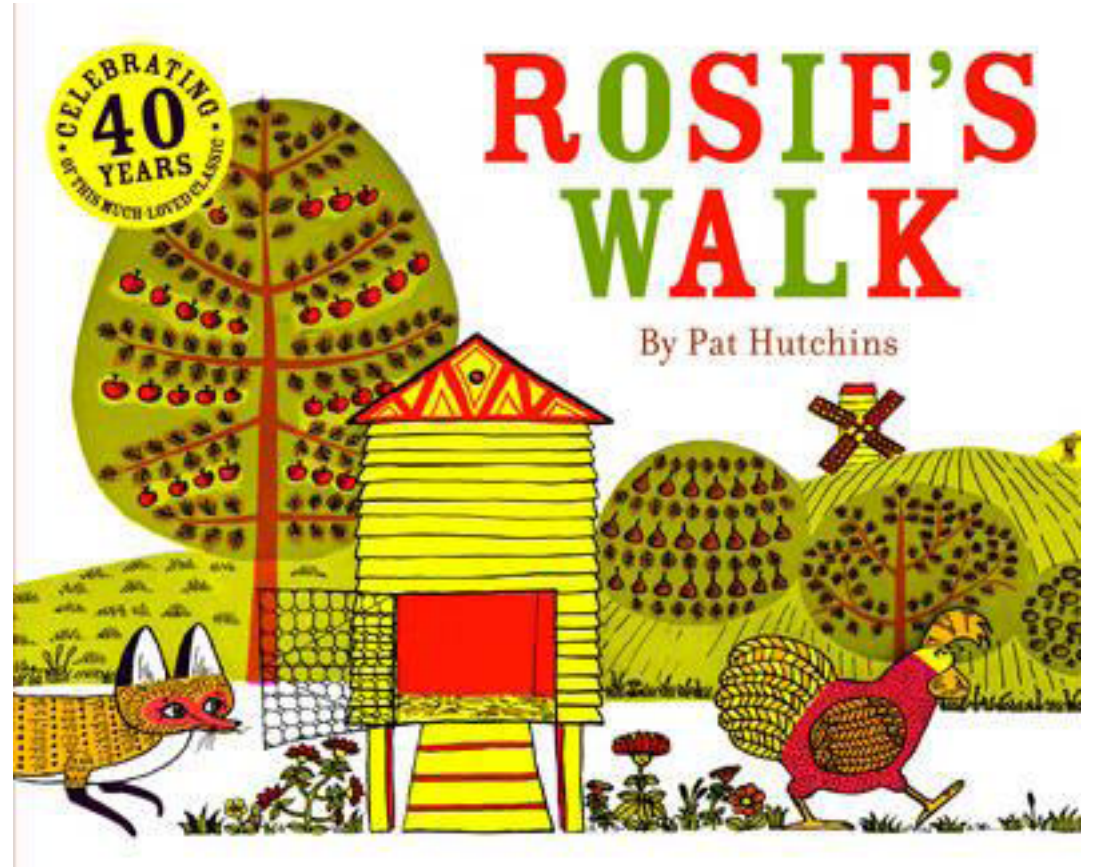
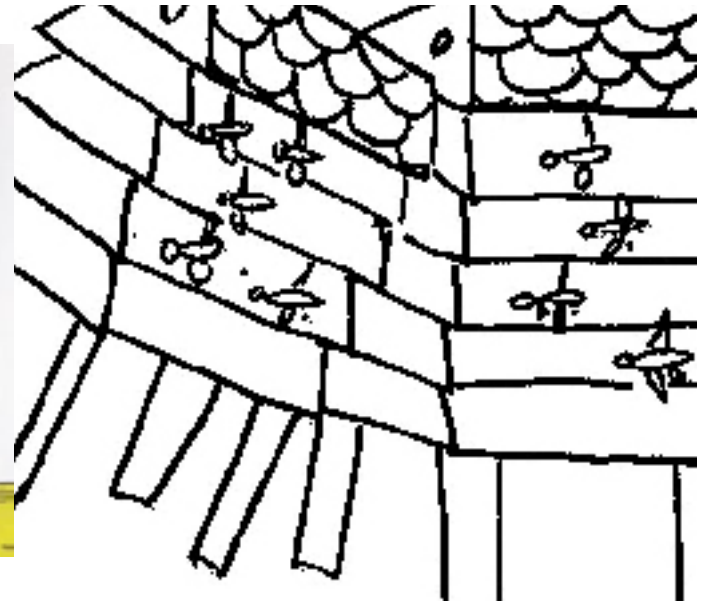


Rosie's Walk



Rosie's Walk

Games developed by Kath Bromley and Jane Carlin from Holy Trinity C of E Primary School in Ashton under Lyne in 1994 but the storyprops go back further to teacher workshops in Islington in the late 1970s.

