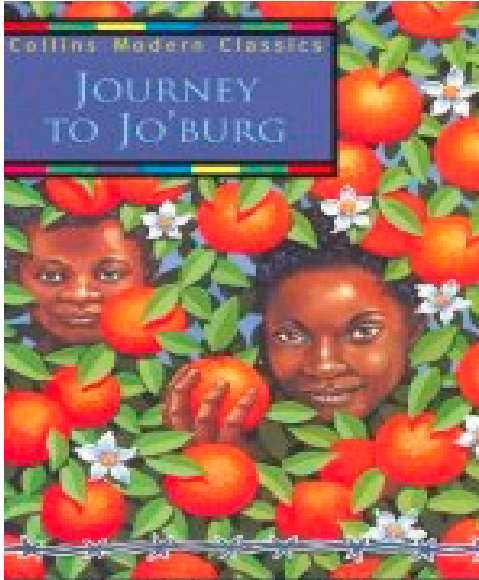
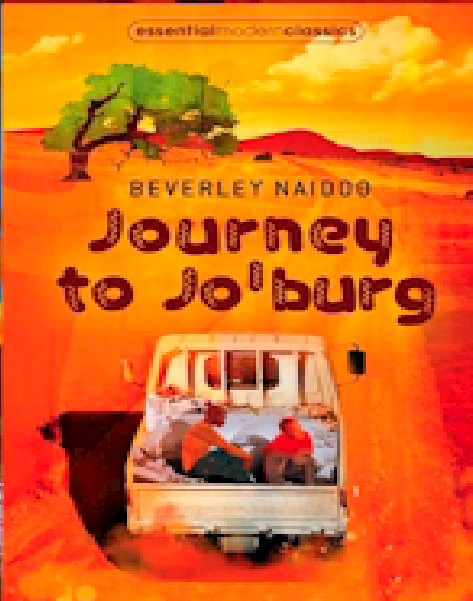
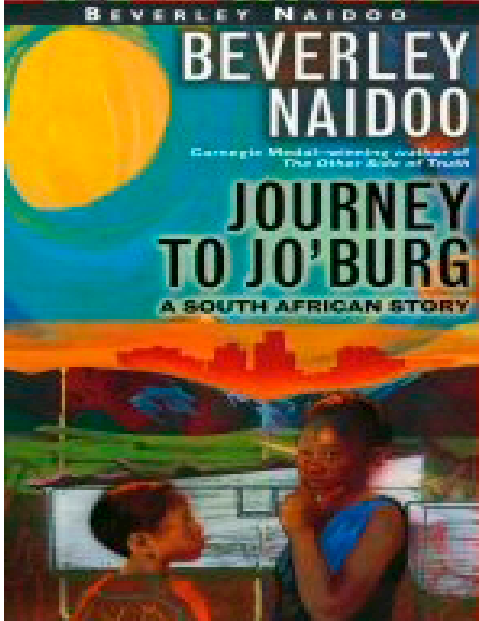


# Journey to Jo'burg



Pictures activity  
Connect Four Game  
Hot Seating activity



Oracy in practice!  
Oracy in context!

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

If you can't talk something through  
with others, you won't be able to  
write about it confidently!

# Journey to Jo'burg

Originally developed by the British Defence and Aid education group in the 80s (Beverley and Stuart were members) and revised for Year 5 at Fleecefield School in Edmondton. The group also developed the Living in the Homeland activities which can be found among the Black history activities: <http://www.collaborativelearning.org/livinginthehomeland.pdf>

Last updated 18th February 2021

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

## Basic principles behind our talk for learning activities:

- Build on prior knowledge.
- Move from concrete to abstract.
- Ensure everyone works with everyone else.
- Extend social language into curriculum language.
- Provide motivating ways to go over the same knowledge 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.

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

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

# Journey to Jo'burg Pictures Activity

## Notes for Teachers

These pictures are designed to help students remember parts of the story and explain the connections to each other.

Students work in twos, threes or fours. (You might want to try first with two pairs with one card between two.) They each have a card with four pictures. They also have a set of Journey to Jo'burg Character counters. They shuffle the counters (you will need to print two sets) and place them face down in a pile in the middle.

