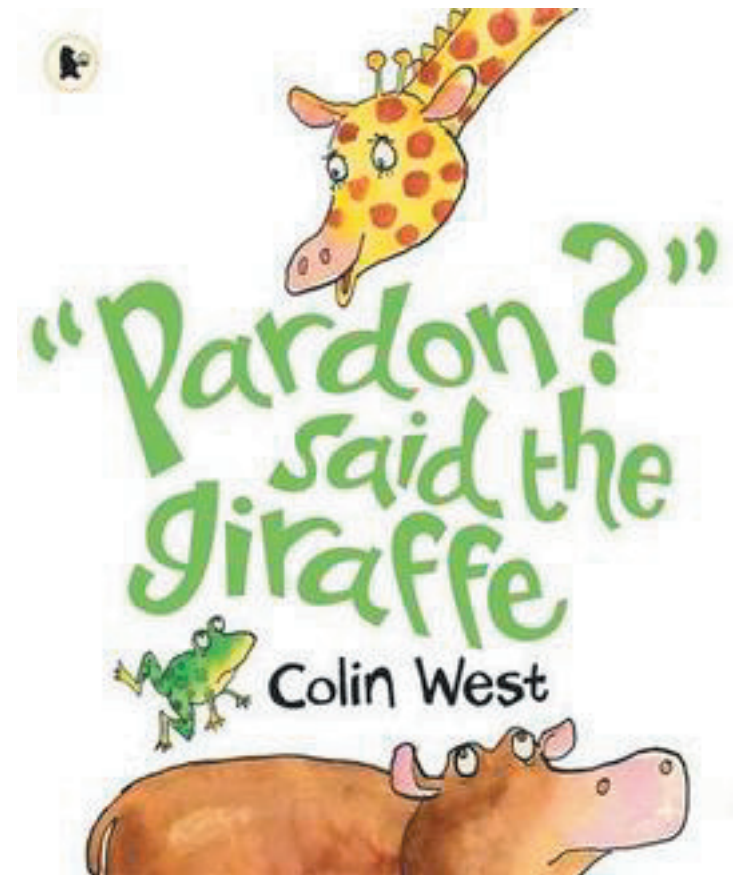


Pardon Said the Giraffe

Developed by Hannah Fitzgibbons at Margaret McMillan Nursery School in the London Borough of Islington. Storyprops, lotto/pairs boards and Connect 3 game for use with a core text. Designed to be prepared and completed at parents' workshops. We hold a large number of these activities in our archive.

Last updated 5th October 2010



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.

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 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.

Pardon Said the Giraffe - Suggestions for using the props and cards

Story props

Use the characters to retell the story by colouring them in, cutting them out, laminating them and fixing magnetic tape to the back. A magnet board or any suitable metal surface can be used'

