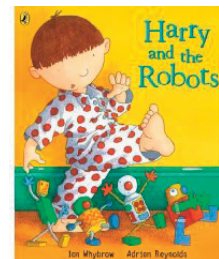


Harry and the Robots

Ian Whybrow and Adrian Reynolds

Picture Puffin ISBN 0-140-56982-0



I ran a workshop in Leicester with Sharman Bailey (G and T consultant) and Kirstie Randle (Foundation Stage consultant) on 9th May 2008. Many of the participants produced games based on popular books to share with each other. This is the first one to go online. Homemade versions are more attractive so we hope you will produce your own much better version after you have tried this one out. Please feed back other games you have thought up around this popular book.

Last updated 4th September 2008

The webaddress for this activity is

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

COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals throughout the European Union to promote inclusive education. We 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, 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 speaking and listening. They provide teachers opportunities for assessment of speaking and listening.

*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.

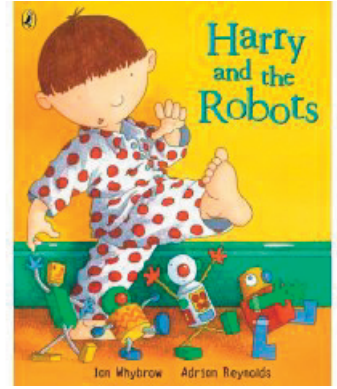
*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed, 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.

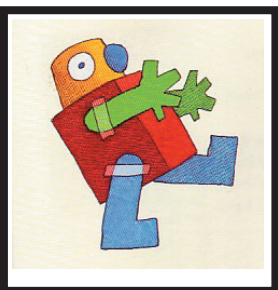
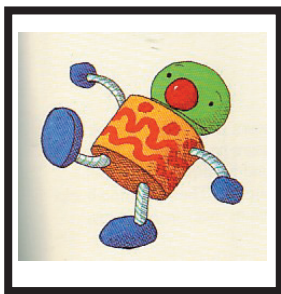
*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

*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.

Harry and the Robots

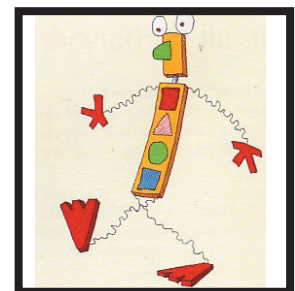
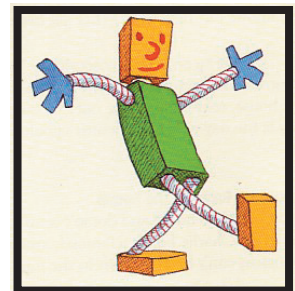


