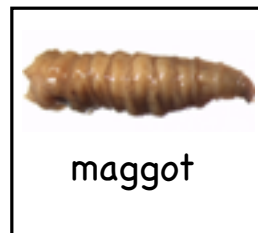
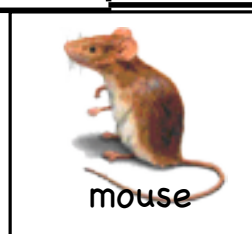
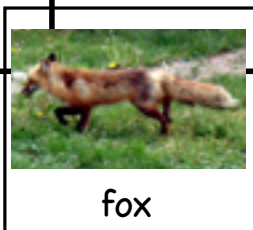
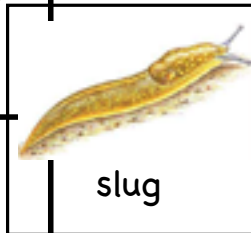


# Where Can You Find Me in the Playground?

## Connect Four Game



under a stone	under the ground	in long grass	on a window	on a leaf	on a flower
inside a pipe	on a living thing	on still water	on a tree	on a branch	in the air
under a log	under water	on a dead thing	at the edge of some water	under bushes	on a wall
under dead leaves	up in the sky	in the sunshine	next to a gutter	by a dustbin	in a dark corner



# "Where Can You Find Me?" Connect Four

This activity is the first of a group on animal habitats. This one was developed with KS1/2 in mind. Before the game is played children could work together to cover the board with the cards. The board is designed for this to be possible, but it will involve moving cards around a bit. For connect four you do of course need two sets of cards in different colours and we have provided ones with coloured blobs to save you blobbing them with a felt tip pen. Printing on coloured card, which we often do for Connect 4s, would spoil the colour pictures. We have concentrated here on animals that can be found or sighted in London playgrounds during the day. If you have a very different playground population, you will need to add and subtract cards. If you produce very different sets from very different climates, please send them in to the project for us to share.

As a result of science workshops we have added a board in Lithuanian.

The webaddress for this activity is:

<http://collaborativelearning.org/wherecanyoufindme.pdf>

Last updated 18th January 2021

Collaborative Learning = Oracy in Curriculum Context

makes challenging curriculum accessible.

improves social relations in the classroom.

provides scaffolding for exploratory talk.

Our collaborative talk for learning activities are designed to:

...build on prior knowledge.

...move from concrete to abstract thinking.

...ensure everyone works with everyone else.

...extend social language into curriculum language.

...provide motivating ways to go over the same topic more than once.

For more details go to: [www.collaborativelearning.org](http://www.collaborativelearning.org)

If you can't talk it through with others, you  
won't be able to write about it confidently!

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>

<http://collaborativelearning.org/wherecanyoufindme.pdf>

# Where Can You Find Me Connect Four Game Board

under a stone	under the ground	in long grass
inside a pipe	on a living thing	on still water
under a log	under water	on a dead thing
under dead leaves	up in the sky	in the sunshine