Matching pairs

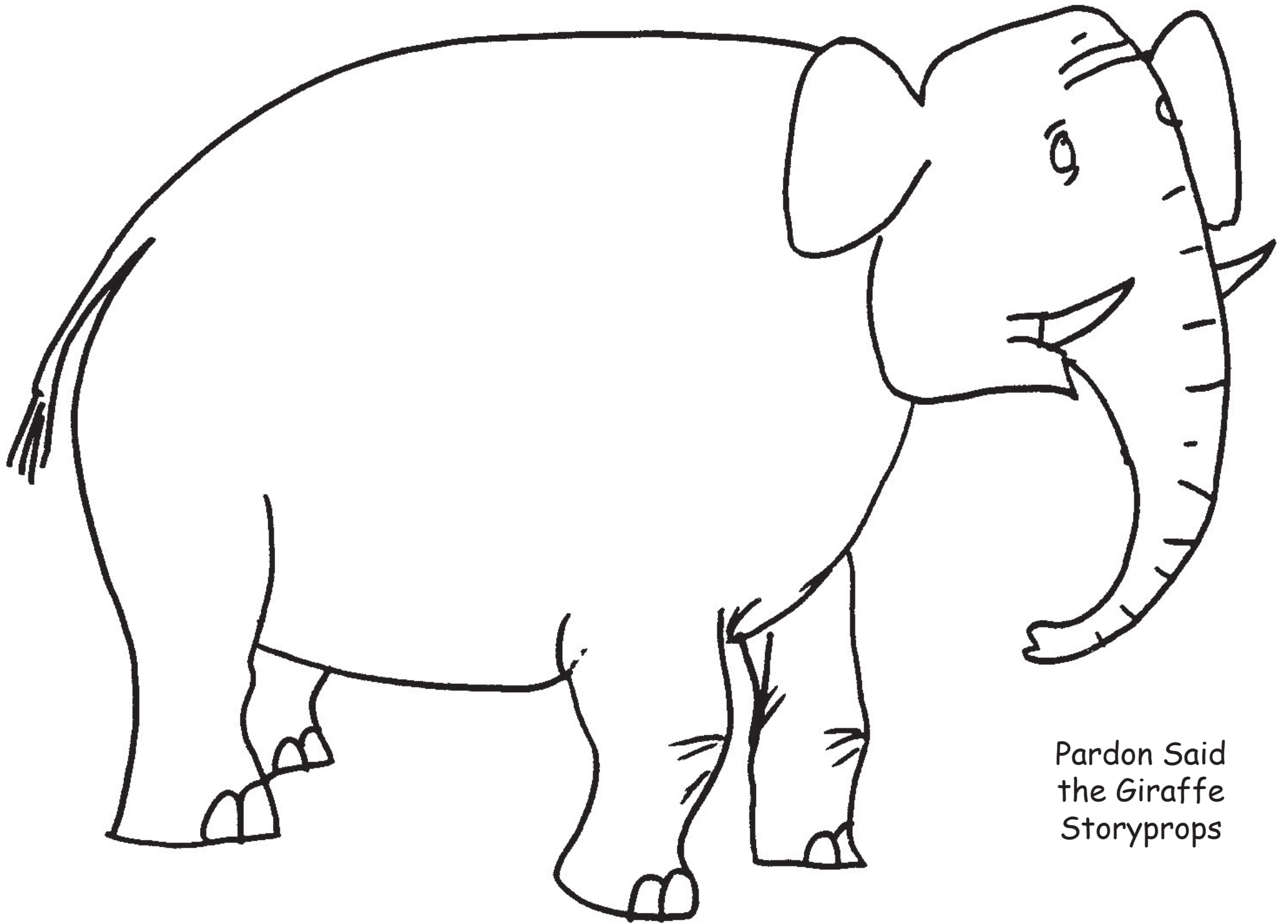
Use the character picture sets and copy two sets on thin (not too thin or the pictures show through the back!) card, colour and laminate. You can play pairs either face up or face down.

Lotto

Use pairs of character sets leaving one set uncut and uncoloured and the colour and cut the other set up. There are a variety of ways to play depending on how many sets of the game you make. You can of course use a blank baseboard and children could be encouraged to sequence the cards in line with the story.

