

# To the Waterhole

Developed by Wendy Robinson at Halifax High School.

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

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## COLLABORATIVE LEARNING PROJECT

Project Director: Stuart Scott

Supporting a cooperative network of teaching professionals throughout the European Union to develop and disseminate accessible teaching materials in all subject areas and for all ages.

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## 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 across all phases and subjects. We hope they will inspire you to use similar strategies in other topics and curriculum areas. We run teacher workshops, swapshops and conferences throughout the European Union. The project publishes a catalogue of activities plus lists in selected subject areas, and a newsletter available by post or internet: "PAPERCLIP".

\*These activities were 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 mixed classes where children in need of language or learning support are integrated. They are well suited for the development of speaking and listening. They provide teachers opportunities for assessment of speaking and listening and other formative assessment.

\*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 mother tongue 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 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.

# To the Waterhole

## How to Play

"Survival depends on Successful Competition for Scarce Resources."



To play you need 4 players, 1 die, 1 track with the routes to the waterhole, 4 place markers with the names of the four animals playing ( these can be made up or previously prepared), these instructions and a set of situation cards.



Each player chooses to be a carnivore: lion, a cheetah, or a herbivore: an elephant or a gazelle and makes or collects their board marker.




Cut up the situation cards up, and put them face down in two piles: herbivores and carnivores.



Carnivores and herbivores can only take the top card in turn from their pile and then after they have read it they must return it to the bottom of their pile.



All the animals go from start and throw the die in turn. Move the number of spaces indicated by the die. When you land on a space with a  take a card.



Remember the first animal to reach the waterhole survives.



Why not make your own track board - bigger, better, smarter .... or some more better situation cards.



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<p><b>Carnivore cards</b></p>	<p>All the herds you prey on have moved on in the night. Follow on 2.</p>	<p>Catch a new born baby elephant. You are strengthened and move on 1.</p>	<p>One of your hunting group has a badly cut paw. Go back 2.</p>	<p>Find a small water hole dug by an elephant. Move on 1.</p>	<p>You catch a young gazelle. It is only a thin one. Move on 1.</p>
<p>You try to catch a wild pig. Its mother chases you off. Go back 1.</p>	<p>Congratulations! You have given birth. You now have to hunt for four. Go back 2.</p>	<p>Some of your cubs catch a rabbit. Well done! Go on 1.</p>	<p>You see a lame zebra, an easy catch, but those hyenas get there first. Go back 2.</p>	<p>Some hyenas have got a gazelle. You frighten them off and eat it. Go on 1.</p>	
<p><b>Herbivore cards</b></p>	<p>All the grass around has been trampled. It's inedible. Move quickly on 2.</p>	<p>Find some nice trees to nibble. Strengthened. Move on 1.</p>	<p>One of your herd has a dislocated leg. Go back 2.</p>	<p>You manage to dig a hole that water seeps into. Move on 1.</p>	<p>A herd of buffalo are heading for some good grass. You manage to beat them to it.</p>
<p>Good grazing here. Go on 1.</p>	<p>There's a water hole, but a herd of zebras have got there first. Go back 1.</p>	<p>Congratulations! You have given birth. Your offspring move very slowly. Go</p>	<p>Your offspring only drink milk. The poor grazing doesn't affect them.</p>	<p>Water! But a hippopotamus has been rolling in it. It's undrinkable.</p>	