

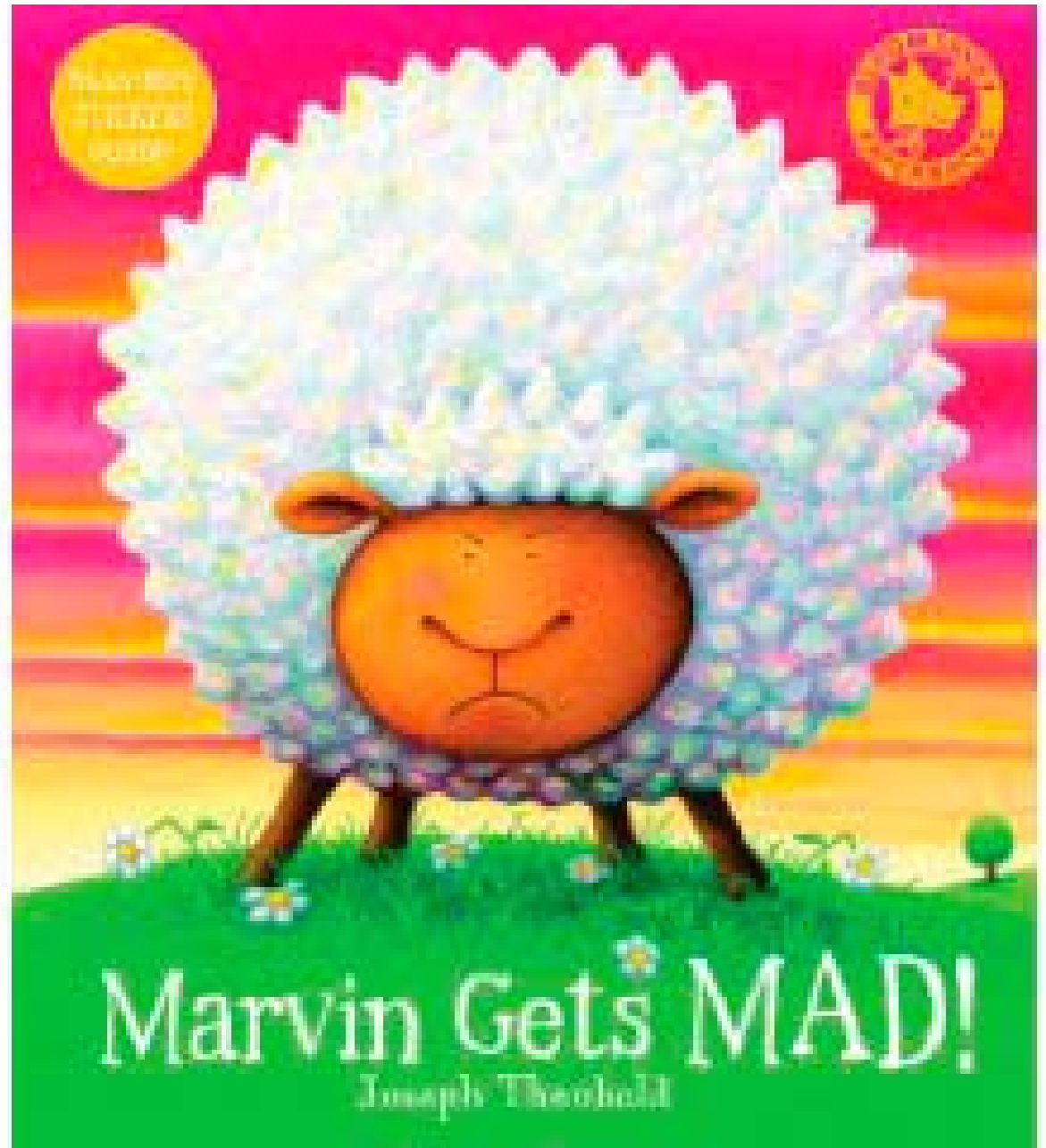
# Marvin Gets Mad

Three Activities:

Collecting Mad Bits to stick on Marvin by throwing a die with the bits stuck on.

Ditto with a normal die or a quicker version with two dice.

Track Game collecting MAD cards or CALM cards – children to be encouraged to make their own versions



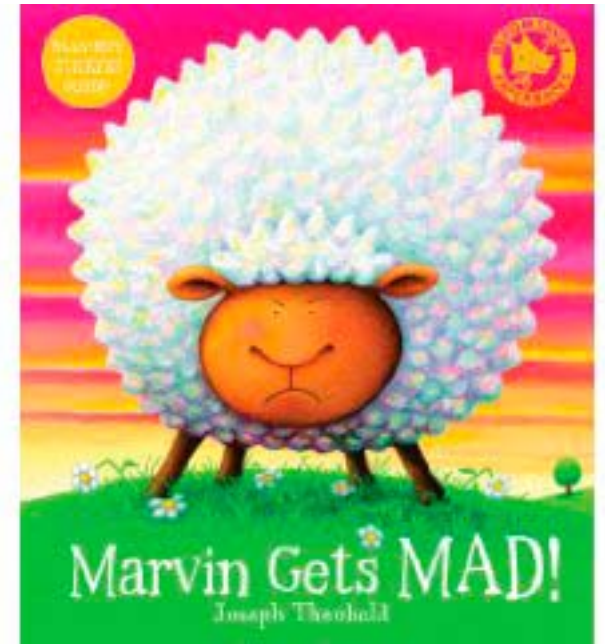
# Marvin Gets Mad

Developed at our workshop in Loughborough in the summer of 2010.