They take turns to pick a character counter from the top. They can keep the counter if they can remember something about that character that relates to one of their pictures. e.g. if they have a picture of delicate china and they pick Mma, then they might remember that she had to clean the white woman's china in the house in Parktown. They can then place the Mma card on the picture of the china. They must try to be the first to place a character card on all four of their pictures, but everyone needs to agree that they have made the right connections.

barbed wire

A close-up photograph of three parallel strands of barbed wire against a white background. The wire is twisted and has sharp, pointed barbs at regular intervals.

delicate china

A photograph of a white ceramic cup and saucer set. The cup and saucer are decorated with a delicate floral pattern in shades of green and gold. The cup has a gold rim and a gold handle.

oranges

A photograph of a whole orange and several orange slices. The orange is bright orange and has a textured peel. The slices are cut into wedges and are also bright orange.

pass book

A photograph of a South African pass book and a South African ID card. The ID card is on the left, showing a man's photo, name, and identification number. The pass book is on the right, showing a list of sections (A, B, C, D, E) and a list of items (Labour Bureau, Union Tax, etc.).



# Journey to Jo'burg Pictures - Card B

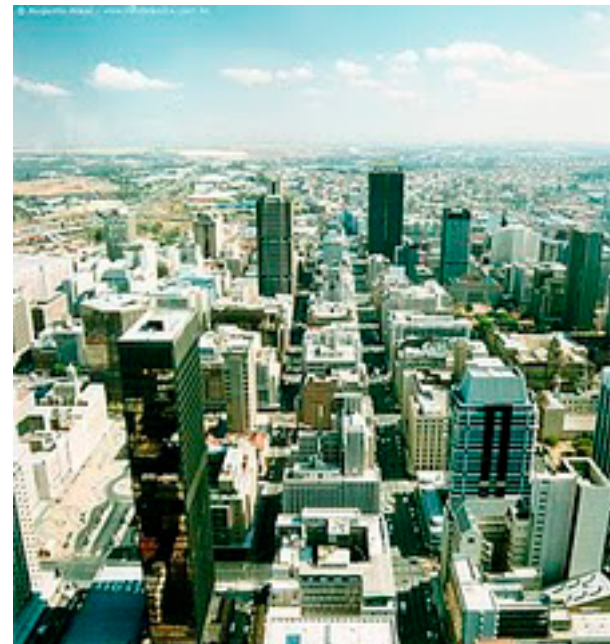


hospital

Parktown



tin plate



Joburg

# Journey to Jo'burg Pictures - Card C



village house



truck



police



sign



# Journey to Jo'burg Pictures - Card D



train



road

Soweto



protest

Journey to Joburg Character Counters

 Naledi	 Tiro	 Grace	 Mma	 Dumi	 Boy in Orange Grove
 Naledi	 Tiro	 Grace	 Mma	 Dumi	 Boy in Orange Grove
 Naledi	 Tiro	 Grace	 Mma	 Dumi	 Truck Driver
 Naledi	 Tiro	 Grace	 Mma	 Dumi	 Truck Driver



## Journey to Jo'burg Connect Four Game - Instructions how to play the game.

This is a game for two players or two pairs of players.

To play the game you need two sets of character counters in two different colours and a game board.

Shuffle your counters and place them face down in front of you.

Take turns to pick a counter and place it on a correct space on the board. If you are in doubt or dispute go to the text of the book to check the answers.

The first player or pair to get four in a row vertically, diagonally or horizontally is the winner!

# Journey to Jo'burg Connect Four Game - Instructions how to play the game.

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## Journey to Joburg - Connect Four Game Board

You have a sick sister.	You have a brother or brothers.	You live in somebody else's house.	You travelled to a big city.	You pick fruit but never eat it.	You escaped from the police.
You live in Soweto.	You are taught to be obedient at school.	You have electric light at home.	You eat from tin plates.	You found a friend called Grace.	You clean white people's houses.
You joined a protest.	You helped someone.	You clean beautiful plates and delicate glasses.	The police shot at you.	You rode on a truck.	You have three brothers.
You live in small village.	Kind people helped you.	You travelled on a train.	You are thinking of becoming a doctor.	You buy clothes that white people don't want.	You saw things that were unfair.

