

# Jim and the Beanstalk Jim and the Beanstalk

Storyprops plus Connect Three and Up and Down the Beanstalk Track Games

## Jim and the Beanstalk

Storyprops,, collecting and track games. Developed in the 1980s. We used them for parents workshops where they made up the games and were able to discuss other important matters while colouring in. We have now updated it by providing some already coloured in pages but have kept the black and white versions for those of you who still want to use the game with parents. We also have added an items game for pairs lotto etc.

Last updated 1st February 2017

Webaddress:

www.collaborativelearning.org/jimandthebeanstalk.pdf

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.

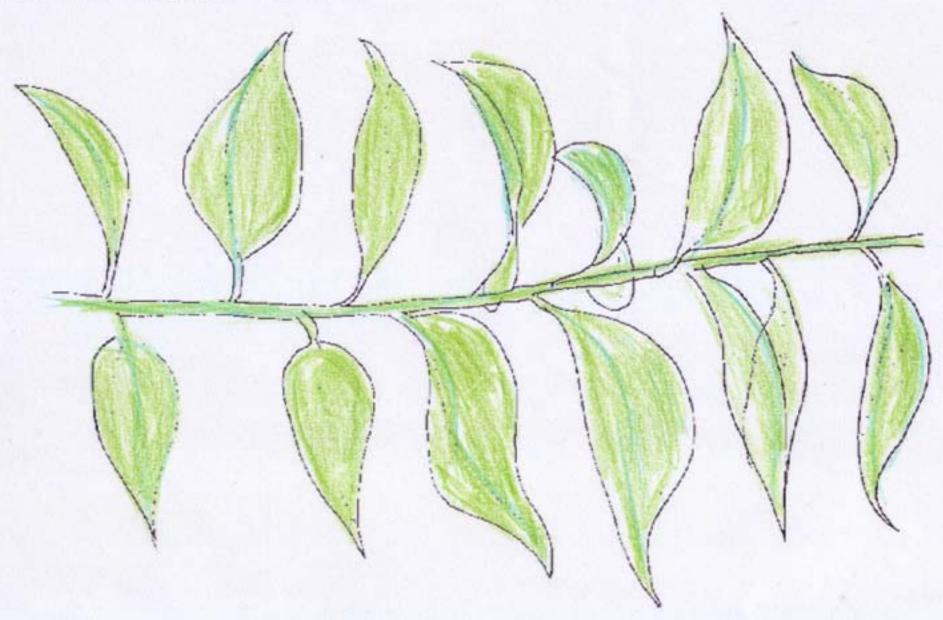
\*They are generally adaptable over a wide age range because children can bring their own knowledge to an activity and refer to books at an appropriate level. The activities work like catalysts.

