

Qualities Connect Four Game

Developed by Stuart Scott with inspiration from colleagues in Nottingham and Kingston upon Thames schools.

The webaddress for this activity is:

<<http://collaborativelearning.com/qualitiesconnectfour.pdf>>

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COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials 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 across all phases and subjects. We hope they will inspire you to use similar strategies in other topics and curriculum areas. We run teacher workshops, swapshops and conferences throughout the European Union. The project publishes a catalogue of activities plus lists in selected subject areas, and a newsletter available by post or internet: "PAPERCLIP".

*These activities were 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 mixed 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 and other formative assessment.

*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 mother tongue 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 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://collaborativelearning.com/qualitiesconnectfour.pdf>

Qualities Connect Four Game

Notes for teachers

The items shown here will provide you with a range of qualities. We have updated the activity with two game boards, and provided pictures for both. Many of you said you did not have access to A3 colour printers, so one of the game boards will work without enlargement. We would like to encourage you and your children to make your own boards all with different items, whereas the cards can always be the same. You can select pictures to put on it either manually or digitally. Do please send us versions you are proud of for us to post on the website or provide a link to.

This game is best played one pair against another. You need two different colour sets of the cards which survive longer if laminated. Shuffle the cards and place in piles. Pairs take turns to pick a card for their colour and place it on the board. The pair with the first four cards in a line vertically, diagonally or horizontally win.

English National Curriculum information: based on grouping and sorting materials 1c and 2d

Qualities Connect Four Game Board

 <p>ice tray</p>	 <p>teaspoon</p>	 <p>tea towel</p>	 <p>doormat</p>	 <p>mattress</p>
 <p>shoes</p>	 <p>bread knife</p>	 <p>broom</p>	 <p>curtain</p>	 <p>rolling pin</p>
 <p>teddy bear</p>	 <p>tyre</p>	 <p>glasses (spectacles)</p>	 <p>umbrella</p>	 <p>sofa</p>
 <p>juice glass</p>	 <p>lego bricks</p>	 <p>face flannel</p>	 <p>sponge</p>	 <p>rubber gloves</p>
 <p>mirror</p>	 <p>garden path</p>	 <p>pumice stone</p>	 <p>paper towels</p>	 <p>shower curtain</p>

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.



Qualities of Materials Connect Four Board

How to Play

This game is best played one pair against another. You need two different colour sets of the qualities cards. Shuffle the cards and place in two piles. Pairs take turns to pick a card for their colour, and place it on the board. Everyone has to agree that the quality on the card fits the picture. The pair with the first four cards in a line vertically, diagonally or horizontally wins.



This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

Qualities Connect Four Game Cards

flexible	soft	tough	transparent	opaque
smooth	shiny	rough	absorbent	hard
fragile	waterproof	flexible	soft	tough
opaque	smooth	shiny	absorbent	hard
fragile	waterproof	rigid	rigid	rigid

Qualities Checklist

<div style="text-align: right;">Qualities</div> <div style="text-align: left;">Items</div>	flexible	soft	tough	rigid	hard	fragile	shiny	smooth	rough	waterproof	absorbent	transparent	opaque				