

FARMER DUCK

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Farmer Duck Collaboration and Lotto Games

Farmer Duck Games

Developed by Paula Nightingale - Primary consultant in Derby.

Webaddress: <http://www.collaborativelearning.org/farmerduck.pdf>

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Our 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.

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.

Farmer Duck Collaboration Game

Instructions

This is a game of collaboration for 1+ players.

To make the game;

Glue the sentence page on the back of the farmer falling out of bed picture.

Cut each of the 6 sentences into strips.

Play!

Put the strips on the table sentence-side up.

Sequence the sentences in order of the story (the correct order is on slide 1).

Turn each strip onto the picture side.

If you have ordered the sentences accurately, you will have thrown the farmer out of bed!



The duck is sawing wood.

The duck is digging potatoes.

The duck is washing up.

The duck is ironing.

The duck is picking apples.

The duck is carrying eggs.

Farmer Duck Lotto

Instructions

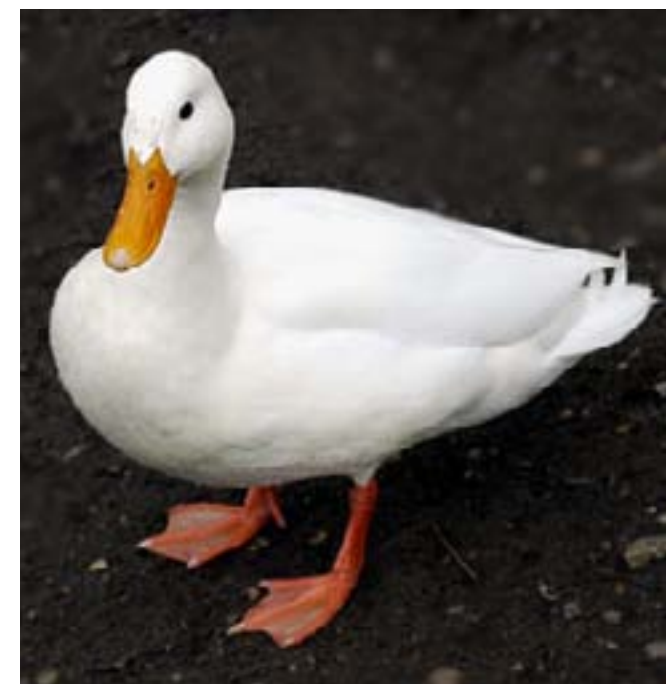
This is a lotto game for 2-4 players.

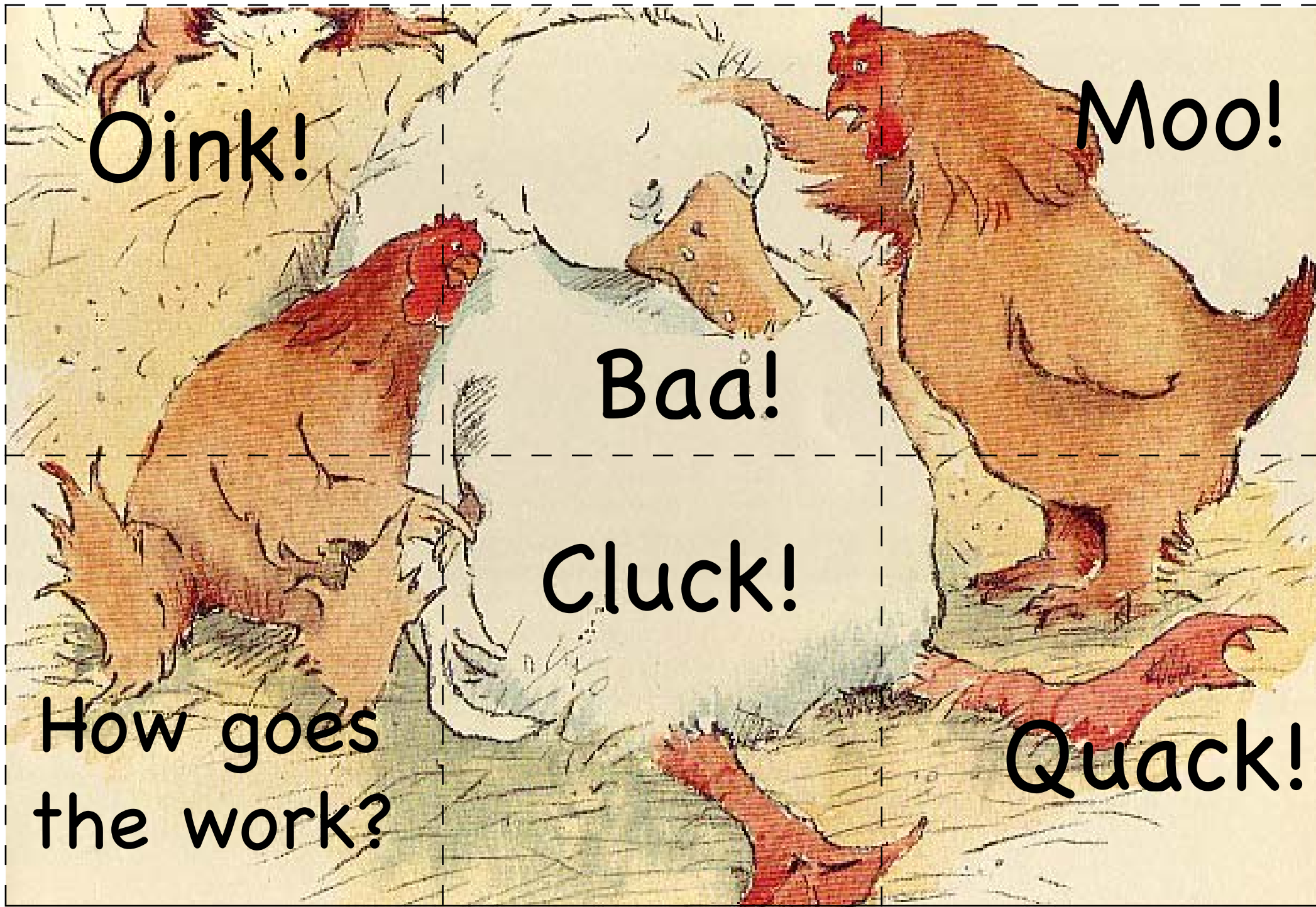
You need to copy an animal lotto board for each player and enough corresponding sound cards.

Players take turns to pick up a sound card and match the sound with the corresponding picture.

The player, who has first covered their board and made the picture of the tired duck is the winner.

Farmer Duck Lotto - Animal Lotto Board





Oink!

Moo!

Baa!

Cluck!

How goes
the work?

Quack!