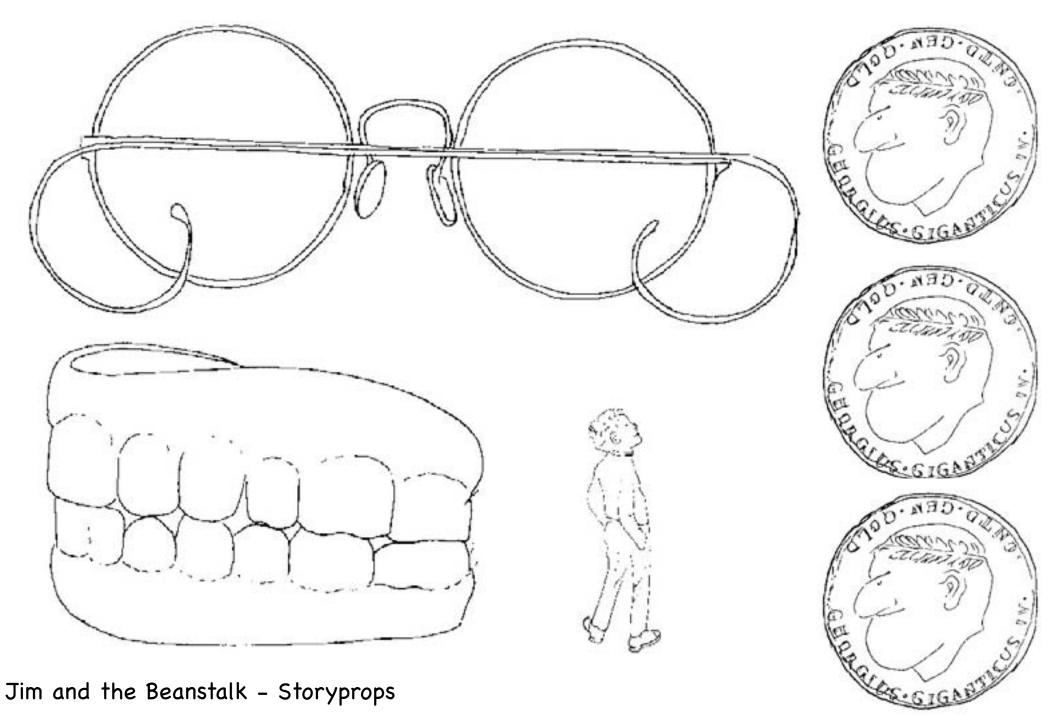
\*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers 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.

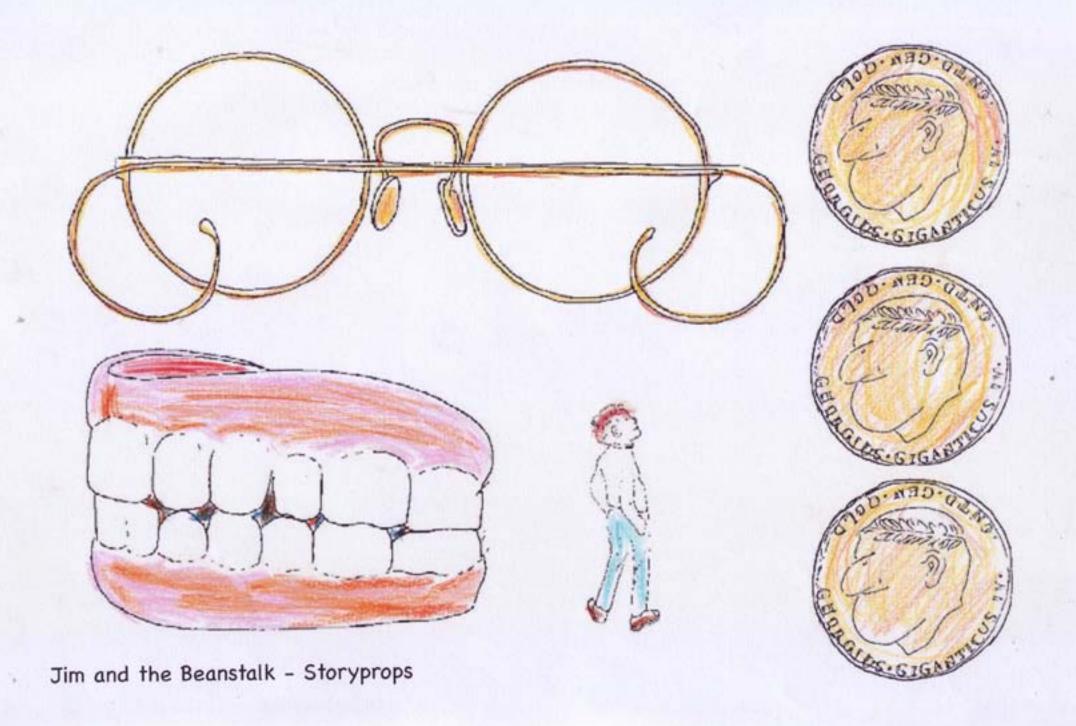
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Jim and the Beanstalk - Storyprops

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## Jim and the Beanstalk Games

#### Connect Three Game

You need two copies of the book, the 3x3 grid board, six Jim and six Giant tokens and 2 or 4 players. It works like noughts and crosses. Players take turns to ask each other questions about the book and when they answer they can put a token on the board. The aim is to be the first player/pair to get three in a row in any direction.