Glue this flap to join to the next sheet

on a  
window

on a leaf

on a flower

on a tree

on a branch

in the air

at the edge  
of some  
water

under  
bushes

on a wall

next to a  
gutter

by a  
dustbin

in a dark  
corner

Cut this margin off and join to the previous sheet to make your baseboard

# "Where Can You Find Me?" Connect Four cards



○ spider



○ woodlouse



○ snake



○ fox



○ squirrel



○ rabbit



○ butterfly



○ water boatman



○ mouse



○ slug



○ frog



○ snail



○ blackbird



○ ladybird



○ seagull



# "Where Can You Find Me?" Connect Four cards



● spider



● woodlouse



● snake



● fox



● squirrel



● rabbit



● butterfly



● water boatman



● mouse



● slug



● frog



● snail



● blackbird

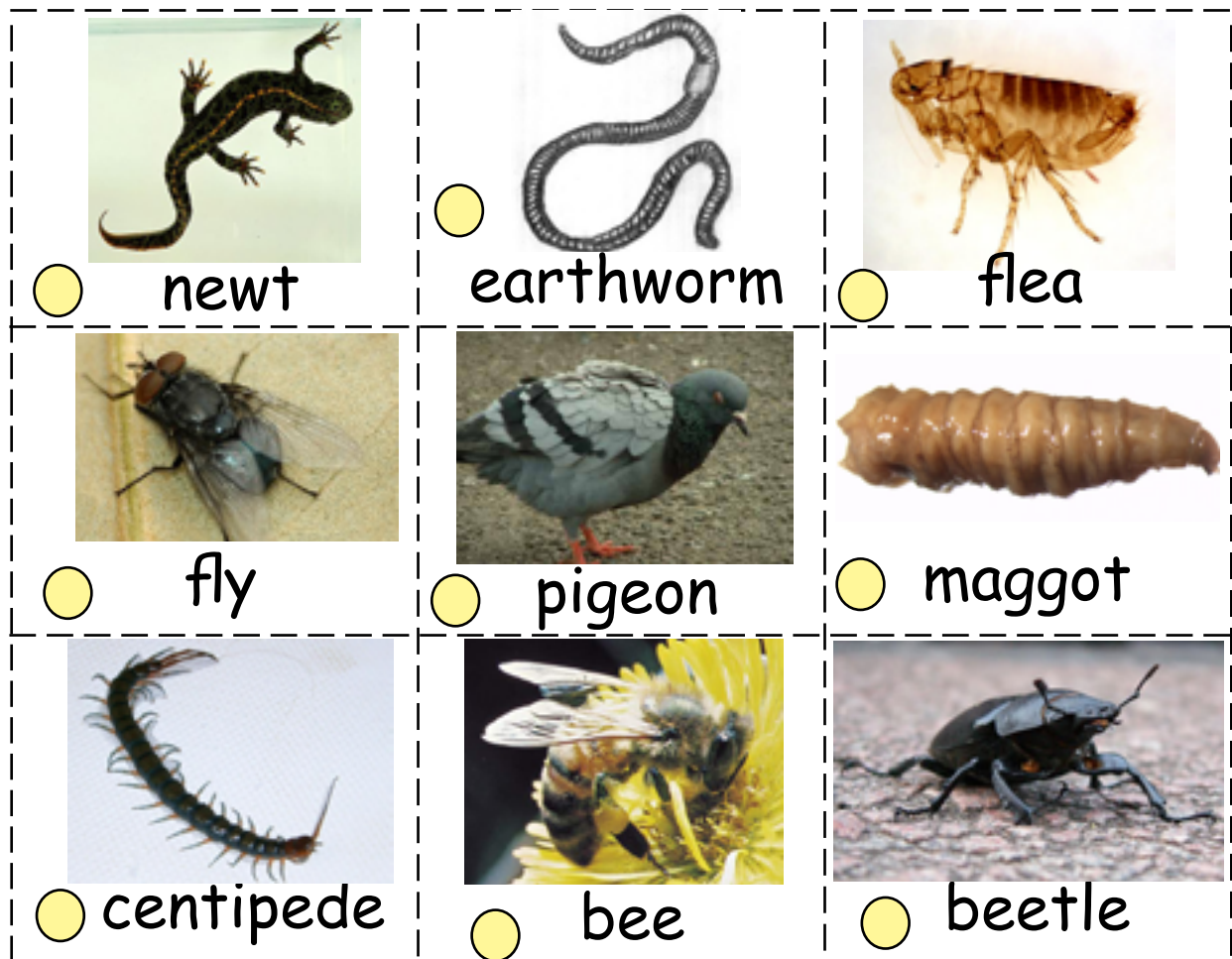


● ladybird



● seagull

# "Where Can You Find Me?" Connect Four cards



## HOW TO PLAY CONNECT FOUR

You need 4 people, one baseboard and two sets of cards (different colours.)

Work with a partner to make a team of two.