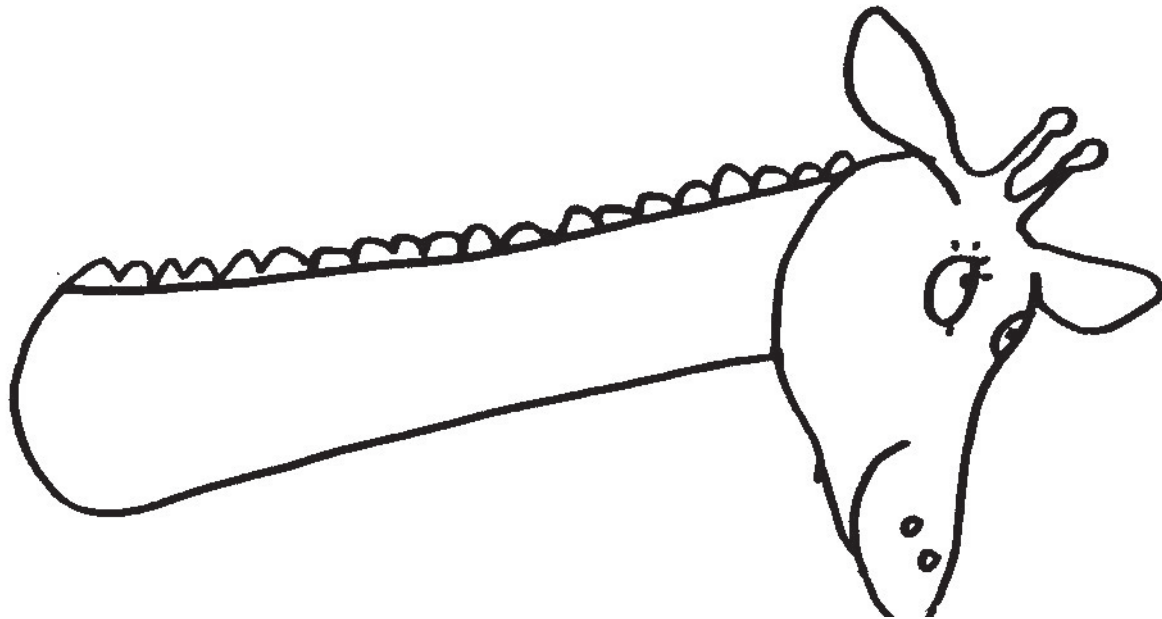
Connect 3 (noughts and crosses in disguise!)

You need the 3x3 grid and five small bullfrogs and five small giraffes on cards. Shuffle the cards and pile them upside down. Players take turns to pick a card and place it on the grid and they must try to get three frogs or three giraffes in a row in any direction. This can be extended by one player using only frogs and the other giraffes.