#### Track Game

You need a beanstalk board (you may want to enlarge the one we have provided or stick two stalk boards end to end to make a longer beanstalk, or even better make your own beanstalk!), A Jim or Giant counter per player (or coloured counters if you have more that two players, a number die, a gloomy Giant baseboard per player and enough overlays to make all the Giants happy.

### To play

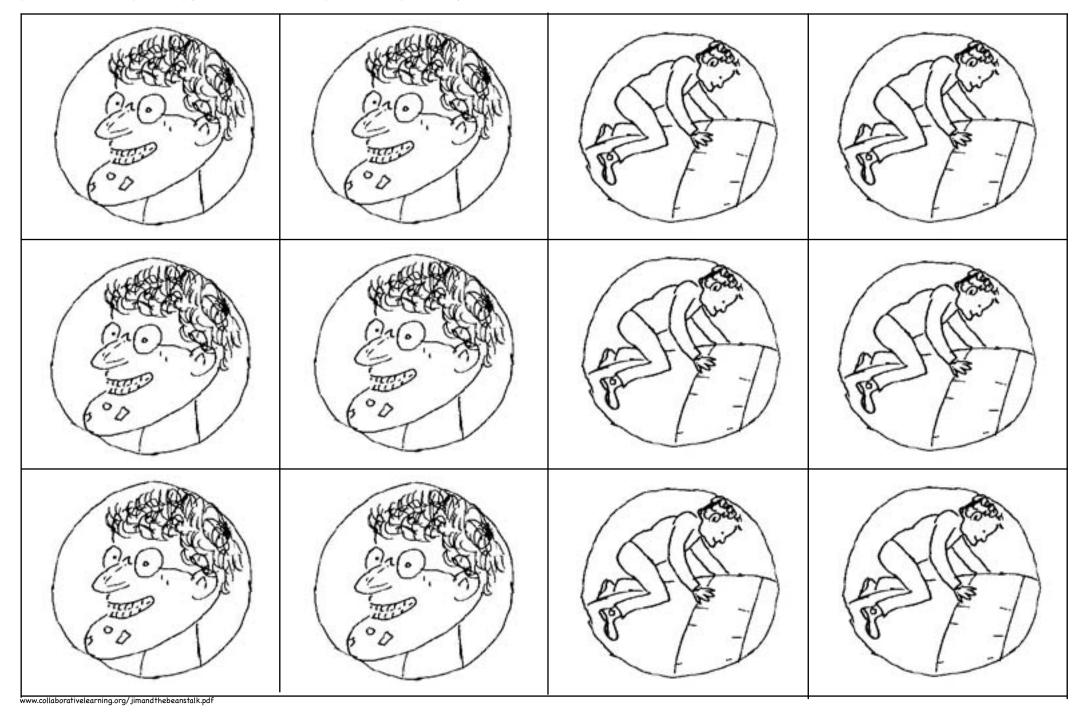
Players take turns to throw the number die and move up and down the beanstalk in a zig zag fashion from leaf to leaf. When they land on a picture, they can pick up the appropriate overlay and place it on their gloomy Giant. If they land on a gold coin they can pick any overlay. The aim of the game is to collect all three overlays and turn their gloomy Giant into a happy Giant.

Version 2: You will need 12 gold coins for this game. All the coins are placed at the top of the beanstalk and players have to travel to the top, collect a coin and then travel to the bottom to exchange the coin for an overlay of their choice. Version 3: You need to use a blank die and stick three Giant and three Jim pictures on it. If you throw a Jim you can move up and you throw a Giant you move down. The aim is to collect all the overlays as in the first version. A fourth version could use both picture AND number die; so with Giant and 4 you move down 4. and so on. Please send us any more ideas you think up!

