

# Over the Water - A Simulation Activity about Emigration from Ireland during the Great Famine 1845-7

## Sea Crossing

On board you meet a confidence trickster. You lose all your savings in a game of cards.



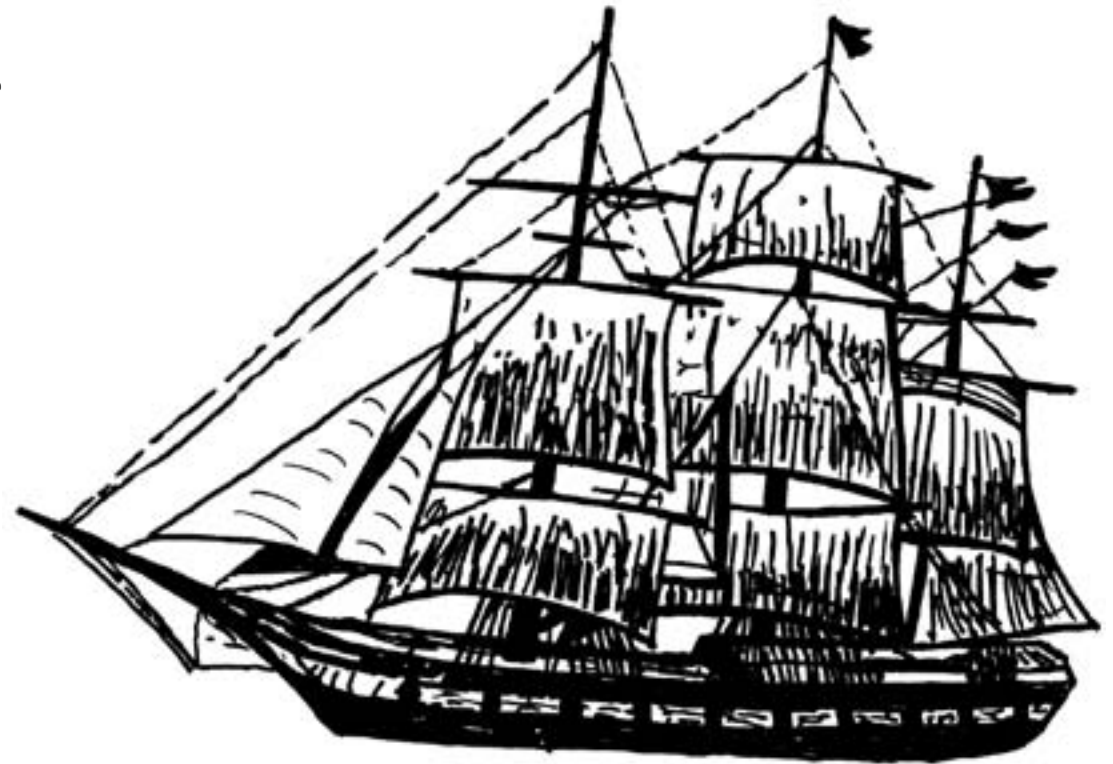
## Ireland

You feel sick. Your throat is dry and your stomach is swollen. It might be hunger. It might be cholera.



## England

You can only find a day or two of work breaking stones. You are lonely and sad. You decide to return to Ireland.



# Over the Water

This activity was developed in 1983 by Emma Thornton and Stuart Scott as part of pack on the history of Ireland for the Inner London Education Authority. We developed a variety of new activities to build up information on the histories of ethnic minorities within the teaching of history in Nottingham in 2007; so this activity was resurrected then. The pictures will we hope encourage your pupils to produce better versions and send them to improve the activity. We also hope that as a result of their research they can produce more cards.

Webaddress: [www.collaborativelearning.org/overthewater.pdf](http://www.collaborativelearning.org/overthewater.pdf)

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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 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.

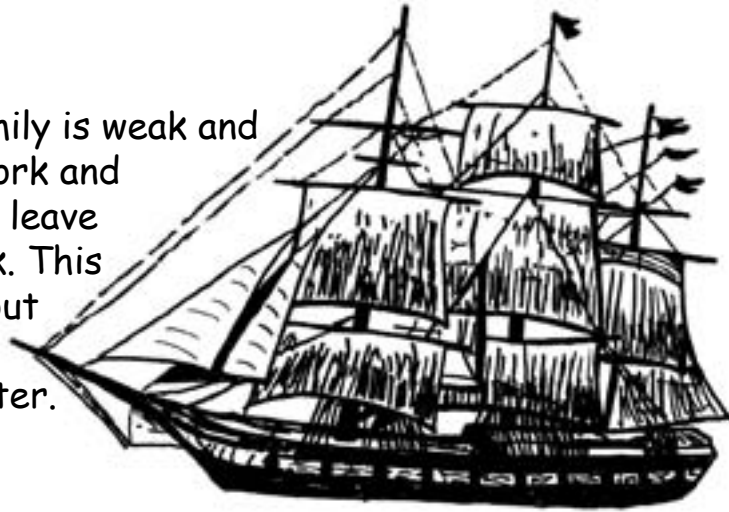
\*They encourage study skills in context, and should therefore be used with a range of appropriate information books which are preferably within reach in the classroom.