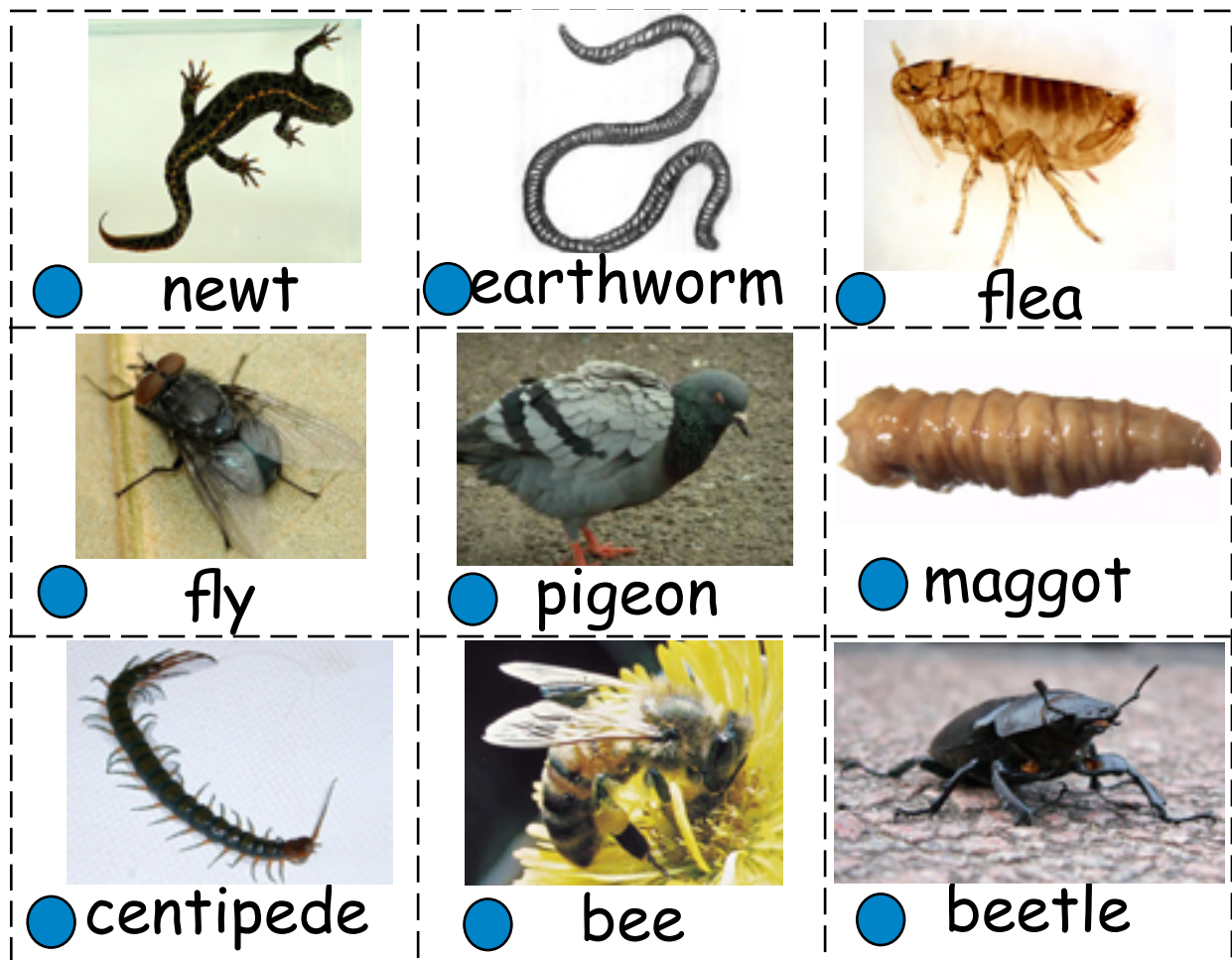
Shuffle your cards and place them in a pile facing down.

Take it in turn to turn over your top card and decide where to put it on the board.

The winning team gets four in row vertically, horizontally or diagonally.

Decide whether to have challenges or a checking system.

# "Where Can You Find Me?" Connect Four cards



## HOW TO PLAY CONNECT FOUR

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# Where Can You Find Me Connect Four

po akmeniu	po zeme	aukstoje zolege
vamzdyje	ant gyvo daikto	vandenyje
po rastu	po vandemniu	ant negyvo daikto
po negyvais lapais	danguje	saulekaitoje

lange

ant lapo

ant geles

medyje

ant sakos

ore

ant vandens  
krasto

po krumais

ant sienos

prie  
nutekamojo  
vamzdžio

prie siukšliu  
dezes

tamsiame  
kampe