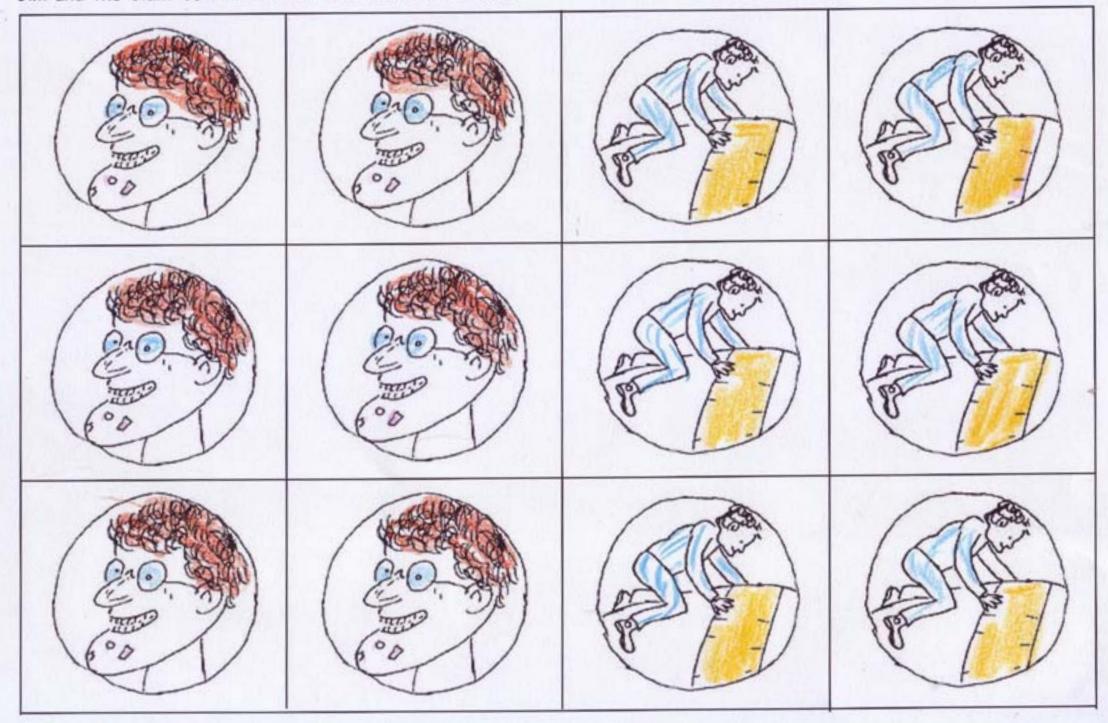
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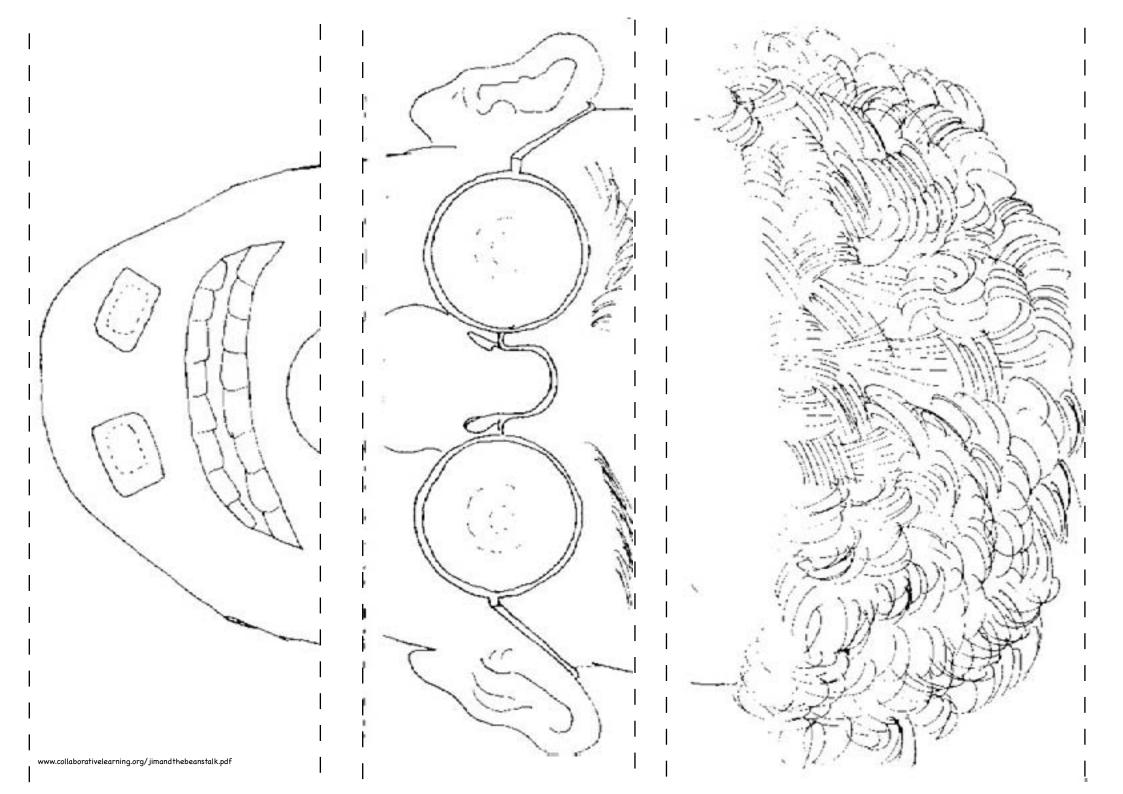