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

Last updated 31st January 2011

Marvin's mad mouth and the other mad parts need careful cutting out and laminating. The mouth is designed to fit onto the portrait of Marvin



## 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.

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

# Marvin Gets Mad

First activity - collect the mad bits of Marvin to add to his portrait using a big blank die. You need enough portraits of Marvin for participants. You need to print off and cut out an angry face, a tail, two horns (one left, one right), two left feet and two right feet for each board. Here are smaller versions of these items to stick onto the die:

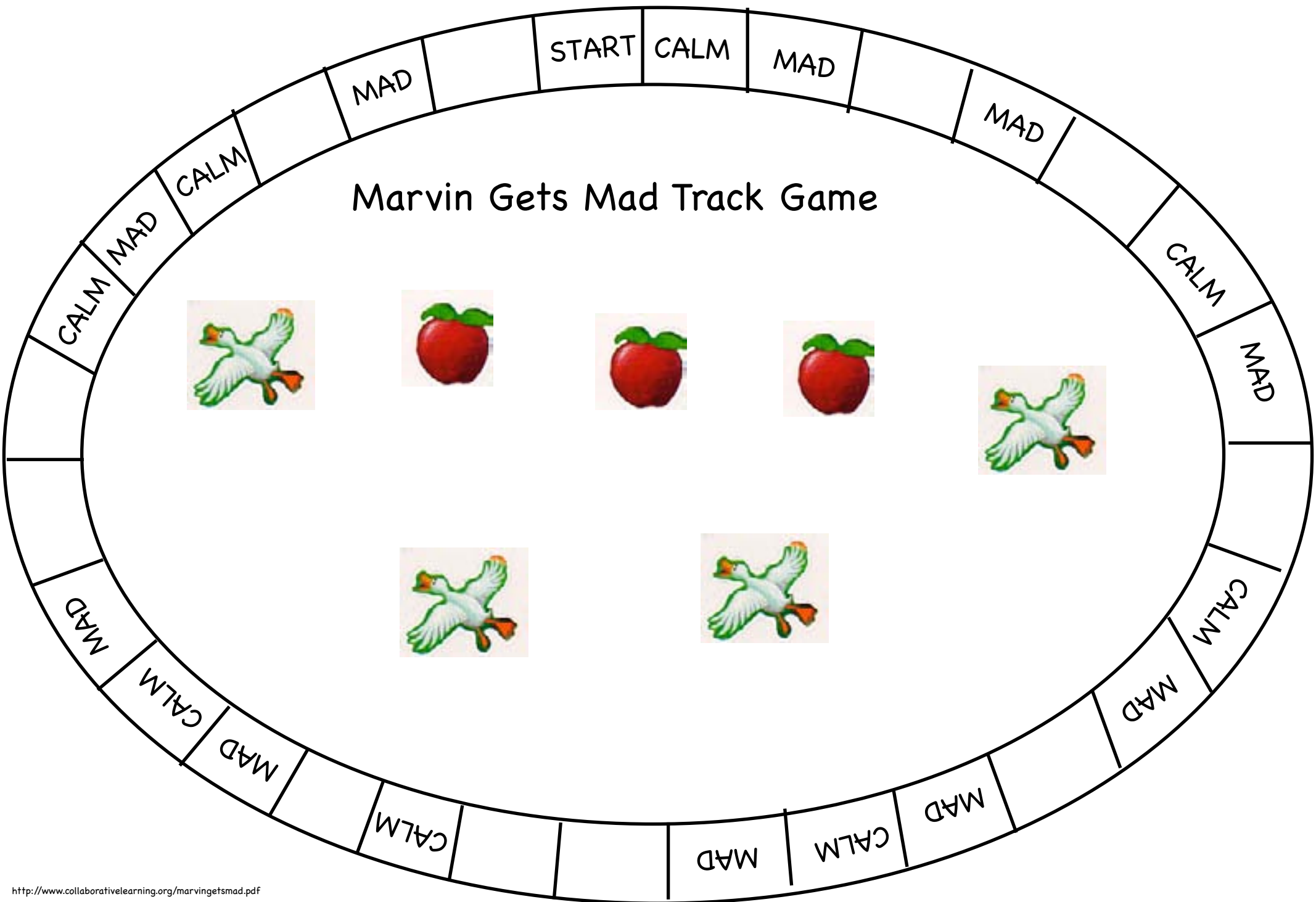


To play: take turns to throw the die and try to collect all the items that Marvin collected when he was mad.