\*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.

# Over the Water

You are hungry and your family is weak and hungry too. You must find work and then send money home. You leave your village and walk to Cork. This activity tells you a little about what happened to those who tried to go over the water.



## How to play.

Two, three or four can play this game. The aim of the game is to get five cards which give you a good journey, and a good start in the new country. You need 2 Ireland cards, 1 Sea Crossing card and 2 England cards in your set. Shuffle the pack well and deal 5 cards to each player. Place the other cards face down in the middle. Take one card from this pile and place it face up next to the pile. Take turns to choose a card from either the face up or the face down pile. You must then put down a card on the face up pile. When you think you have a good set declare it. Everyone compares their cards. The best set wins.



# Over The Water Cards - Cut them up. You or your pupils might like to draw better pictures for the cards after the game.

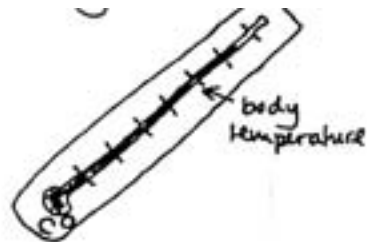
## Ireland

You have a bad dream. Something awful will happen to you and your family.



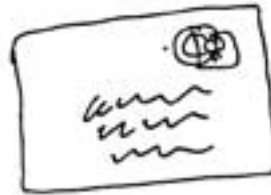
## Ireland

Just as you leave you feel hot and feverish. You say nothing to your family.



## Ireland

A relative in Dublin sends you enough money to pay for the boat to Liverpool.



## Ireland

You have to enter the workhouse in Cork. One of your family dies there, but a charity gives you the money for the boat.



## Ireland

You have no money so have to hide in the dock and wait for a chance to hide on a ship.



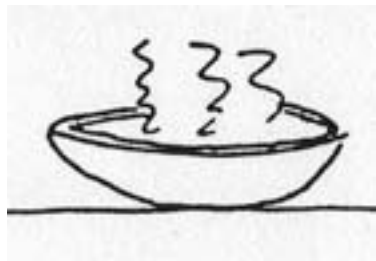
## Ireland

You feel sick. Your throat is dry and your stomach is swollen. It might be hunger. It might be cholera.



## Ireland

You work in a soup kitchen for a week and get enough for your fare.



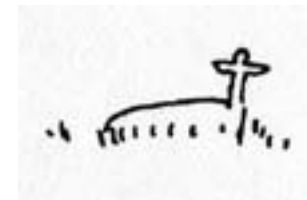
## Ireland

You meet some friends with a cart. They take you to Cork.



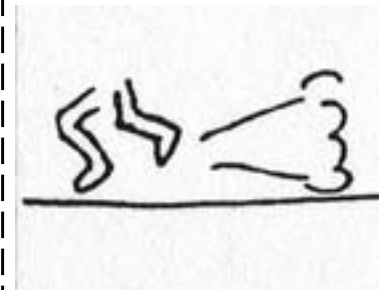
## Ireland

Your baby dies on the way but a friendly priest buries her for nothing.



## Ireland

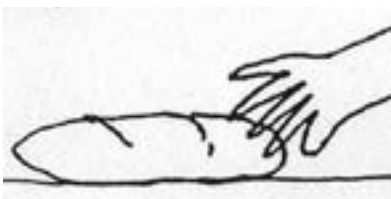
You are accused of stealing a cheese and have to run for it.



# Over The Water Cards - Cut them up. You or your pupils might like to draw better pictures for the cards after the game.

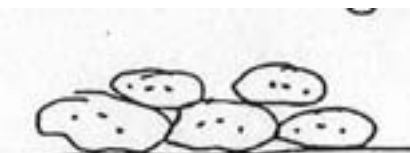
## Ireland

You steal a loaf of bread. You worry all the time about being caught and punished.



## Ireland

You find a few good potatoes in your clamp. You hope there will be nettles and berries to eat on your journey.



## Ireland

You have saved enough money to pay for a cart to go to Cork. You can take your possessions and not get worn out.



## Ireland

The middleman takes everything you own. You have to walk barefoot to Cork to see what happens there.



