing letters.
3. You often get lost.
4. You got your head stuck between the railings and are saved by Esther Summerson.
5. You have brothers and sisters who are also neglected.
6. Your mother runs a charity for natives in Borrioboolagha.

Role Card for Mr Tony Jobling

1. You are a law clerk looking for work.
2. You are a good friend called Mr Guppy.
3. You dine with Mr Guppy and the young Smallweed.
4. You agree to stay in Mr Krooks house.
5. You change your name to Mr Weevle.
6. You work as a detective for Mr Guppy to discover secrets.

Role Card for Mr Tulkinghorn

1. You are a lawyer.
2. You look after the affairs of Sir Leicester Dedlock.
3. You are interested in Lady Dedlock's past.
4. You look for a man called Nemo.
5. You are murdered.
6. The wrong person is accused of murdering you.

Role Card for Mr Krook

1. You are the owner of a shop full of paper and old things.
2. You cannot read but can sound out letters
3. You have lodgers called Miss Flite and Nemo.
4. You die in a mysterious way called spontaneous combustion.
5. You are related to Mr Smallweed who inherits your shop.

Role Card for Jo

1. You are an orphan.
2. You sweep a crossing and depend on charity.
3. You make a friend called Nemo.
4. You help Lady Dedlock.
5. You are helped by Mr George who owns a shooting gallery.
6. You are treated badly by Harold Skimpole.

Role Card for Mr George.

1. You have been a soldier.
2. Your mother is Lord Dedlock's housekeeper.
3. Your brother is a rich iron master.
4. You run a shooting gallery.
5. You are in debt to Mr Smallweed.
6. You are arrested for murder.

Role Card for Rosa

1. You are a servant for Lady Dedlock.
2. My lady is very kind to you.
3. You think there is a mystery attached to Lady Dedlock..
4. A man, whose father is is rich ironmaster, wants to make you his wife.
5. You worry that something bad will happen if you agree to leave your job.

Role Card for Lady Dedlock

1. You are married to Sir Leicester Dedlock.
2. There is a secret about your past.
3. You are threatened by Mr Tulkinghorn.
4. You run away.
5. You die close to the man you love.

Role Card for Mr Jarndyce

1. You are very distrustful of the law and lawyers.
2. You make Esther Summerson your ward.
3. Richard Carstone and Ada Clare are your wards.
4. You try to help Richard Carstone get a profession.
5. You have a house in the country.

Role Card for Mr Smallweed

1. You are very fond of money.
2. You have lent money to Mr George.
3. You are related to Mr Krook.
4. You need shaking up and carrying about.
5. You try get more money.
6. When Mr Krook dies you inherit his shop.

Role Card for Richard Carstone

1. You are a ward of the Court of Chancery.
2. You visit the court every day.
3. You are waiting for an inheritance.
4. You get obsessed with the workings of the court.
5. You marry Ada Clare and she has a baby.
6. You die from tuberculosis.

Role Card for Caddy Jellaby

1. You are neglected by your mother.
2. You have to write letters all day.
3. You make friends with Esther Summerson.
4. You want to marry but your mother does not help you.
5. Your husband to be runs a dancing school and has a very difficult father,,

Role Card for Mrs Jellaby

1. You are very concerned about the natives of Borrioboola Gha.
2. You neglect your children.
3. You make your daughter work hard writing your letters.
4. You are not interested when your daughter wants to marry.

Role Card for Sir Leicester Dedlock

1. You are very proud.
2. You have a big house in the country and one in London
3. You are very fond of your wife.
4. Your housekeeper has two sons, one a rich ironmaster and the other a soldier called Mr George.
4. You employ Mr Tulkinghorn as your lawyer.
5. Mr George comes to look after you.

Role Card for Miss Flite

1. You are involved with Court of Chancery and are waiting for a judgement.
2. You live over Mr Krook's shop.
3. You keep a lot of birds in cages.
4. You visit the court every day.
5. Mr George is your friend
6. You know your fellow lodger Nemo.

Role Card for Harold Skimpole

1. You tell people you are like a child.
2. You are always getting into debt.
3. You often need help to clear your debts.
4. You betray Jo in return for some money.
5. You are very selfish.

Role Card Rules for Characters

1. You need to read the information on this card.
2. A questioner will approach you to ask you something about your character. You can only answer YES or NO.
3. If your answer is NO, they must move on to another character.
4. If the answer is YES, you must tell the questioner your name. He/she can ask two more questions, but when you answer NO to one of their questions, they must move to another character.

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