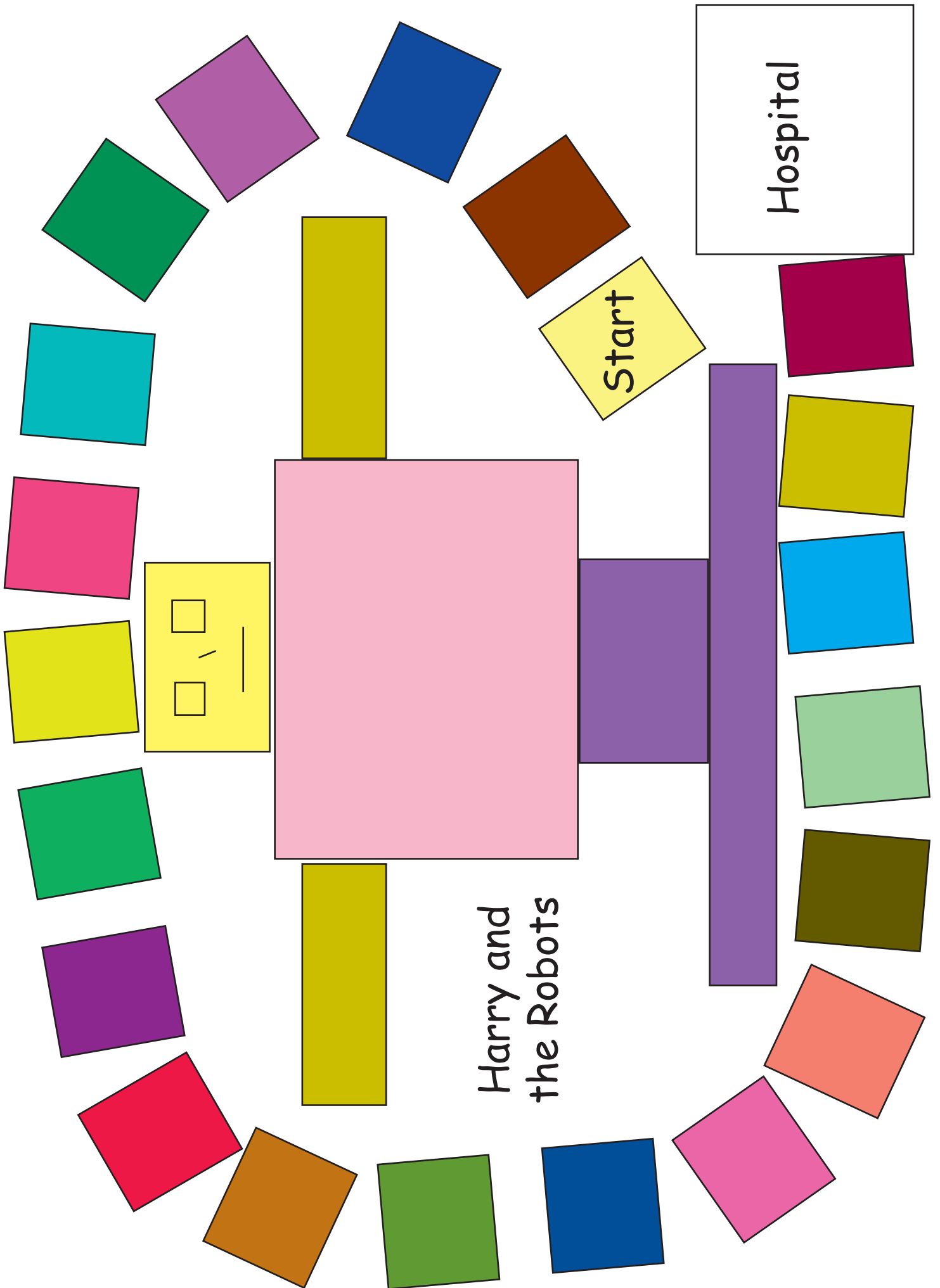
The aim of the game is for the robots to get to hospital. Ideally you could use beebots (with different coloured covers), and make your own board big and smooth enough for them to travel on, but if you want to try out the game in advance you can use the sample board (you will need to enlarge it to A3) and the robot counters. Players pick two cards and follow instructions. We have provided cards for a simple game: where one card tells you the direction, and the other how many spaces to go. You might then go on to use the Ooops and Good News cards with a dice for the number of spaces to move. We hope the players can decide on other rules and more examples of cards. This resource is just to get you and your children started playing book inspired games.



Robot Counters

You can either print these on card or cut them out and stick them on something solid.





Harry and the Robots

Harry and the Robots

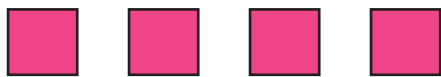
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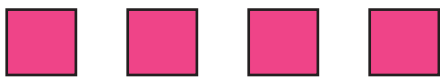
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Harry and the Robots

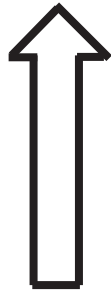
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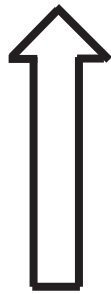
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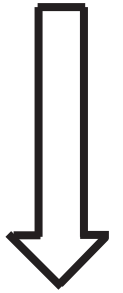


Harry and the Robots

Go
backwards



Go
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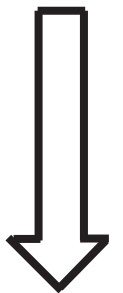
Go
backwards



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backwards



Go
backwards



Go
backwards



Go
backwards



Harry and the Robots

Ooops!
Fell over a
rock!

Ooops!
Bumped into
another
robot!

Ooops!
Battery gone
flat!

Ooops!
Lost your way!

Ooops!
Steps ahead!

Ooops!
Tripped over!

Ooops!
Chased by a
chicken!

Ooops!
Long way
round!

Harry and the Robots

Good news!
Find a lift!

Good news!
New
batteries!

Good news!
Smooth path!

Good news!
Escalator!

Good news!
Bus going
your way!

Good news!
Ride on robot
train!

Good news!
Helped by a
chicken!

Good news!
Short cut!