

Rainforest Adaption Connect Four Games

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 cards in two different colours.

How to play:

Each team puts their cards face down in a pile in front of them.

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

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 - they must always explain their reasons for their choice.

The winning team has the first row of four in any direction.

Forest Floor

The ability to sleep hanging from a tree.

Canopy

Very good balance.

Emergent layer (tree tops)

Heat sensors to find prey.	Big eyes with large pupils.	Strong talons for good grip.	A rib cage that can spread wide and flat to enable gliding short distances.	Loud voice.
Very windy	Roots that can take in water from air.	Patterned leaves to trap light.	Very fast growing.	Huge triangle shaped roots for support.

Long flexible arms that can swing between trees.

Mid layer (tree trunks)

Two Games each with variations

Very good eyesight.

Rainforest Adaption Connect 4

These two versions of the game form the last part of a sequence of activities that can be used in a variety of ways and are very suitable for adaption to suit the children you are working with.

There is an **Introduce Me** character card activity and there are two information gap activities - one leading to photograph sorting and one leading to writing. There is a notetaking grid to complete from the text in both. Once children have done one or other of these, or have worked generally on rainforests they will be able to play the Connect 4 games.

There are two different games and 3 cardset variations.

The Connect Four baseboards are in two halves which must be glued together as most people find this easier for photocopying than enlarging a single sheet to A3.

Base board for Game One describes features of plants and animals which have adapted to the rainforest conditions.

Card set 1 has where in the rainforest this applies, Card set 2 has the names of living things found in the rainforest. You could go for advanced games using a mixture of cards.

Baseboard for Game Two names the layers of the rainforest, the cards in this case describe conditions or features. One pair has set 3a and one pair 3b. We have labelled the set to help tidying up which we hope you will ask the children to do. Like all good connect 4 's there is possible overlap and ambiguity which promotes discussion, for example some cards apply to all four layers.

Thanks to Rachel Owen and the Year 6 children at Camelot Primary school, Southwark for helping to develop these games.

The webaddress for this activity is

<http://www.collaborativelearning.org/adaptingtotherainforestc4.pdf>

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

Basic principles:

1. Build on prior knowledge.
2. Move from concrete to abstract.
3. Ensure everyone works with everyone else.
4. Extend social language into curriculum language.
5. Provide motivating ways to go over the same knowledge more than once.

Good for all pupils!
Vital for EAL pupils!

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

<http://www.collaborativelearning.org/rainforestadaptionc4.pdf>

Rainforest Adaption Connect Four Game One

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 cards in two different colours.

How to play:

Each team puts their cards face down in a pile in front of them.

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

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 - they must always explain their reasons for their choice.

The winning team has the first row of four in any direction.

Heat sensors to find prey.	Big eyes with large pupils.	Strong talons for good grip.	A rib cage that can spread wide and flat to enable gliding short distances.	Loud voice.
Very windy	Roots that can take in water from air.	Patterned leaves to trap light.	Very fast growing.	Huge triangle shaped roots for support.

Base board 1 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.

Game 1

The ability to sleep hanging from a tree.	25-45 metres above the ground	Long flexible arms that can swing between trees.	Claws for good grip.	A huge wing span.
Slow moving to save energy.	ground level	Very good balance.	Very dark because no light gets through the leaves above.	Very good eyesight.
A long strong tail.	Cup shaped leaves to hold water.	The ability to glide.	Short wing span.	Radar to fly in the dark.
Very good camouflage.	Long toes and fingers for good grip.	60 - 70 m above the ground.	Flaps of skin that spread out to enable short flights.	Sticky pads on feet to give good grip.

Emergent layer (tree tops) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>
Emergent layer (tree tops) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>
Emergent layer (tree tops) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>
Emergent layer (tree tops) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>
Canopy <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>	Forest Floor <small>Game 1 card set 1</small>	Mid layer (tree trunks) <small>Game 1 card set 1</small>	Canopy <small>Game 1 card set 1</small>

<p>Harpy Eagle.</p> <p>Game 1 card set 2</p>	<p>Mahogany</p> <p>Game 1 card set 2</p>	<p>Liana</p> <p>Game 1 card set 2</p>	<p>Banded Pitta Bird</p> <p>Game 1 card set 2</p>	<p>Monkey</p> <p>Game 1 card set 2</p>
<p>Vulture</p> <p>Game 1 card set 2</p>	<p>Bromeliad</p> <p>Game 1 card set 2</p>	<p>Tarsier</p> <p>Game 1 card set 2</p>	<p>Howler Monkey</p> <p>Game 1 card set 2</p>	<p>Silky Anteater</p> <p>Game 1 card set 2</p>
<p>Sloth</p> <p>Game 1 card set 2</p>	<p>Orchid</p> <p>Game 1 card set 2</p>	<p>Bat</p> <p>Game 1 card set 2</p>	<p>Toucan</p> <p>Game 1 card set 2</p>	<p>Fittonia</p> <p>Game 1 card set 2</p>
<p>Flying Frog</p> <p>Game 1 card set 2</p>	<p>Epiphytes</p> <p>Game 1 card set 2</p>	<p>Lancehead Snake</p> <p>Game 1 card set 2</p>	<p>Night Monkey</p> <p>Game 1 card set 2</p>	<p>Macaw</p> <p>Game 1 card set 2</p>
<p>Sugar Glider</p> <p>Game 1 card set 2</p>	<p>Gibbon</p>	<p>Gaboon Viper</p> <p>Game 1 card set 2</p>	<p>Three Toed Sloth</p> <p>Game 1 card set 2</p>	<p>Tree Frog</p> <p>Game 1 card set 2</p>

Rainforest Adaption Connect Four Game Two

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 cards in two different colours.

