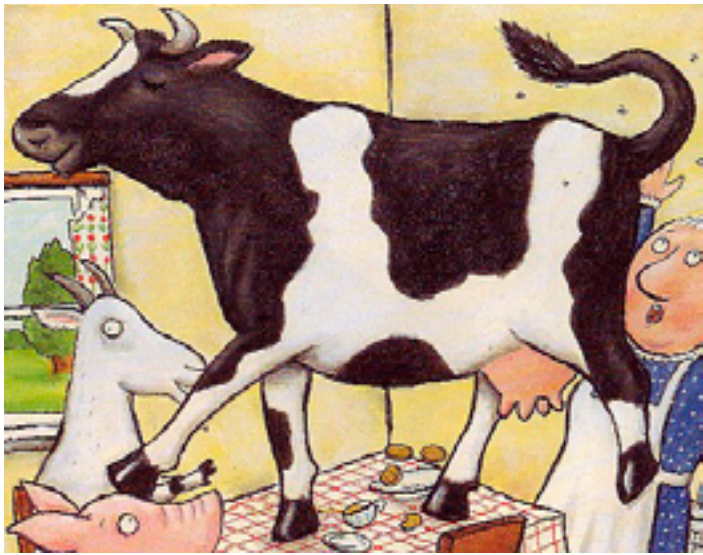
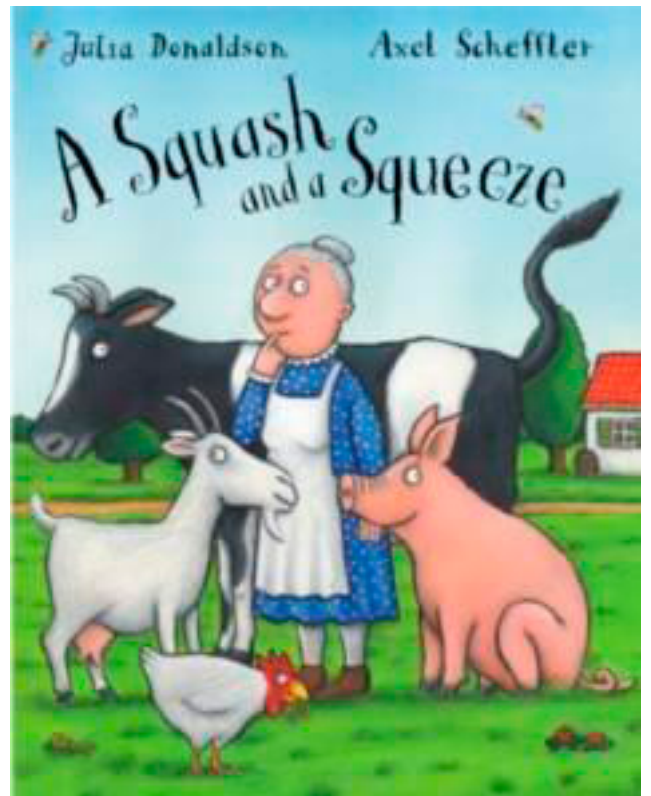


A Squash and a Squeeze



Fit the animals in the cottage game.
Match damaged items to animals that damaged them game.

A Squash and a Squeeze

Developed by Lynda Killer and colleagues at our workshop at Abercrombie School in Derbyshire. It is still in development (as are many of our activities!) because we are not sure about the best way to fill the cottage with animals. We have come up with a board showing the inside of the house with spaces marked for the four animals. When they are all there you can still see the sad face of the little old lady. Or would it be better if the animals went in the border? Or we used a cottage shown from the outside? Or we made a floor plan or drew a cottage with spaces like in Peace at Last? The best boards will always be the home made ones and then you can include flaps so the animals can actually be placed inside. Please send us your versions.

There is also a potential language game here around all the many words for big and small, so watch this space and/or make suggestions.

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

Last updated 9th December 2019

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

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>

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.

A Squash and a Squeeze



Fill up and empty the cottage game.

This is a large blank dice throwing game for two three or four. Pictures of the little old lady, wise old man, cow, goat, pig and hen can be stuck on the die. Children each have a cottage board. If they throw a animal they can place it in the cottage. If they throw a wise old man they get an extra turn. If they throw a little old lady, they miss a turn while they ask for advice. Once the cottage is full they then have to take the animals out.

You can of course adapt the rules for your children.

