# Queasy Tum

Pick a card. Will your temperature go UP or DOWN?





## Queasy Tum

Developed by Karen Ford and Stuart Scott in the early 1980s. Better cards (text and pictures) can of course be produced by pupils researching more information. For the sorting activity you may want to reduce the number of cards or share them between groups, but the game works best with all the cards.

Webaddress: http://www.collaborativelearning.org/queasytum.pdf

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Collaborative Learning = Oracy in Curriculum Context makes challenging curriculum accessible. improves social relations in the classroom. provides scaffolding for exploratory talk.

If you don't get the chance to talk something through with others, you won't be able to write about it later confidently!

If you can persuade students to do something simple and playful together they will later jointly attempt something more difficult and challenging. Good for all pupils! Vital for EAL pupils!

#### Basic principles behind our talk for learning activities: Oracy in curriculum contexts!

Build on chidren's own prior knowledge. Move from concrete to abstract. Ensure everyone works with everyone else. Extend social language towards curriculum language. Provide motivating ways to go over the same knowledge more than once.

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 NI OQB UK Phone: 0044 (0)20 7226 8885 Website: http://www.collaborativelearning.org

## Queasy Tum

Read your set of cards carefully and divide them into three piles:





Place any cards you are unsure of or disagree about to one side to discuss with other groups.

## How to play "Queasy Tum"

- 1. Shuffle all the cards together.
- 2. Cut them and place them face down.
- 3. Everyone has a temperature chart; write your name on it.
- 4. Take turns to pick a card from the top of the pile. You have ten turns each.
- 5. Winner is person with lowest temperature at the end of ten turns.

If the card has something on it that will give you food poisoning, your temperature goes up one degree. Plot it on you chart for turn No 1



Number of turns

If there is nothing good nor bad on the card then your temperature stays the same. If your temperature goes above 43 you are out of the game.

If the card has something on it that prevents food poisoning, your temperature goes down one degree. But remember it can't go below 37 degrees!







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