

Catch the Plague

Developed by Jan Spencer and Wendy Fraser at Catherine School in Leicester.

This activity will need customising! You will need to provide your own body outlines and children can produce their own excellent drawings for the cards. How about a nice border of black rats for the instruction card?

The webaddress for this activity is:

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

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: "PAPER-CLIP".

*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.

Catch the Plague

Bring Restoration England to your classroom in this game of plague, pestilence and possible placebos!

For 2-6 players.

You need: 2 bodies, 10 red counters, a set of cards and some knowledge of symptoms and cures.

Rules for playing.

1. Read each card and decide whether
 - a) it means you have got the plague or might catch it.
 - b) it means you won't get the plague or might be cured.
 - c) it won't make any difference.
2. Continue reading the cards until they have all been sorted into these three sets.
3. Players need to divide into 2 teams with one body per team.
4. Put all the cards back into one pile, shuffle well and place face down. Put the red counters (plague spots) in the middle.
5. Each team takes a card in turn from the top of the pile.
6. If it displays a symptom, add one red spot to your body, and put the card back at the bottom of the pack.
7. If it displays a cure, remove one red spot from your body and put the card back at the bottom of the pack.
8. If it displays something that makes no difference do nothing and put the card back at the bottom of the pack.
9. The first team with 5 spots on their body catches the plague.
10. Decide whether this means they have won or lost.

You need to cut up these catch the plague cards for sorting and for the game. You can also illustrate them if you want to.

See a red cross on the door.	Look after someone who has the plague.	See a doctor.	Be good.
Get a fever.	Get lumps and swellings on your body.	Go to the country.	Make a charm.
Get a red rash.	Live in a house with a red cross on the door.	Light a fire.	Bury a dead body.
Start sneezing.	Break your arm.	Pray to your God.	Lock up people who have the plague.

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Get bitten by a flea.	Twist your ankle.	Drink clean water.	See a flea.
See a rat.	Get a tooth-ache.	Have a lot of cats.	Feel ill.
Have a member of your family with the plague.	Go to live in another part of town.	Have a lot of rats living in your street	Take a ship out of town.
Hold a spicy orange near your nose.	Wear a mask with eyeholes.	Kill all the rats in the house.	We have arranged the print on these cards so that there is a space for your class to provide pictures to liven up the game and encourage the participation of children new to English.