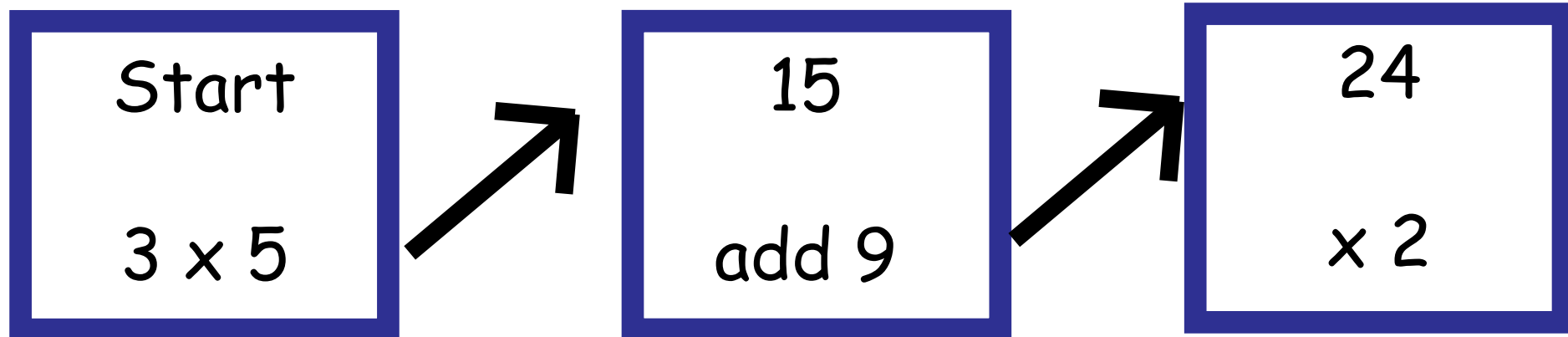


# Follow Me

Work in groups of 2,3,4,5 or 6. Cut out the 42 cards. Deal them all out. The player with the start card reads it out: "Three times five!" The player with the answer on one of their cards reads it out: "15!" and then reads out the new question on that card: "Add 9!".

**AND SO ON, OR**

Lay all the cards face up and work together to put them in order. Use a timer. See how fast you can do it.



# Follow Me

These follow me games are often used in whole class groups, but once a child has presented their answer and question they become spectators. If used in groups of four and all the cards are dealt, the children are engaged for most of the time, because they have to watch out for times when they have both the question and the answer cards. Joan Purkey at Newman University in Wichita, Kansas come up with another idea where the cards are spread out and groups compete with each other to be the first to sort them. This makes it a more collaborative activity and probably leads to more exploratory talk. Our main aim of course is to get students to devise their own games to try out on each other. This is really collaborative! Please send us your versions.

This webpage was last updated 2nd August 2017

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

Collaborative Learning = Oracy in Context  
makes challenging curriculum accessible.  
improves social relations in the classroom.  
provides scaffolding for exploratory talk.

Good for all pupils!  
Vital for EAL pupils!

## Basic principles:

1. Build on prior knowledge.
2. Move from concrete to abstract.
3. Ensure everyone works with everyone else.
4. Extend social language into curriculum language.
5. Provide motivating ways to go over the same knowledge more than once.

If you can't talk it, you won't be able to write it!

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.

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

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

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

# Follow Me

## INSTRUCTIONS

Work in groups of 2,3,4,5 or 6. Cut out the 42 cards. Deal them all out. Each person lays their cards flat in front of them. The player with the start card reads out the question: "Three times five?" The player with the answer on one of their cards reads it out: "15!" and then reads out the new question on that card: "Add 9?".

Continue with questions and answers until you reach zero. The aim is to do this quickly and accurately. Now make your own game!

OR

Lay all the cards face up and work together to put them in order. See how fast you can do it. Use a timer!

Start $3 \times 5$	15 add 9	24 $\times 2$	48 divide by 4	12 $\times 3$	36 double
72 divide by 8	9 multiply by 11	99 divide by 3	33 add 9	42 add 9	51 double
102 subtract 9	93 divide by 3	31 add 39	70 divide by 10	7 multiply by 9	63 double
126 divide by 6	21 add 14	35 multiply by 3	105 divide by 21	5 multiply by 9	45 add 15
60 double	120 divide by 4 and multiply by 3	90 add $9 \times 2$	108 add 36	144 subtract 48	96 divide by 12
8 squared	64 add 9	73 subtract 19	54 divide by 3	18 add square root of 49	25 add 55
80 divide by 4	20 add 6 squared	56 double	112 divide by 4	28 subtract $4 \times 7$	0 Time to make your own game!

# Follow Me

## INSTRUCTIONS TO MAKE YOUR OWN GAME

Work in groups of 3,4,5  
or 6. Cut out the 42  
blank cards.

Make your own follow  
me game.. Remember to  
finish at zero. Try it out  
on yourselves to make  
certain that it is not too  
easy nor too difficult.  
Then pass it to another  
group.