Pardon Said
the Giraffe
Storyprops

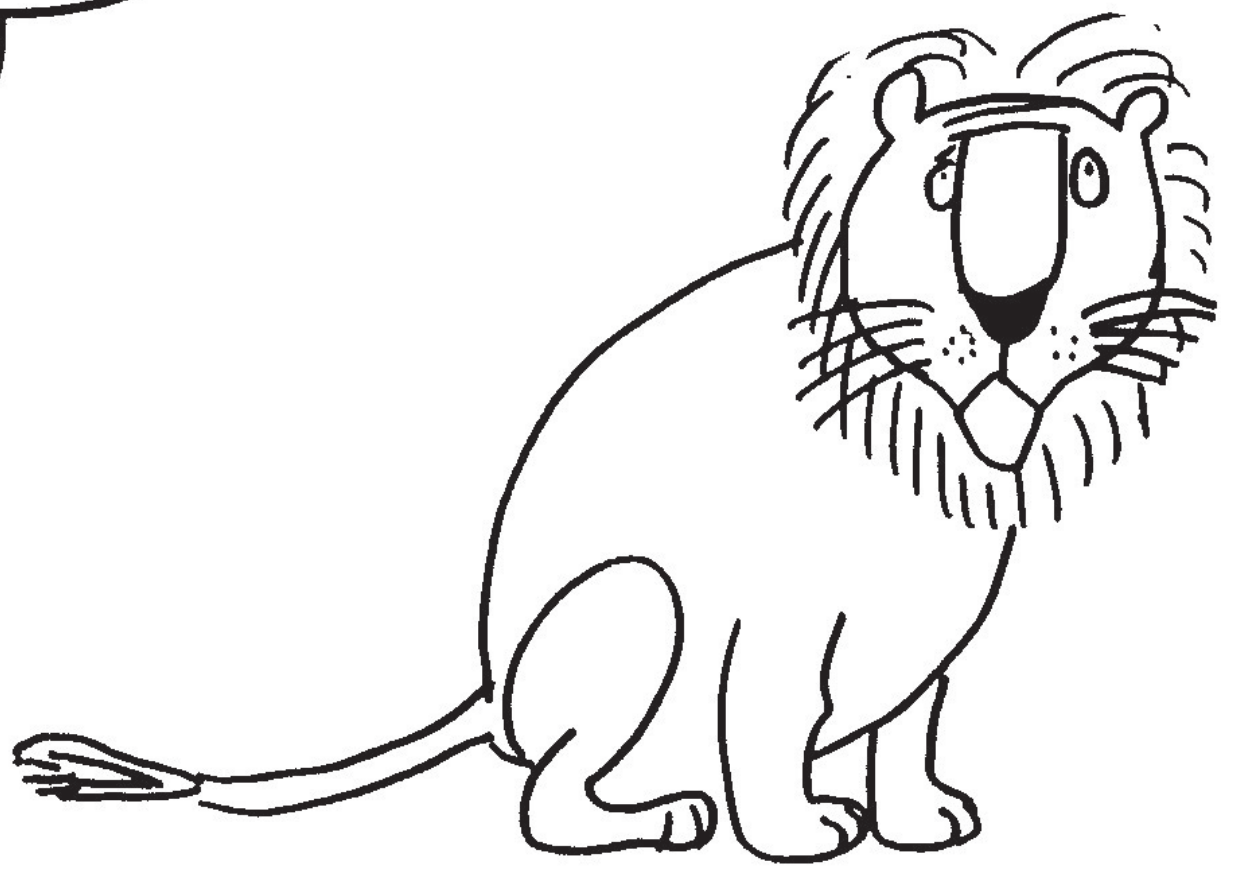
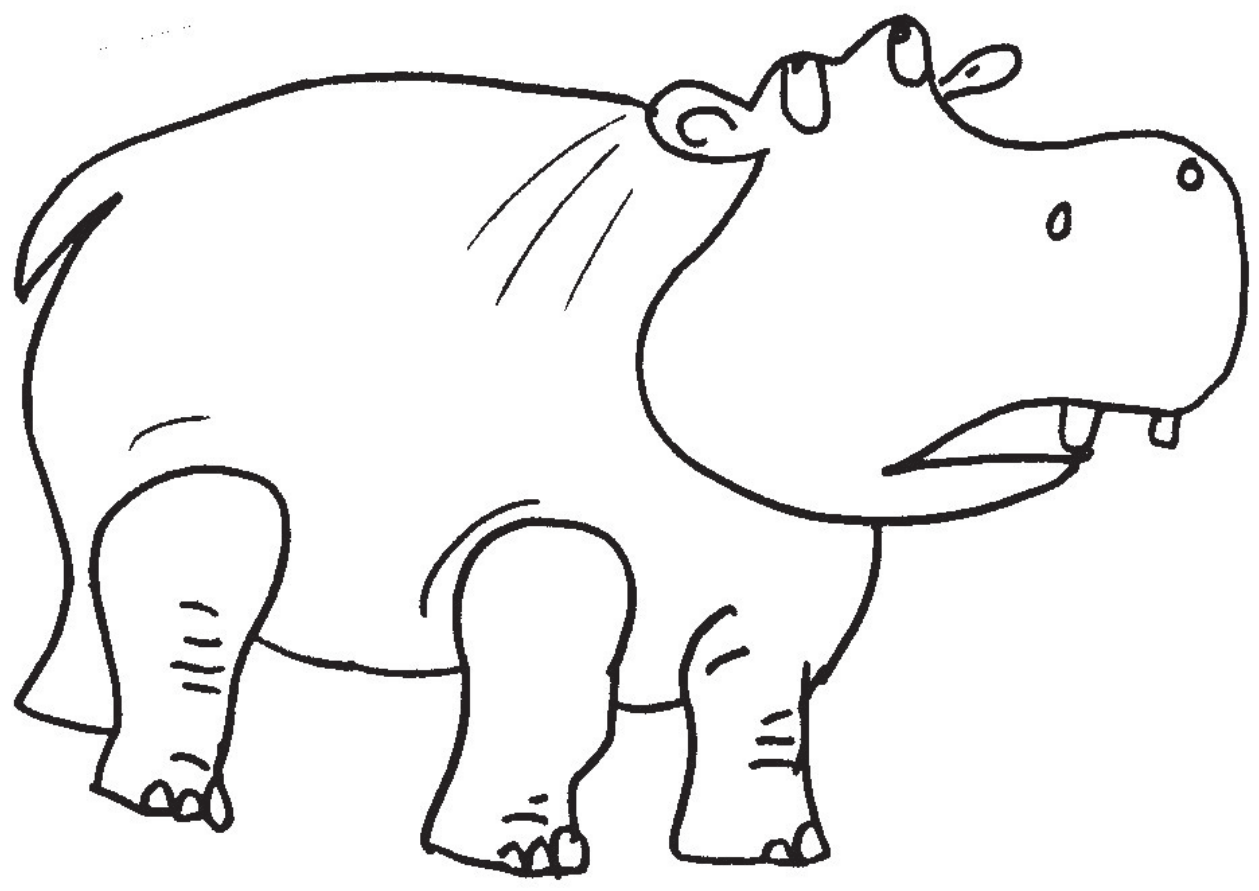
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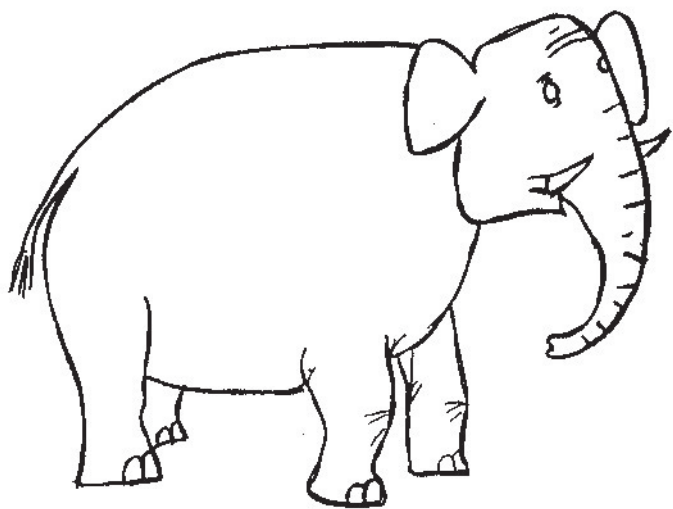
