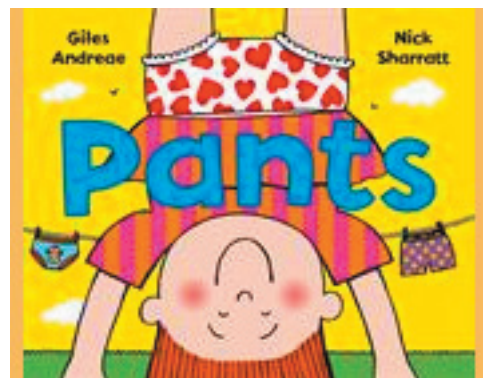


# Pants

Developed by Tanya Bill (Knighton Fields PS) and Jo Wigston ((Dovelands PS) at a CLP Games Around Books workshop in Leicester organised by Sharman Bailey (G and T consultant) and Kirstie Randle (Foundation stage consultant) on 9th May 2008.



There are lots of suggestions here for producing a collection of games around "Pants" by Giles Andreae and Nick Sharratt currently published by Random House and including a CD of songs by Lenny Henry. ISBN 978-0-552-55572-2.

The webaddress for this activity is:

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

Other foundation/KS1 games can be found on:

<http://www.collaborativelearning.org/foundationonline.html>

Last updated 9th September 2008.

## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

We support a network of teaching professionals throughout the European Union to promote inclusive education. We develop and disseminate accessible talk-for-learning activities in all subject areas and for all ages.

17, Barford Street, Islington, London N1 0QB UK Phone: 0044 (0)20 7226 8885

Website: <http://www.collaborativelearning.org>

## 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.

# Pants

We hope you will use this as a template for producing your own Pants games. Here are the ideas we have come up with. Please send us yours to add to the list.

## Idea 1:

Go around the board by rolling a dice (a standard one or one with just 1-3 on). When you land on a pattern you can collect the matching pants. Winner is the one with the most pants! (This is the version you can print off here. You will need to enlarge the board to A3 and we suggest you laminate the pants cards).

## Idea 2:

Children have lotto boards with different sets of pants/patterns. This will need a little input from you! Select suitable pants designs and draw them on the blank pants. Draw your designs on two blank spaces on the board. Cut the pants A4 sheets so you have four sets of four pants all different. When they land on the pattern on their board they can either collect a matching pants card or cover the pattern with a counter. You can always make your own special pants counters! Please send your best efforts for inclusion in the activity.