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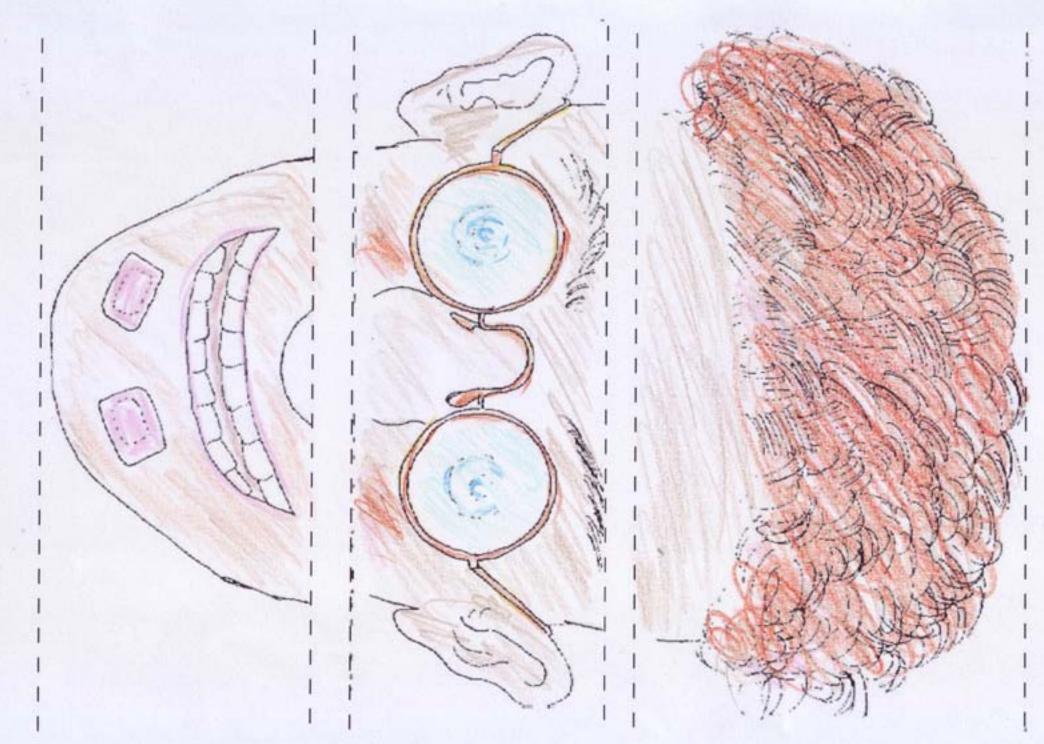
Jim and the Giant Connect Three – Jim and Giant tokens



