

Goodnight Mister Tom Connect Four Games

had a good sense
of smell



expected to be
beaten



blackout curtains



a poker



a rubber sheet

Two games one with pictures one with text.
Making connections linking ideas - good for
revision and sharing prior knowledge.

Goodnight Mister Tom Connect Four Games

Developed for work with Year 6 at Fleecefield School in Edmonton in 2014. We have adapted the picture connection technique we used for Holes because the book is similarly full of interesting items. We also produced a text version of the game.

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Webaddress: <http://www.collaborativelearning.org/goodnightmrtomc4.pdf>

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>

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 and conferences worldwide but mainly in the UK. 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 speaking and listening. They provide teachers ideal opportunities for assessment of spoken language.

*They provide scaffolding for 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 work effectively 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 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.

Goodnight Mister Tom Characters Connect Four Board – Text Version

A game for two teams

Aim of the game - to get 4 cards in a row (vertically, horizontally, diagonally)

You need one baseboard and two sets of character cards in two different colours.

How to play:

Each team shuffles their cards and puts them face down in a pile.

Team A turns over their top card. They must decide where on the board it will fit and put it down. Talk to your team.

Everyone must agree that this is a good place.

Team B does the same.

Keep on taking turns. Try to choose the best space for your card to get your row and to block the other team.

If you think a card is wrong you can challenge it - you must explain your reasons for your challenge.

The winning team is the first to get a row. You need to have copies of the book to check your answers.

was religious	was a bit grumpy	husband was in the air force	lived in Little Weirwold	could tap dance
usually lived in London	had a good sense of smell	travelled on a train	was good at knitting and cakemaking	expected to be beaten

This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.

had a seaside holiday	followed Mister Tom to London	died in the story	rode on a horse and cart	rode a bicycle
could draw very well	could act very well	worked as a teacher	made sure people were safe	got a scholarship to the high school
lived in a spooky place	thought he had killed his sister	sang carols	helped Mister Tom to find Willie	loved books, reading and writing
gave Willie a birthday present	dug and built the air-raid shelter	did not like school	knew a lot about animals and plants in the countryside	wanted to plan Willie's life

Goodnight Mister Tom Connect Four Game Cards

Willie Beech	Willie Beech	Willie Beech	Zach	Zach
Zach	Mrs Hartridge	Mrs Hartridge	Mr Shelton and the other psychiatrist	Mrs Beech
Mrs Beech	Mrs Beech	Tom Oakley	Tom Oakley	Tom Oakley
ARP Warden	ARP Warden	Sammy	Sammy	Ginnie and/or Carrie
Ginnie and/or Carrie	Dr and Mrs Little	Dr and Mrs Little	George	George
Geoffrey Sanderton	Geoffrey Sanderton	the psychiatrists	Mrs Fletcher	Mrs Fletcher

Goodnight Mister Tom Characters Connect Four Board - Picture Version

A game for two teams

Aim of the game - to get 4 cards in a row (vertically, horizontally, diagonally)

You need one baseboard and two sets of character cards in two different colours.

How to play:

Each team shuffles their cards and puts them face down in a pile.

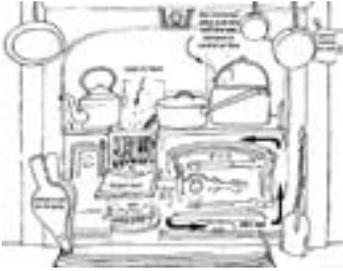
Team A turns over their top character card. They must decide which picture on the board connects with their character and explain to the other team. Everyone must agree that this is a good place.

Team B does the same.

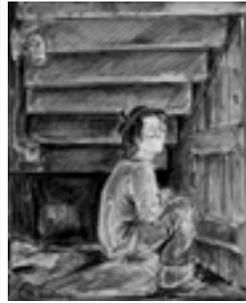
Keep on taking turns. Try to choose the best space for your card to get your row and to block the other team.

If you think a card is wrong you can challenge it - you must explain your reasons for your challenge. If necessary go to the book and check the text.

The winning team is the first to get a row. You need to have copies of the book to check your answers.

 a range	 an air raid shelter	 a gas mask	a nurse 	a birthday cake 
 a thatched cottage	 hand milking	 a collie dog	 an oil lamp	 chamber pot

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.

 <p>box of paints</p>	 <p>blackout curtains</p>	 <p>a poker</p>	 <p>a baby</p>	 <p>a horse and cart</p>
 <p>a gravestone under a tree</p>	 <p>a steam train</p>	<p>a London bus</p> 	 <p>an ARP helmet</p>	 <p>a policeman</p>
 <p>a cupboard under the stairs</p>	 <p>a top hat</p>	 <p>a pipe</p>	 <p>colourful jumper</p>	 <p>a drawing of a boy</p>
 <p>a rubber sheet</p>	 <p>a gramophone</p>	 <p>hypodermic needle</p>	 <p>lemonade and biscuits</p>	 <p>a bible</p>