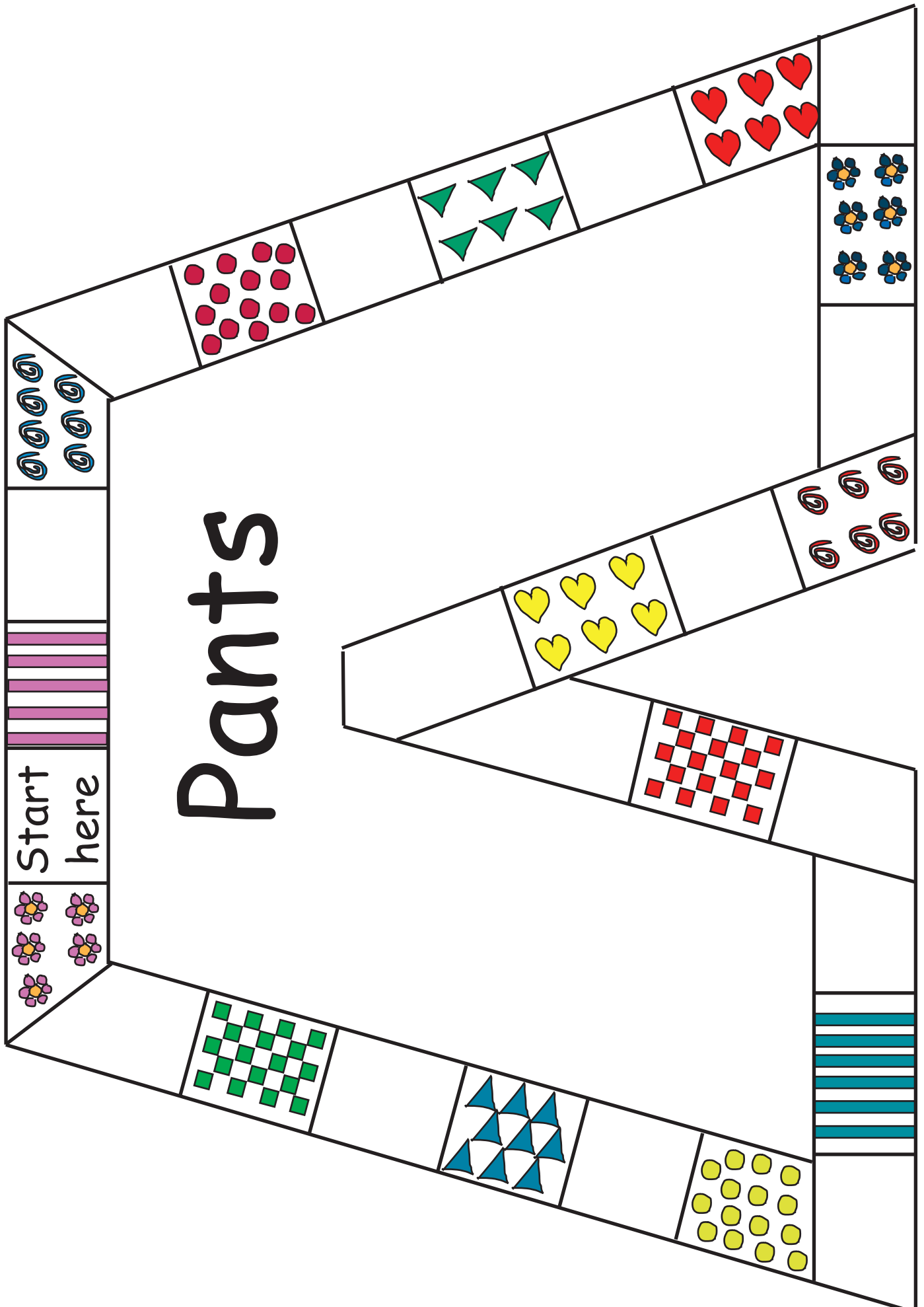
## Idea 3:

You draw a blank version of the board and children make their own patterns and matching pants cards to play like Idea 1.