How to play:

Each team puts their cards face down in a pile in front of them.

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

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 - they must always explain their reasons for their choice.

The winning team has the first row of four in any direction.

Forest Floor	Canopy	Emergent layer (tree tops)	Canopy	Mid layer (tree trunks)
Canopy	Emergent layer (tree tops)	Mid layer (tree trunks)	Forest Floor	Canopy

Baseboard 2 This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

Baseboard 2. 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.

Emergent layer (tree tops)	Forest Floor	Canopy	Mid layer (tree trunks)	Forest Floor
Mid layer (tree trunks)	Canopy	Forest Floor	Emergent layer (tree tops)	Mid layer (tree trunks)
Forest Floor	Mid layer (tree trunks)	Canopy	Forest Floor	Canopy
Emergent layer (tree tops)	Canopy	Forest Floor	Canopy	Mid layer (tree trunks)

<p>Huge triangle shaped roots for support.</p> <p>Game 2 card set 3a</p>	<p>ground level</p> <p>Game 2 card set 3a</p>	<p>25-45 metres above the ground</p> <p>Game 2 card set 3a</p>	<p>Long flexible arms that can swing between trees.</p> <p>Game 2 card set 3a</p>	<p>Very hot sun</p> <p>Game 2 card set 3a</p>
<p>Very good camouflage.</p> <p>Game 2 card set 3a</p>	<p>Found in Brazil and Indonesia</p> <p>Game 2 card set 3a</p>	<p>Short wing span.</p> <p>Game 2 card set 3a</p>	<p>A long strong tail.</p> <p>Game 2 card set 3a</p>	<p>60 - 70 m above the ground.</p> <p>Game 2 card set 3a</p>
<p>Heat sensors to find prey.</p> <p>Game 2 card set 3a</p>	<p>Big eyes with large pupils.</p> <p>Game 2 card set 3a</p>	<p>The ability to glide.</p> <p>Game 2 card set 3a</p>	<p>Very good balance.</p> <p>Game 2 card set 3a</p>	<p>Strong talons for good grip.</p> <p>Game 2 card set 3a</p>
<p>Patterned leaves to trap light.</p> <p>Game 2 card set 3a</p>	<p>Sticky pads on feet to give good grip.</p> <p>Game 2 card set 3a</p>	<p>The ability to sleep hanging from a tree.</p> <p>Game 2 card set 3a</p>	<p>Loud voice.</p> <p>Game 2 card set 3a</p>	<p>Wide wingspan</p> <p>Game 2 card set 3a</p>
<p>Very little light.</p> <p>Game 2 card set 3a</p>	<p>Cup shaped leaves to hold water.</p> <p>Game 2 card set 3a</p>	<p>Radar to fly in the dark.</p> <p>Game 2 card set 3a</p>	<p>Strong pointed beak to open tough fruit and nuts.</p> <p>Game 2 card set 3a</p>	<p>Very windy.</p> <p>Game 2 card set 3a</p>

<p>Very good eyesight.</p> <p>Game 2 card set 3b</p>	<p>Able to climb up tree trunks.</p> <p>Game 2 card set 3b</p>	<p>Lots of thick leaves and tree branches.</p> <p>Game 2 card set 3b</p>	<p>Flexible shoulders.</p> <p>Game 2 card set 3b</p>	<p>Slippery branches that sway in the wind.</p> <p>Game 2 card set 3b</p>
<p>Lots of tree roots and creepers.</p> <p>Game 2 card set 3b</p>	<p>Very fast growing.</p> <p>Game 2 card set 3b</p>	<p>Roots that can take in water from air.</p> <p>Game 2 card set 3b</p>	<p>Small wings to get through branches easily.</p> <p>Game 2 card set 3b</p>	<p>Very strong talons.</p> <p>Game 2 card set 3b</p>
<p>Patterned to look like leaves.</p> <p>Game 2 card set 3b</p>	<p>A rib cage that can spread wide and flat to enable gliding short distances.</p> <p>Game 2 card set 3b</p>	<p>Flaps of skin that spread out to enable short flights.</p> <p>Game 2 card set 3b</p>	<p>Not much wind or breeze.</p> <p>Game 2 card set 3b</p>	<p>Long toes and fingers for good grip.</p> <p>Game 2 card set 3b</p>
<p>Very good sense of smell.</p> <p>Game 2 card set 3b</p>	<p>Long snout for eating insects.</p> <p>Game 2 card set 3b</p>	<p>Claws for good grip.</p> <p>Game 2 card set 3b</p>	<p>Daily rain.</p> <p>Game 2 card set 3b</p>	<p>A huge wing span.</p> <p>Game 2 card set 3b</p>
<p>Very dark even in the daytime.</p> <p>Game 2 card set 3b</p>	<p>Damp air.</p> <p>Game 2 card set 3b</p>	<p>Slow moving to save energy.</p> <p>Game 2 card set 3b</p>	<p>Near the equator</p> <p>Game 2 card set 3b</p>	<p>Lots of rain.</p> <p>Game 2 card set 3b</p>