

Goodnight Mister Tom Characters Connect Four Board Text Version

A game for two teams

Aim of the game - to get 4 cards in a row (vertically, horizontally, diagonally)

You need one baseboard and two sets of character cards in two different colours.

How to play:

Each team shuffles their cards and puts them face down in a pile.

Team A turns over their top card. They must decide where on the board it will fit and put it down. Talk to your team.

Everyone must agree that this is a good place.

Team B does the same.

Keep on taking turns. Try to choose the best space for your card to get your row and to block the other team.

If you think a card is wrong you can challenge it - you must explain your reasons for your challenge.

The winning team is the first to get a row.

| | | | | |
|----------------------------|------------------------------|---------------------------------|---|--------------------------|
| was religious | was a bit grumpy | husband was in the air force | lived in Little Weirwold | could tap dance |
| usually lived in London | had a good sense of smell | travelled on a train | was good at knitting and cakemaking | expected to be beaten |

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

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.

| | | | | |
|--------------------------------|------------------------------------|---------------------|---|--------------------------------------|
| had a seaside holiday | followed Mister Tom to London | died in the story | rode on a horse and cart | rode a bicycle |
| could draw very well | could act very well | worked as a teacher | made sure people were safe | got a scholarship to the high school |
| lived in a spooky place | thought he had killed his sister | sang carols | helped Mister Tom to find Willie | loved books, reading and writing |
| gave Willie a birthday present | dug and built the air-raid shelter | did not like school | knew a lot about animals and plants in the countryside. | wanted to plan Willie's life |

Goodnight Mister Tom Connect Four Game Cards

| | | | | |
|-------------------------|-----------------------|----------------------|---|-------------------------|
| Willie Beech | Willie Beech | Willie Beech | Zach | Zach |
| Zach | Mrs Hartridge | Mrs Hartridge | Mr Shelton and the other psychiatrist | Mrs Beech |
| Mrs Beech | Mrs Beech | Tom Oakley | Tom Oakley | Tom Oakley |
| ARP Warden | ARP Warden | Sammy | Sammy | Ginnie and/or Carrie |
| Ginnie and/or Carrie | Dr and Mrs Little | Dr and Mrs Little | George | George |
| Geoffrey Sanderton | Geoffrey Sanderton | the psychiatrists | Mrs Fletcher | Mrs Fletcher |

Goodnight Mister Tom Characters Connect Four Board Picture Version

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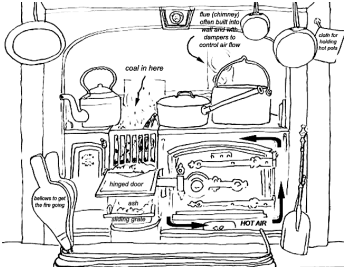









Team A turns over their top character card. They must decide which picture on the board connects with their character and explain to the other team. Everyone must agree that this is a good place.

Team B does the same.

Keep on taking turns. Try to choose the best space for your card to get your row and to block the other team.

If you think a card is wrong you can challenge it - you must explain your reasons for your challenge. If necessary go to the book and check the text.

The winning team is the first to get a row.

| | | | | |
|---|---|--|--|---|
|  <p>a range</p> |  <p>an air raid shelter</p> |  <p>a gas mask</p> |  <p>a nurse</p> |  <p>a birthday cake</p> |
|  <p>a thatched cottage</p> |  <p>hand milking</p> |  <p>a collie dog</p> |  <p>an oil lamp</p> |  <p>chamber pot</p> |

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a box of paints



blackout curtains



a poker



a baby



a horse and cart



a gravestone
under a tree



a steam train

a London
bus



an ARP helmet



a policeman



a
cupboard
under
the
stairs



a top hat



a pipe



colourful jumper



a drawing of a boy



a rubber sheet



a gramophone



hypodermic needle



lemonade and
biscuits



a bible