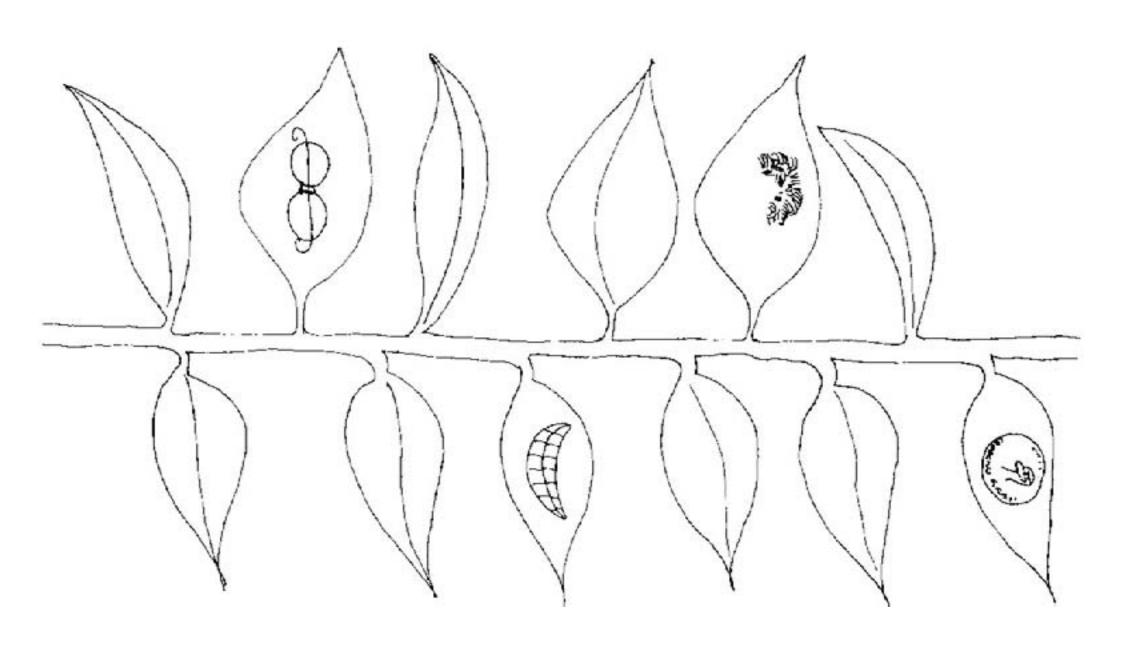
Jim and the Giant Connect Three - Jim and Giant tokens

