

Little Bear Lost

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Red Fox ISBN 0-09-922921-8

First developed by Beverley Morgan and Bridget Rowlands at Exminster County Primary School and disseminated by Devon Resources for bilingual pupils in 1996.

The game was part of a way into the Little Bear stories designed to help children enjoy stories with other children, promote exploratory talk, extend vocabulary and develop the ability to sequence events.

We have provided a board (you need to enlarge this), five flaps of hiding places (if you enlarge the board to A3 the flaps will fit, you also need to decide whether to place one set or two sets of flaps on the board) and round character counters, but if the game is a success with your children, you might want to produce a prettier one or colour this one in a bit more!

Last updated 2nd November 2012

The webaddress for this activity is

<http://www.collaborativelearning.org/littlebearlost.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.

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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 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.

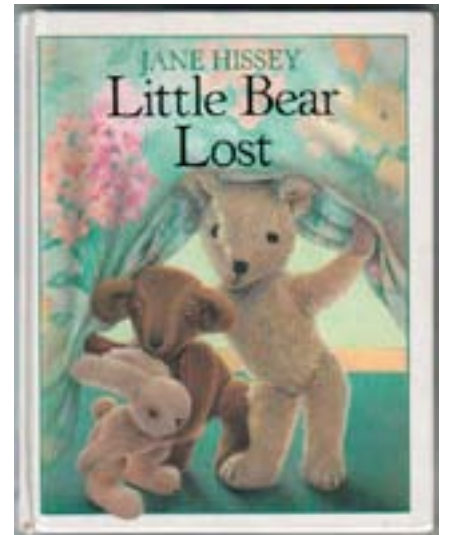
*They give children the opportunity to participate in their own words and language in their own time without pressure. Many activities can be tried out in pupils' first languages and afterwards in English. A growing number of activities are available in more than one language, not translated, but mixed,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

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The aim of the game is for the characters to get to the picnic basket.

You need a board with flaps on some of the spaces, four character counters and a die.

Choose which character you want to be - Bramwell Brown, Little Bear, Duck or Rabbit.

All players throw the die and the player with the highest number goes first. Take turns to throw the die and move the number of spaces on the board. If you land on a space with a flap, hide underneath until your next turn. If someone else finds you (lands on you) you have to go back one space.

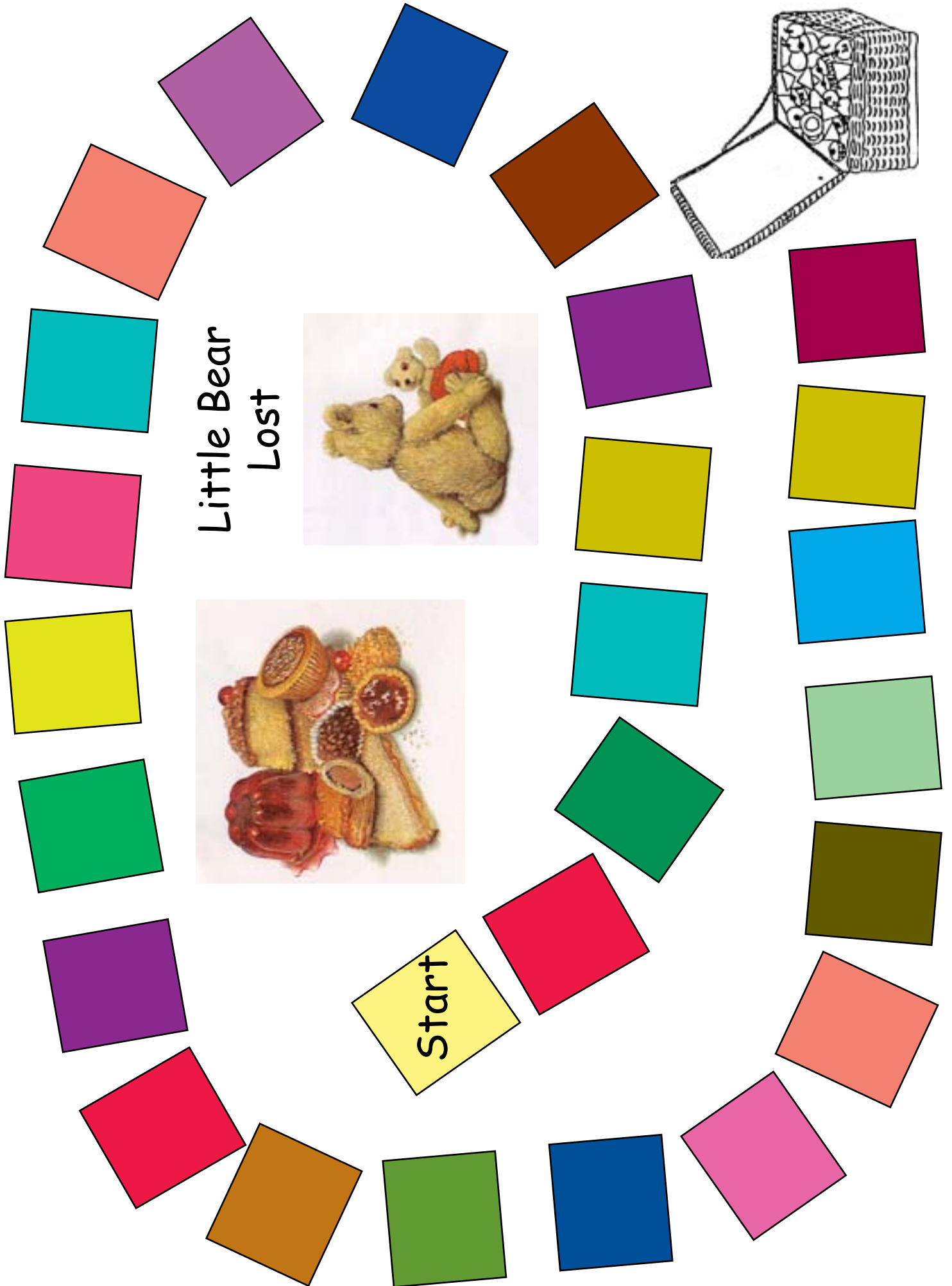
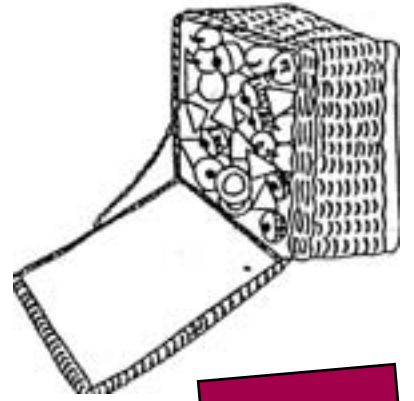
The first one get to the picnic basket is the winner.

Alternative version

Use two dice.

Throw both dice and choose the number which is best for you.

Little Bear Lost



Little Bear Lost -flaps and character counters