# Journey to Jo'burg - Hot Seating in Role

## Teachers' notes

1. Half the class are given a Role Card each. They are to sit in a circle facing outwards or at small tables round the room and read their card carefully. They could work in pairs and share a card if you prefer.
2. The other half are given a Question Grid. They then go to a character with a Role Card and may ask them one question.
3. If they receive a NO answer, they should move on to another character and question them.
4. If they receive a YES answer, the character must tell them their name. This name can then be written on the question grid in the space below the question. They may then continue to question their character and can have two more questions but must stop when they receive a NO answer.
5. When the questioner has four names in a row on the grid: vertically, horizontally or diagonally, they should take their grid to the teacher or a pupil with a checking role to make sure they have a correct sequence.
6. The activity can continue until a pupil has completely filled a grid.

## Follow up activities:

The teacher could ask all 24 questions and discover how many characters can answer YES to them because in lots of cases there is more than one.



## Journey to Jo'burg Role Cards

### Role Card for Naledi

1. You have a brother Tiro and a baby sister.
2. You live with your aunt in a small town in the homeland, where you go to school.
3. Your mother lives in Johannesburg.
4. Your baby sister is very sick and may die .
5. You decide to go to tell your mother.
6. You take your brother with you and travel in a truck.
7. You find your mother and learn a lot about your country.

### Role Card for Tiro

1. You have two sisters: Naledi and baby Dineo
2. Your baby sister is very sick.
3. You went with your big sister to the city.
4. You went in a truck and nearly fell out.
5. People were kind and helped you.
6. You found your mother.

### Role Card for Boy in Orange Grove

1. You live on an orange farm.
2. You pick oranges but you are not allowed to eat them.
3. You do not go to school.
4. You found two children in the orange grove.
5. You helped them to hide and gave them food.

### Role Card for Grace

1. Your full name is Grace Mbatha.
2. You live in Soweto with two brothers..
3. You work for white woman in Parktown.
4. You make friends with Naledi and Tiro.
5. Your brother was in trouble with the police.
6. Your brother escaped from South Africa and studies in another country.

## Journey to Jo'burg Role Cards

### Role Card for Mma.

1. You are the mother of Naledi, Tiro and Dineo.
2. You work for a white woman in Parktown.
3. You live in a small room in the yard of the house.
4. You have to ask permission to leave the house.
5. Your children come to find you.
6. You go back to the homeland and take Dineo to hospital.

### Role Card for Dumki

1. You have two brothers, Paul and Jonas and a sister Grace.
2. You made a protest in Soweto.
3. The police shot at you and then caught you.
4. You managed to escape and went to study in another country.
5. You want to fight for a fairer South Africa.

### Role Card Rules

1. You need to read the information on this card.
2. A questioner will approach you to ask you something about your character.
3. If your answer is NO they must move on to another character.
4. If the answer is YES tell the questioner your name. He/she can continue to question you until you answer NO to one of their questions.

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# Journey to Jo'burg Connect Four Question Grid

Do you have a sick sister?.	Do you live in Soweto?	Do you have electric light at home?	Did kind people help you?	Did you travel to a big city?	Do you pick fruit but never eat it?	Do you have two sisters.
Do you have a brother?	Do you clean beautiful plates and delicate glasses?	Do you live in small village?	Do you buy clothes that white people don't want?	Did you escape from the police?	Did you find a friend called Grace?	Are you worried about something?
Do you live in somebody else's house?	Did you join a protest?	Are you thinking of becoming a doctor?	Do you eat from tin plates?	Do you clean white people's houses?	Did you ride in a truck?	Is your father alive?
Did you help someone?	Are you taught to be obedient at school?	Did you travel on a train?	Did the police shoot at you?	Do you have three brothers?	Did you see things that were unfair and upset you?	Do you live in Joburg?