These activities were developed for parents' workshops run by Tameside Education Authority. Rather than bring them up to date by providing colour versions we decided to leave these as they are for parents to cut out and colour in

Webaddress: <http://www.collaborativelearning.org/rosieswalk.pdf>

Last updated 24th May 2010

Playful is not the opposite of serious!

Collaborative Learning = Oracy in Curriculum Context

makes challenging curriculum accessible.

improves social relations in the classroom.

provides scaffolding for exploratory talk.

Good for all pupils!

Vital for EAL pupils!

Basic principles behind our talk for learning activities:

Build on prior knowledge.

Move from concrete to abstract.

Ensure everyone works with everyone else.

Extend social language into 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 N1 0QB UK Phone: 0044 (0)20 7226 8885

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

Rosie's Walk

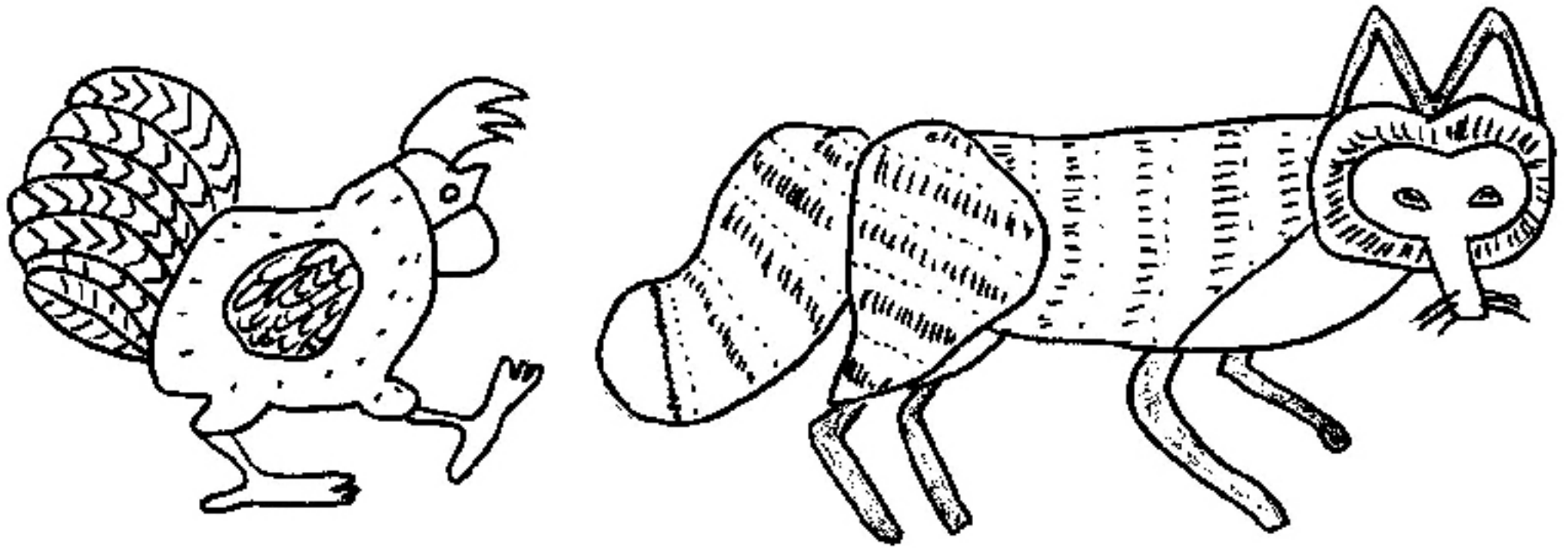
1. Storyprops: cut out Rosie, the fox and the obstacles cards, colour, fix magnetic tape and laminate. The fence could have a slit in it. They can also be stuck on lollysticks or headbands.
2. Lotto and Pelmanism Games. The obstacles and words can be baseboards and also cut up as cards for matching, pairing etc.
3. Sequencing/bookmaking. Copies of obstacles and characters for sticking the obstacles in sequence on zig-zag books and telling/writing the story.
4. Two track games - board provided but you or your class might prefer to make a more impressive one.

Game One - can be played without supervision

Stick four little Rosies and two foxes on a big die.. Each child has a coloured counter. Start at henhouse. If die lands on Rosie move to the next obstacle. If die lands on the fox stay where you are. Object: to be the first to get back to the hen house.