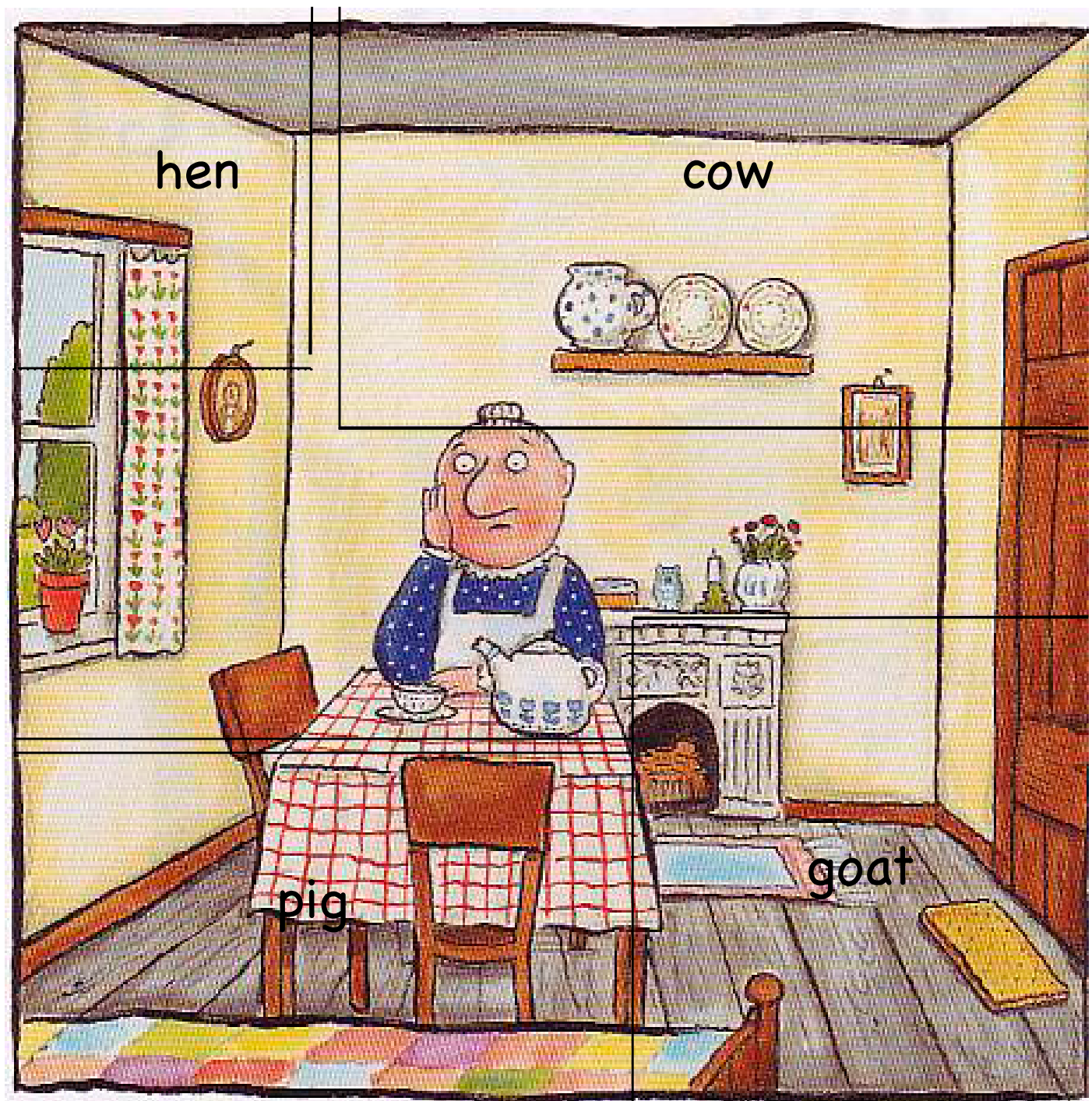
Animals and damaged items pairs game.

Match the animals to the items they damaged. e.g. goat to curtains chicken to pecked goat either face up cards or face down depending on the patience of your children.