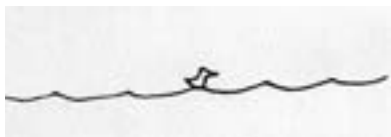
## Ireland

Your landlord gives you some money for the fare.



## Sea Crossing

It's lovely weather. The sea is calm. The boat is crowded but you have a pleasant journey.



## Sea Crossing

There is an awful storm. You roll all over the deck, and get covered in other people's vomit.



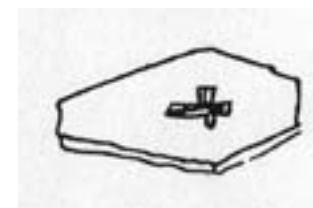
## Sea Crossing

On board you meet a confidence trickster. You lose all your savings in a game of cards.



## Sea Crossing

Your mother dies. You promise to look after the rest of the family.



## Sea Crossing

You meet some people you know. Someone says his brother can get you some work.



# Over The Water Cards - Cut them up. You or your pupils might like to draw better pictures for the cards after the game.

## Sea Crossing

The ship hits a rock near Saint David's Head. You survive but everything you own is lost.



## Sea Crossing

The ship is blown off course and you land in Glasgow.



## Sea Crossing

You pay your fare, but you are cheated. The ship is only going to Dublin



## Sea Crossing

The ship is so full that you have to stand all the way.



## Sea Crossing

You stow away on a wheat ship. It is not comfortable, but you have a safe journey.



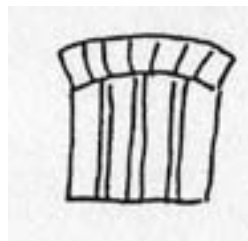
## England

You get enough money together to rent a large house. You let rooms to other Irish migrants.



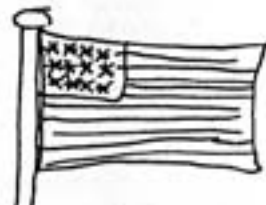
## England

You are accused of stealing turnips from a field and thrown into prison.



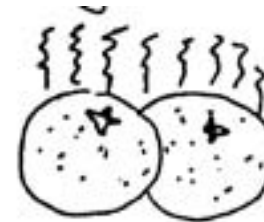
## England

You get a letter from a cousin with the offer of a job in the docks in New York.



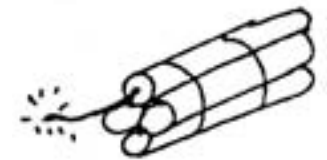
## England

You buy a lot of oranges to sell from house to house. The fruit begins to rot



## England

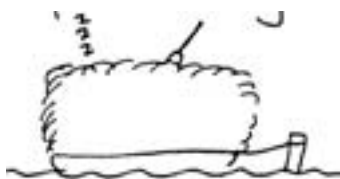
You join a Fenian group who are planning to help other members to escape from prison.



# Over The Water Cards - Cut them up. You or your pupils might like to draw better pictures for the cards after the game.

## England

You find a job two or three days as a dock labourer in Wapping. You can't afford a bed, so you sleep on the hay boats.



## England

You get cholera, but get better after six weeks in a charity ward.



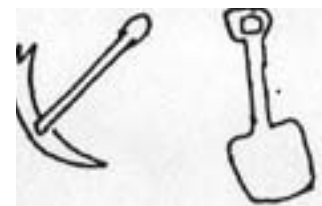
## England

You can't find work and end up in the workhouse in Liverpool.



## England

You get a job building a railway in the West Country.



## England

A friend offers you a share in a butcher's shop.



## England

You can only find a day or two of work breaking stones. You are lonely and sad. You decide to return to Ireland.



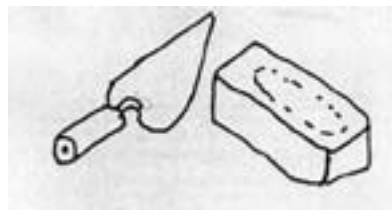
## England

You get a job in a cotton mill. The mill is dusty and you cough a lot.



## England

You find a friend. He trains you in brick-laying. You get a job building terraces in London.



## England

You walk from Liverpool to Birmingham and from there to Nottingham. Then you find work.



## England

You get a job unloading Irish wheat and oats, butter and cheese in Liverpool.



**Over The Water Cards** - Cut them up. You or your pupils might like to draw better pictures for the cards after the game. There are spaces here to write more cards based on your research.

### England

You get a job in a small factory making stockings. You can't understand what the overseer is saying very well. You get the sack.



### England

Someone you met on the boat arranges for a place where you can stay rent free until you get a job.



### England

The coach taking you to London overturns. You break an arm.



### England

You get a job as a ragpicker in East London.



### England

You find a room in a tenement. It is dry, but full of vermin. You are covered in bites.