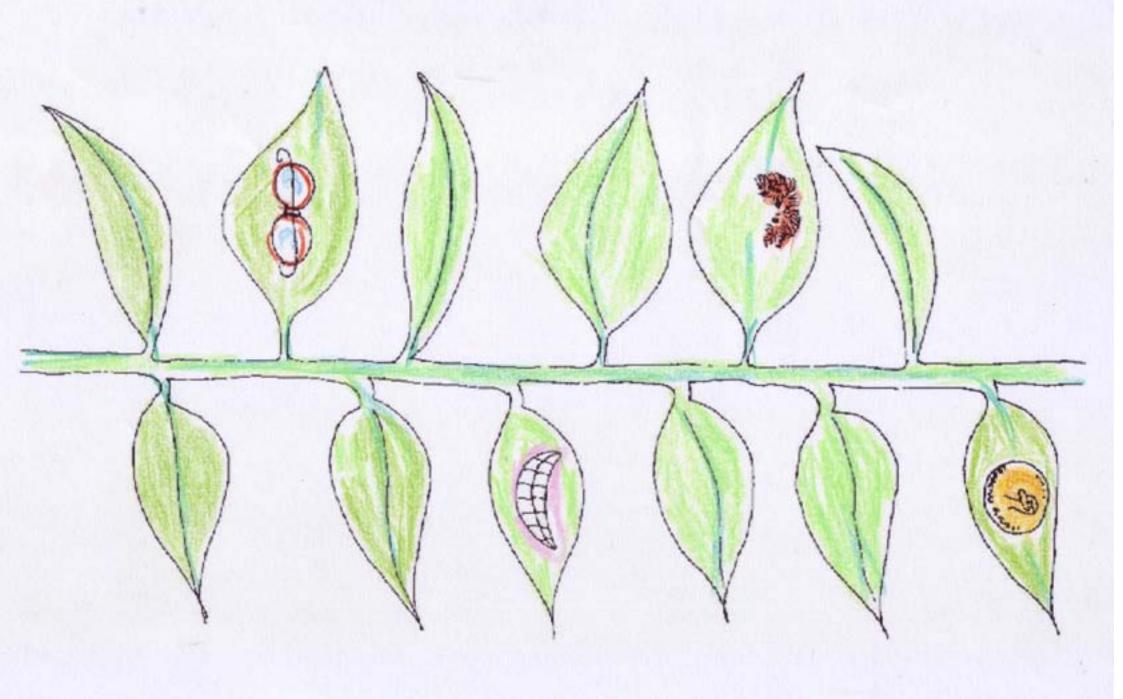




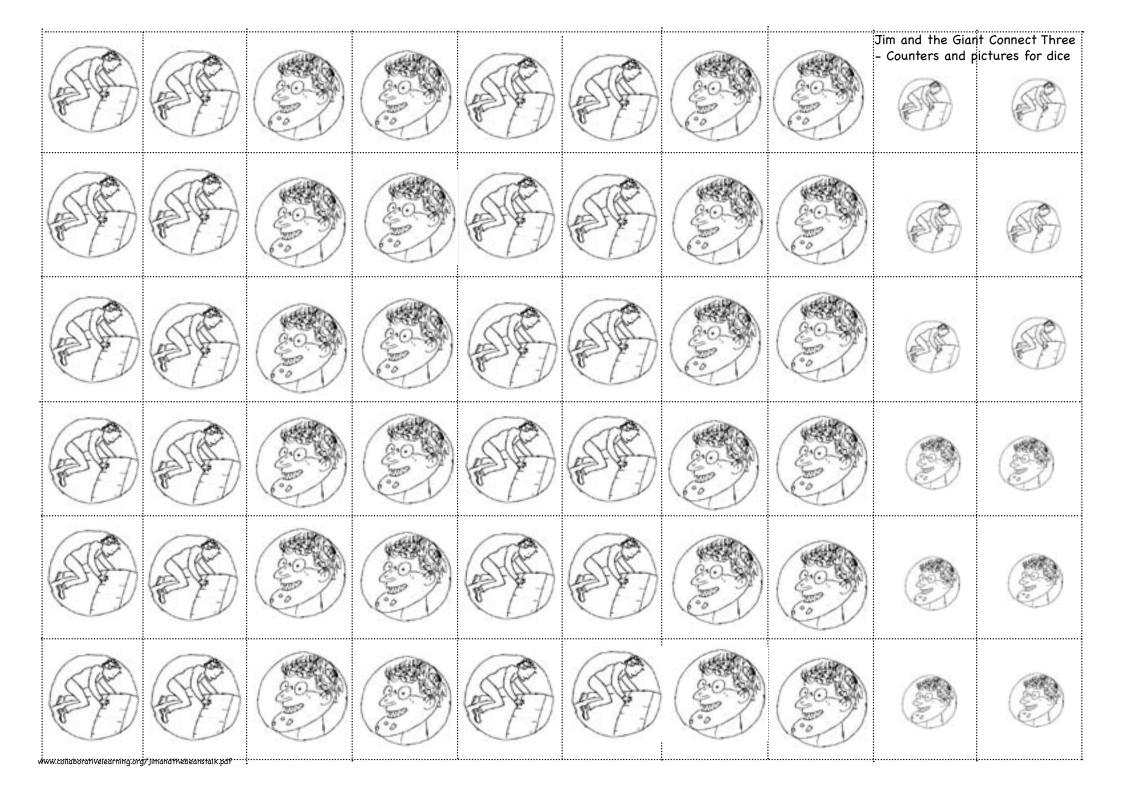


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