

# Mr Creep the Crook

This activity was developed at one of our workshops in the nineties and unfortunately we have lost the names of the authors and brilliant illustrators. If it was you please let us know!

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## 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.

# Mr Creep the Crook - Teachers' Notes

## 1. Connect Three

You will need two copies of the book, the 3x3 grid board and 12 Creep tokens (6 each of Mr and Mrs Creep). The aim of this game is to take it in turns to place tokens on the board and to connect three of the same in a row (horizontally, diagonally or vertically). One player/team has Mr Creep tokens and the other player/team has Mrs Creep tokens. Each player has to correctly answer a comprehension question based on the story. You may want to provide the questions or the players can devise them either before or during the game. Only a correct answer entitles them to place a token on the grid.

## 2. The Consequence Game (Cause and Effect)

You will need the outcomes/effects baseboard and a set of cause cards. The aim of the game is to ensure lateral thinking and the prediction of outcomes by considering cause and effect. Lots of practice with modal verbs here - might, would, will happen. With 4 players (two pairs). Cause cards are placed face down in a pile or spread out. Each pair take turns to pick a card and work out the effect and place it on the baseboard. The other pair need to agree. If there is not agreement the card must be placed either at the bottom of the pile or on the table.

## 3. Questions and Hazards -(Extending the story)

You need the ?/! baseboard which you can enlarge if you wish to A3 and some coloured counters and a die. Copy and cut out a set of ? and ! cards. On the back of ? cards children need to write down questions about the story. On the back of ! cards children need to describe a hazard (from the book, from other Happy Families books or with a similar theme but made up by them) and a consequence: e.g. Mr Cosmo plays a trick on you and you find a rabbit in your pocket. Miss a turn while you find a home for the rabbit! You can also instruct go back or go forward one or two spaces. Cards are shuffled and placed face down on the board in two separate piles. Players start at \* and take turns to throw the die. If a player lands on ? they must answer the question. If they answer wrong they miss the next turn. If they land on ! they must read and hazard card and follow instruction. The winner is the first player to go round the board and return to \*.

# "Creeps" Connect Three






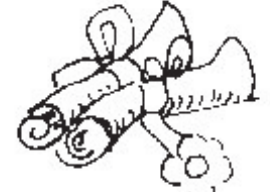







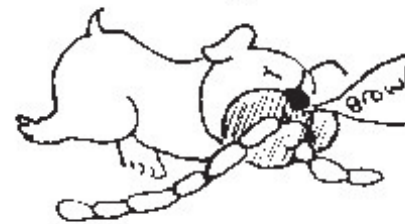

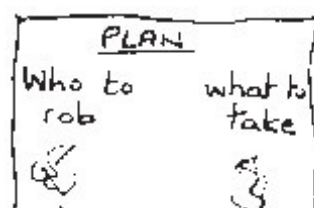




"Creeps" Cause and Effect Cards

Mr Creep gets a job.	Try to steal Mr Biff's boxing-gloves.	Dig a tunnel.	Burgle a burglar.
Try to steal Mr Cosmo's Magic Hat.	The Creep children go to school.	Get caught by police.	Try to steal Mrs Wobble's food.
Crawl back through tunnel.	Mrs Creep gets a job.	Try to steal a horse.	Work hard in jail.
Try to rob Mrs Plug.	Train Growler to be good.	Decide to be good.	Try to get rich quick.

Consequence game - baseboard

<p>Becomes a lollipop man</p> 	<p>Get biffed.</p> 	<p>Escape from jail.</p> 	<p>Get robbed</p> 
<p>Mr. Casmo plays a trick.</p> 	<p>Come top of the class.</p> 	<p>Go to jail.</p> 	<p>Have a jelly dropped on you.</p> 
<p>Get back in jail.</p> 	<p>Becomes a sales lady.</p> 	<p>Get kicked.</p> 	<p>Be let out of jail.</p> 
<p>Get your bottom burned.</p> 	<p>.. Nearly!</p> 	<p>Make a plan.</p> 	<p>Rob everybody.</p> 

?	!	?	!	?	!	?	!	?	*
!	<p style="text-align: center;">Creep Questions and Hazards Game</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 10px; text-align: center;">!</div> <div style="border: 1px solid black; padding: 10px; text-align: center;">?</div> </div>								!
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