

Handa's Surprise Fruit Game

(Handa's Surprise by Eileen Browne ISBN 0-7445-3634-0)

This activity was originally developed by Alison Board (Benfield School) and Meryl Williams from the then East Sussex English as an Additional Language Service (SEAL) in 1998. We originally put it online as a do it yourself kit. Now all you need to do is photocopy and laminate the fruit cards.

Webaddress: www.collaborativelearning.org/handa.pdf

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COLLABORATIVE LEARNING PROJECT

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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: "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 spoken language and other 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 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.

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Handa's Surprise Fruit Game

To play the game you need...

- ..a game board enlarged to A3
- ..4 basket baseboards or you can use real little baskets
- ..one or two dice
- ..a counter for each player
- ..7 pieces of fruit per player (as seen in Handa's basket at the beginning of the story) and a spare set to go next to the game board.
- ..tangerines to go in the middle of the board
- ..2 - 4 players
- ..copies of the book

How to play:

At the start of the game each player has a basket with cards or cutouts of the seven delicious fruits that Handa puts in her basket. All the tangerine cards go in the middle of the board.

Players choose a counter and begin on the start square. The first player to throw a six begins and moves clockwise round the board.

The aim of the game is for the players to try to get rid of all their fruit. They do this by landing on an animal square and removing the piece of fruit that that animal took in the story. If they do not have the fruit they do nothing.

Other squares give instructions, some of which help and some hinder the players. If you land on a square that tells you to give away something you don't have, then you can throw the dice again.

The winner is the first player with an empty basket. When this happens, he or she takes all the tangerine cards from the middle, puts them in their basket and shouts "TANGERINES!"

PS You can adapt your game to the temperaments and social skills of your children. You can speed up the game by having two dice where players can choose the best throw. You may want to narrow the give away cards in case one child gets picked on every time. Children can decide their own rules and write them up.