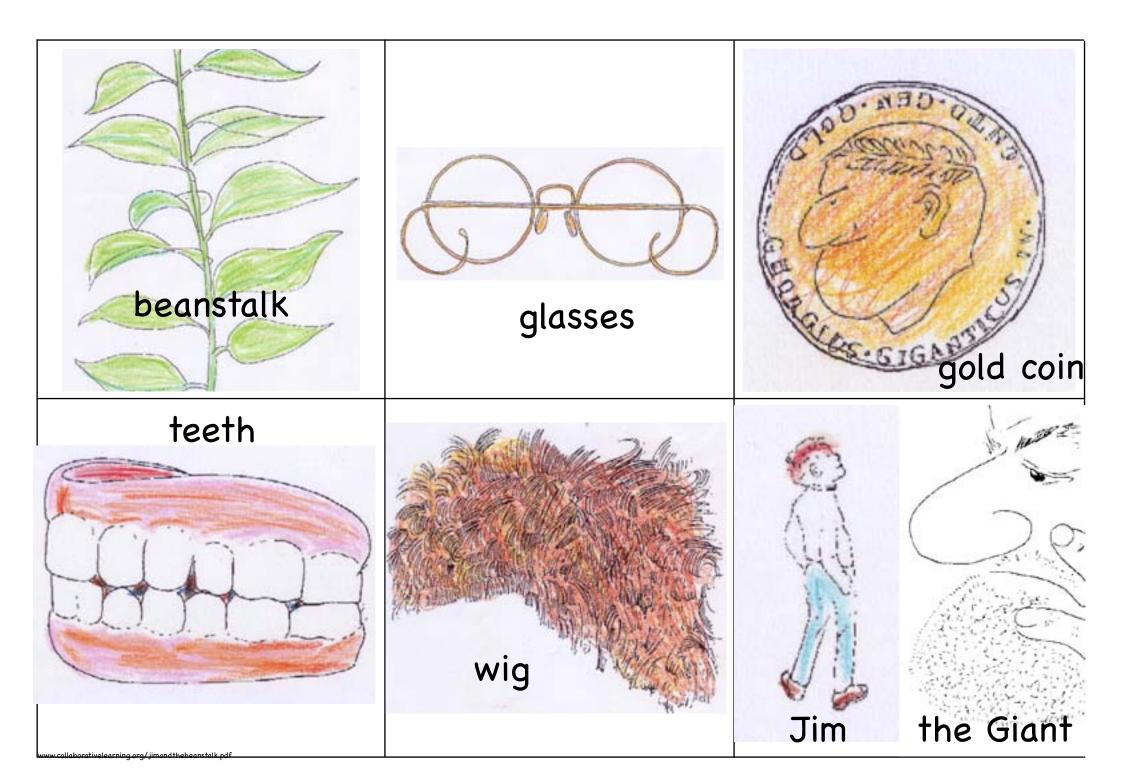














beanstalk	glasses	gold coin
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