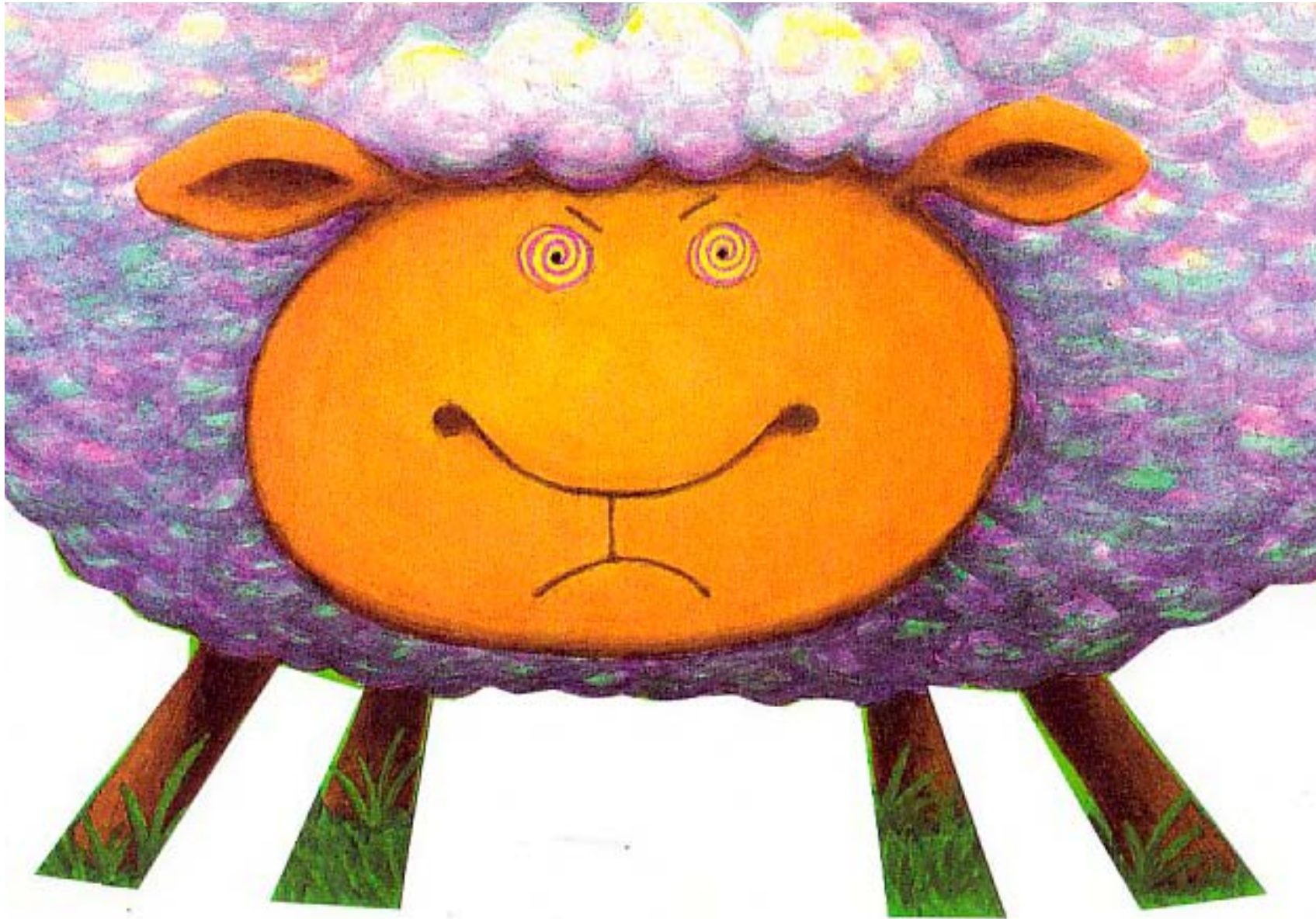
Second activity - use a normal die and throw six for the mouth, 5 for left horn, 4 for right horn, 3 for tail, 2 for left foot and 1 for right foot

Third activity - Track Game - start round the track which has MAD and CALM spaces - Land on the spaces and take a card - CALM cards (e.g saying sorry) or MAD cards (e.g. stamping on flowers) First to get round the board is the winner. Of oourse you can vary the rules depending on your children. You can they can think up more MAD and CALM cards.

# Marvin Gets Mad Track Game



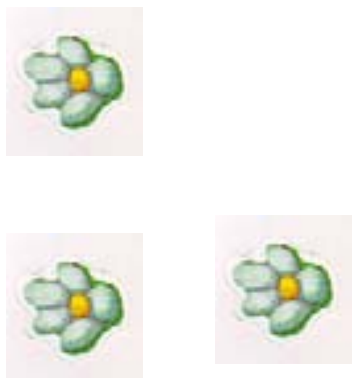
Marvin





# Marvin Gets Mad Postive Negative Cards

Stamping on the  
flowers



Knocking over the  
chicken shed



Frightening the  
ducks



Biting the cow's tail.



Calming down



Saying sorry



Saying thank you



Remembering a  
perfect day.