## Idea 4:

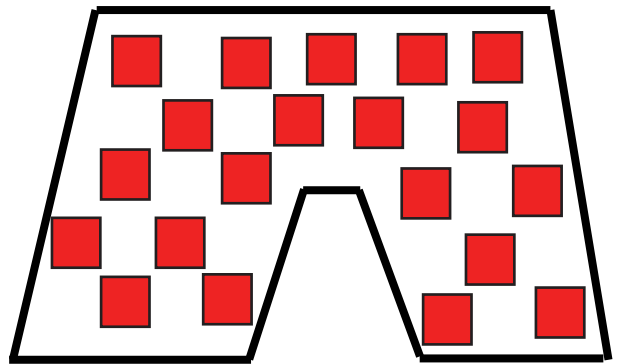
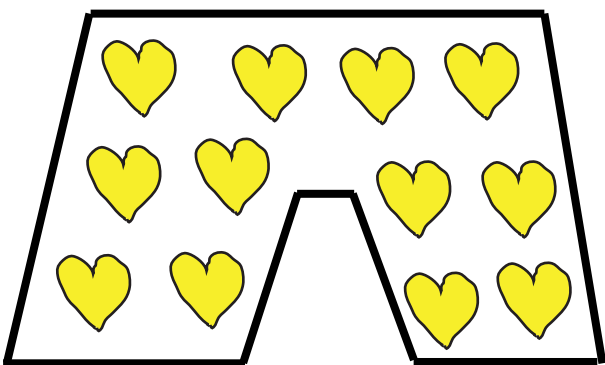
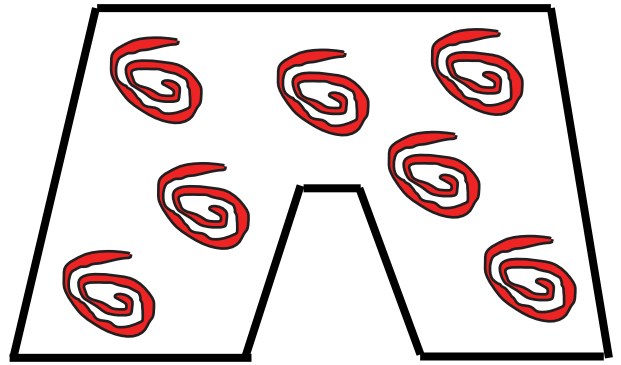
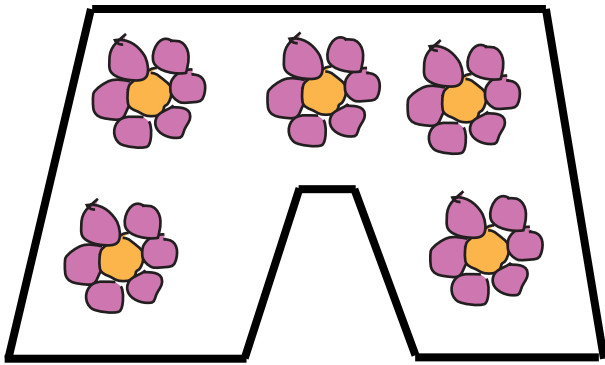
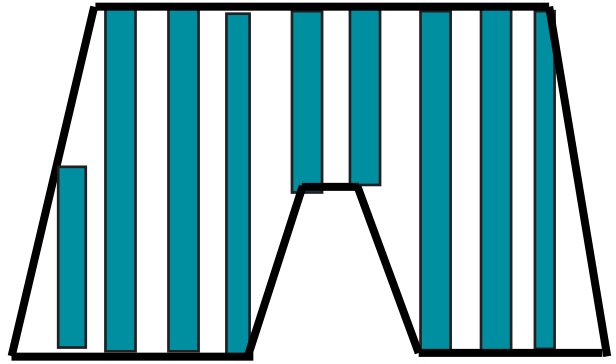
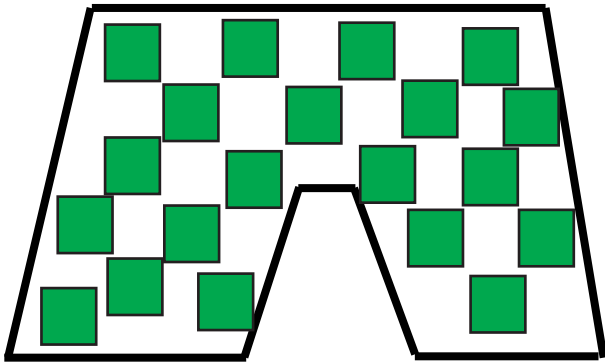
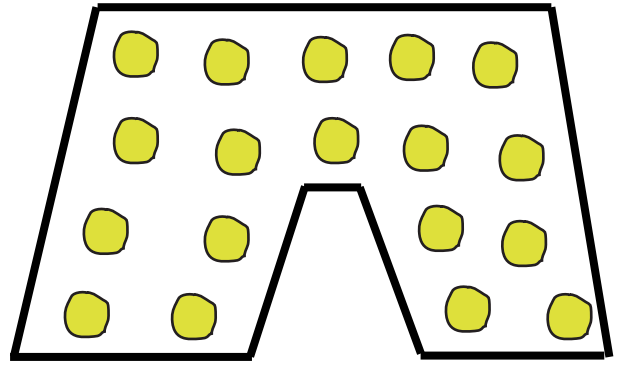
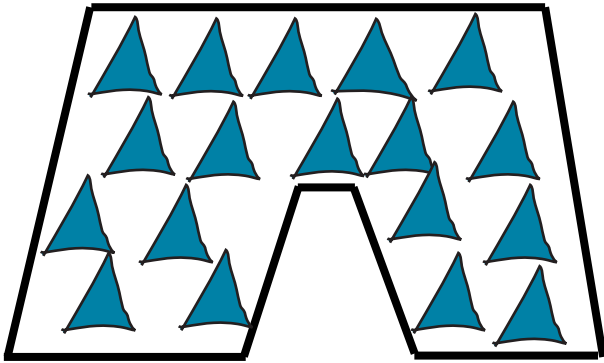
Pants and beyond! Children make their own version of the game with a person shape instead of a lotto board. They make fitted clothing to dress their person. They collect the clothing when they land on the pattern on the board.

# Pants



Start  
here

# Pants



# Pants