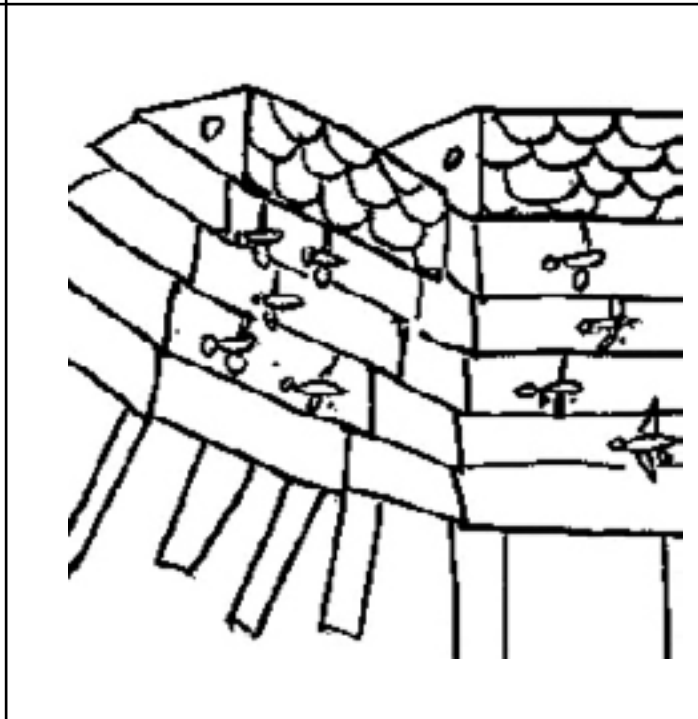
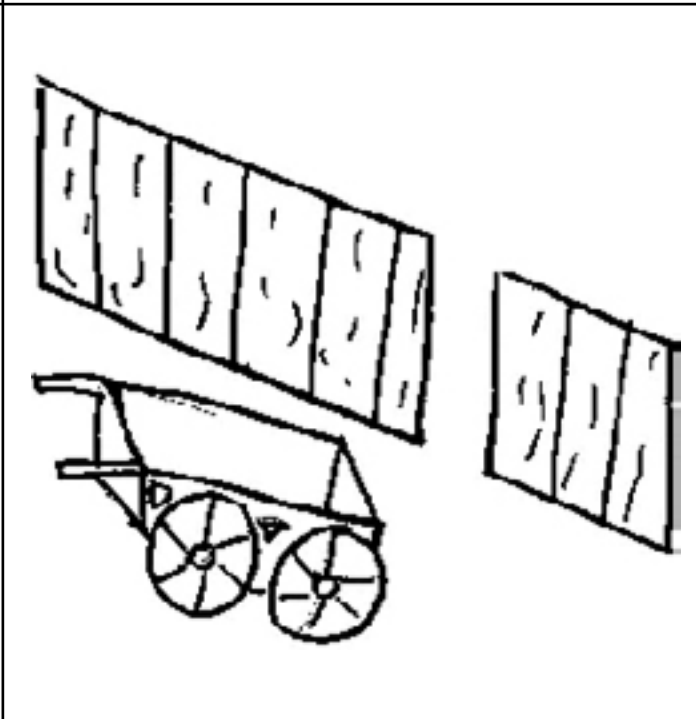
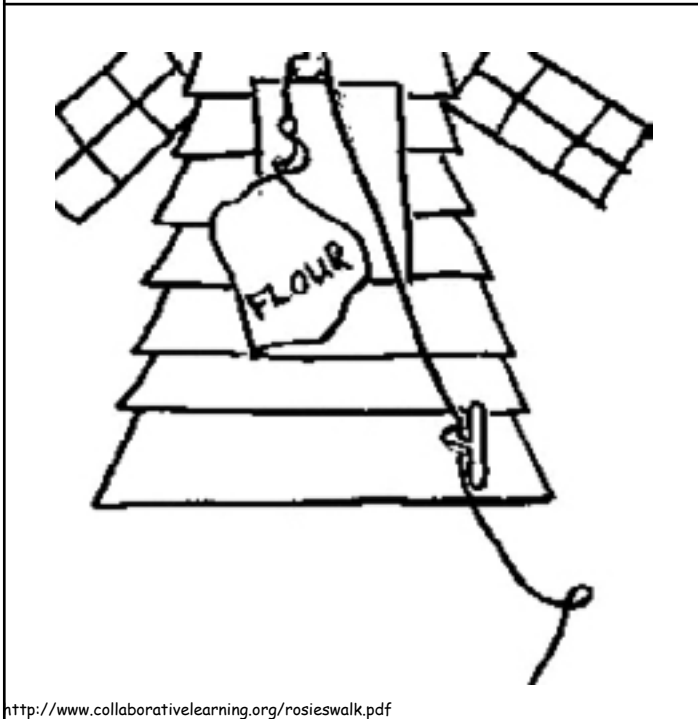
Game Two - needs adult supervision.

You need coloured counters, Rosie and fox cards mixed and placed face down and a number die. Take turns to move number on die. If you land on an obstacle pick up a card. If it is a Rosie card shake again and move on. If it is a fox card stay where you are and pick another card on your next turn. You have to get a Rosie card to move on.



Little Rosies and foxes for sticking on dice





across

through

around

over

past

under

Rosie's Walk Track Game

