

# Four Connectives Games

These games were developed for Year 5 at Dunkirk Primary School in Nottingham. I have chosen topics which I hope will encourage children to produce their own sentences for further games. In the aliens game the connectives are placed at the beginning of the sentence to demonstrate that their glue works at a distance.

You will need to use two sets of connectives cards for each so that the games work more whizzily. You can use the blank cards to add more appropriate connectives

The webaddress for this activity is <http://www.collaborativelearning.org/connectivesgames.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.

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

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

## 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/connectivesgames.pdf>

## Food Fads Connectives Game - Instructions

This game is best played with two teams with two participants in each team. Each team takes a set of four food fad sentences.

Shuffle the food fads connectives cards and place them upside down.

Teams take turns to pick a connective card and try to place it where it connects the two parts of the sentence AND makes good sense. Both teams have to agree that the sentence works.

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## Aliens Connectives Game - Instructions

This game is best played with two teams with two participants in each team. Each team takes a set of four alien information sentences.

Shuffle the aliens connectives cards and place them upside down.

Teams take turns to pick a connective card and try to place it where it connects the two parts of the sentence AND makes good sense. Both teams have to agree that the sentence works.

## Folk and Fairytales Connectives Game - Instructions

This game is best played with two teams with two participants in each team. Each team takes a set of four folk and fairytales sentences.

Shuffle the folk and fairytales connectives cards and place them upside down.

Teams take turns to pick a connective card and try to place it where it connects the two parts of one of their sentences AND makes good sense. Both teams have to agree that the sentence works.

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## Strange Game Rules Connectives Game - Instructions

This game is best played with two teams with two participants in each team. Each team takes a set of four strange game rules sentences.

Shuffle the strange game rules connectives cards and place them upside down.

Teams take turns to pick a connective card and try to place it where it connects the two parts of one of their sentences AND makes good sense. Both teams have to agree that the sentence works.

## Food Fads Fads Connectives Cards

but	although	because	unless	instead of
because	while	even though		
Aliens Connectives Cards				
As soon as	Whenever	While	Although	Unless
Because	When	If		

## Folk and Fairy Connectives Cards

but	and then	because	as soon as	and
whenever	although	even though		
Strange Game Rules Connectives Cards				
as soon as	whenever	while	rather than	unless
instead of	when	if	so that	before

## **Food fads.**

I like fish .....I don't like meat.

I like to eat peas with honey.....it keeps them on my knife.

I don't like to eat baked beans .....all the tomato sauce is removed.

I nibble biscuits at breakfast .....eating porridge like everyone else in my house.

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## **Food fads.**

I won't eat pizza from the takeaway .....I do like the pizza my mum makes.

My mother complains that I read books .....I eat my breakfast.

I always put my cornflakes in the oven for a while.....they go nice and crispy.

I hate to eat spinach.....it is very good for my health.

## Aliens

..... Glargs come into a room, they twirl their antennae five times.

..... Blimps are eating, they make a loud beeping sound.

..... Gropes have ten mouths, they don't eat very much.

..... a Grerg sees a Glump, it greets it by waving all its toes.

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## Aliens

..... a Noop is eating, it is totally invisible.

..... Nardles have wheels and sails. they can travel faster than Sloshes.

..... a Tharg feels unhappy, it will make a gargling sound.

..... Karks are very small, they have extremely loud voices.

## Folk and Fairytales

Jack swung his sharp little axe .....the beanstalk began to crash down.

The sensitive princess Posh slept all night.....she didn't feel the pea under 23 mattresses.

The giant's nose knew there was a tasty boy in the castle.....it did not poke in the oven where he was hiding.

The chapatti accepted the crocodile's offer of a lift.....it did not know that crocodiles love to eat chapattis

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## Folk and Fairytales

Rapunzel hung her hair out of the window.....she wanted a prince to climb up.

Goldilocks ran very fast from the bears' house..... she had broken a lot of things.

The hare stopped for a nice cup of carrot juice .....the tortoise continued to plod ahead.

.The troll popped out from under the bridge .....a goat began to cross over.

## **Strange Game Rules**

You must always use pink flamingoes ..... using bats or counters.

You must jump up and down three times.....you land on a doughnut.

You must shut your eyes and count to a 100 .....the players hide their monkeys all over the house.

Do not shout 'Whiffle!' .....you find a giant purple worm under the carpet.

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## **Strange Game Rules**

They give you long shoes to wear .....you keep falling over on your nose.

You must hold an egg in each hand .....you balance another egg on your head.

You must climb through a large keyhole .....you can start the game.

You lose three points .....you fall over a giant strawberry.