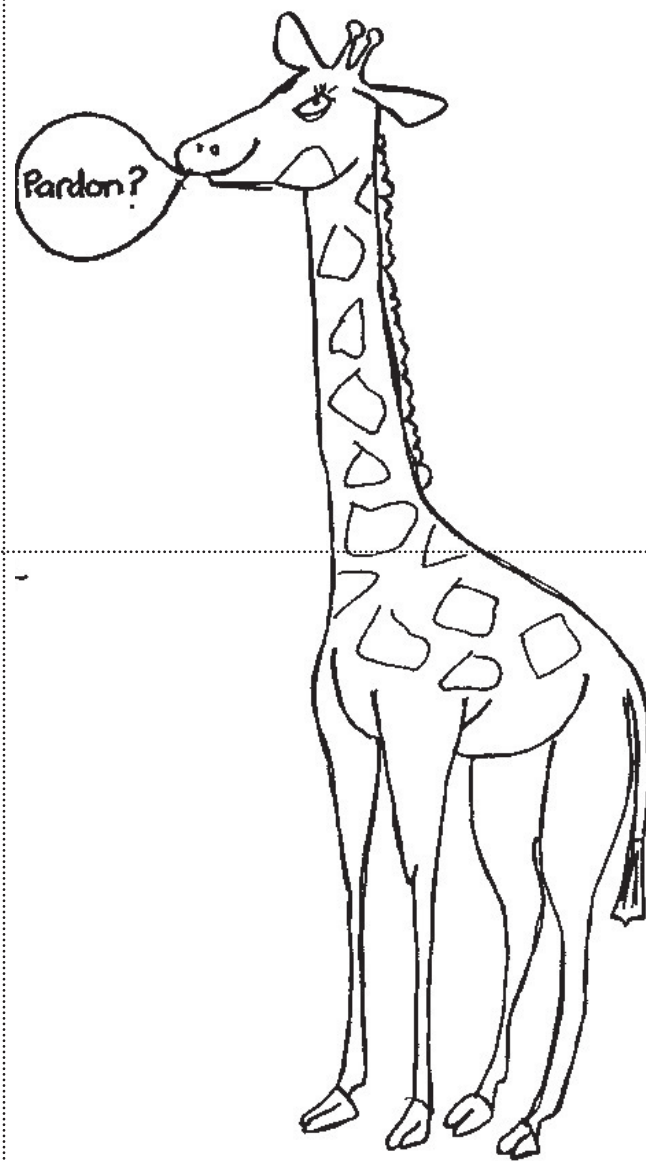
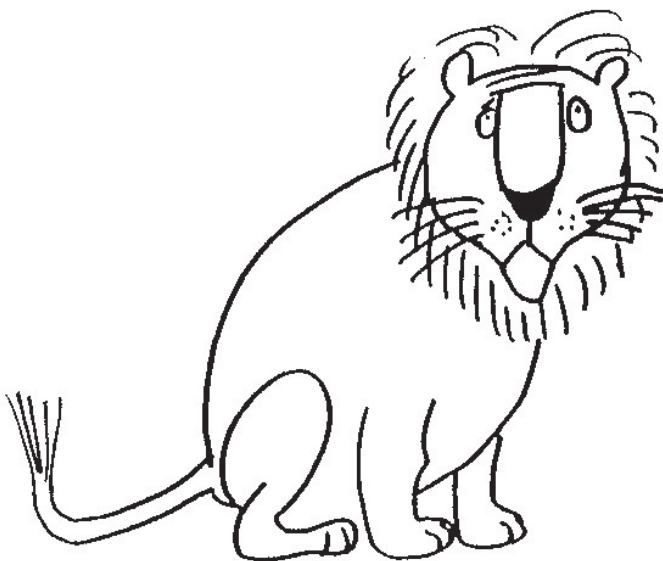
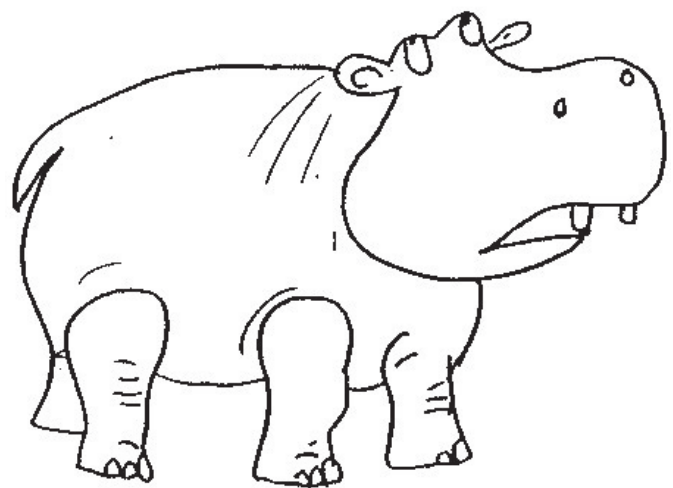


Use a split pin to join the top and bottom of the giraffe. This is designed so the giraffe can bend down to talk to the frog.

(Some children will point out that giraffes spread their legs too but this seemed too complicated!)

Pardon Said
the Giraffe
Storyprops





Pardon Connect Three

Pardon Connect Three Cards