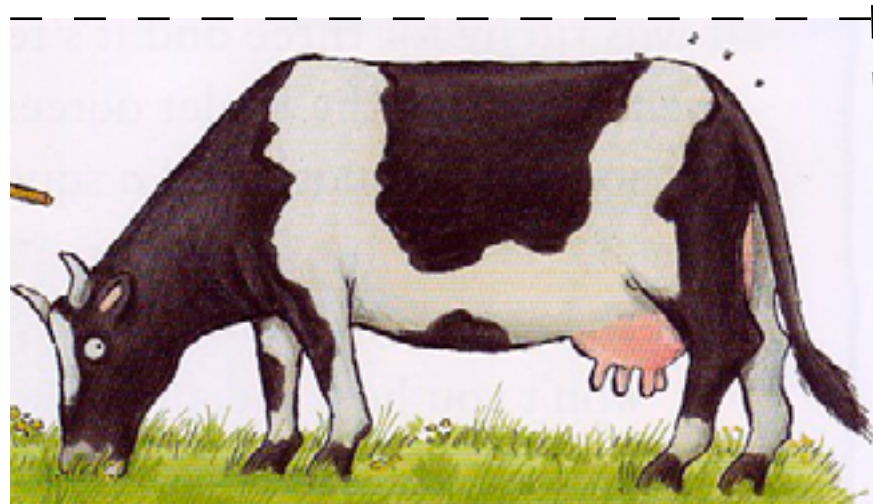
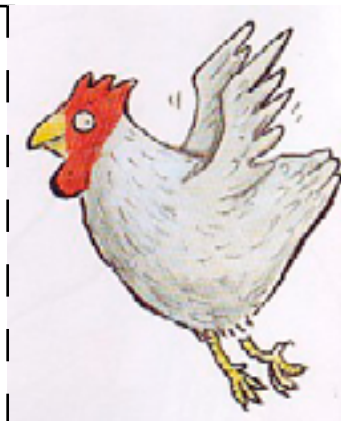
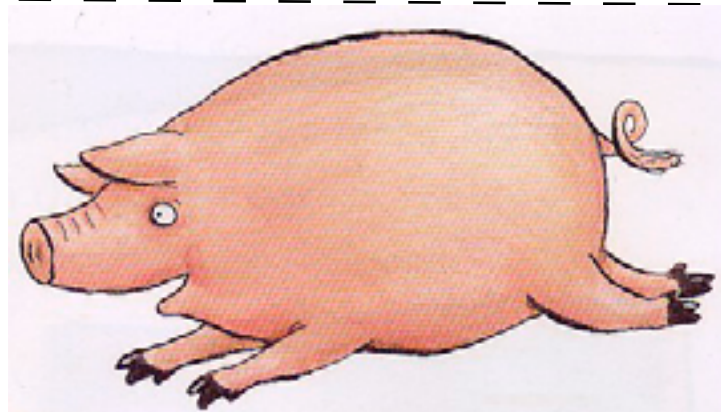
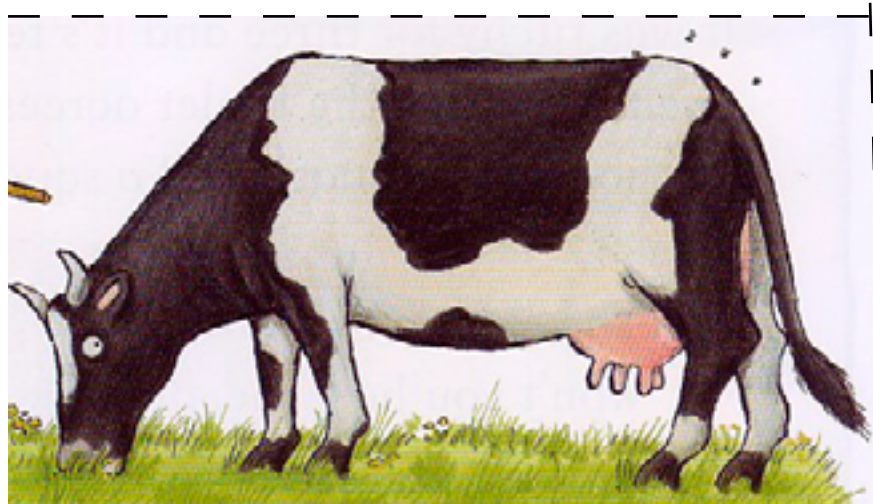
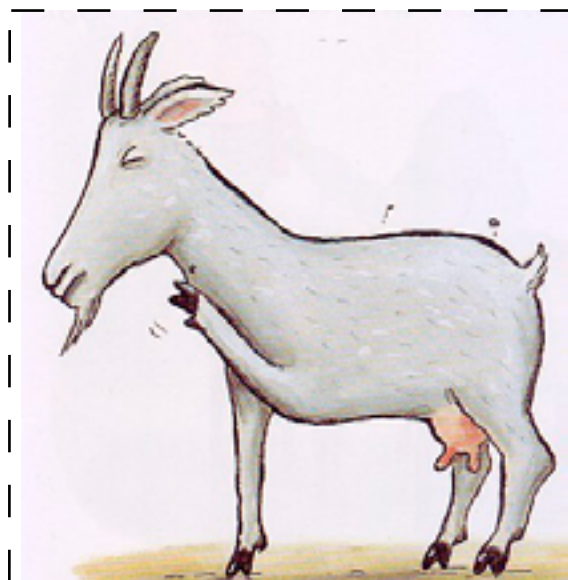
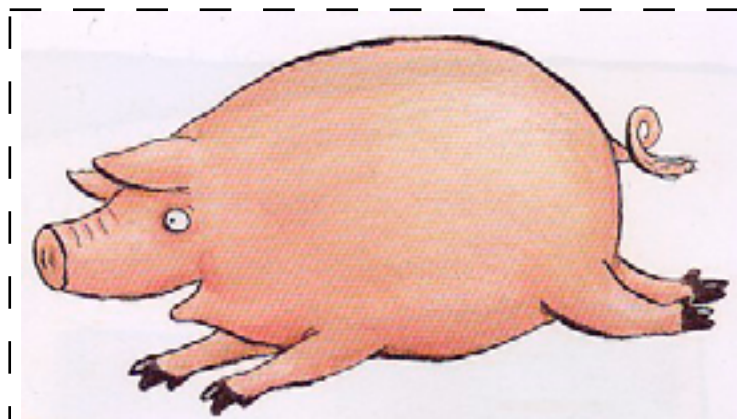
A Squash and a Squeeze – six pictures x 2 for sticking on your blank dice



A Squash and a Squeeze Cottage Board



Animals to cut out and fit on Cottage Board



Damaged items pairs for matching

