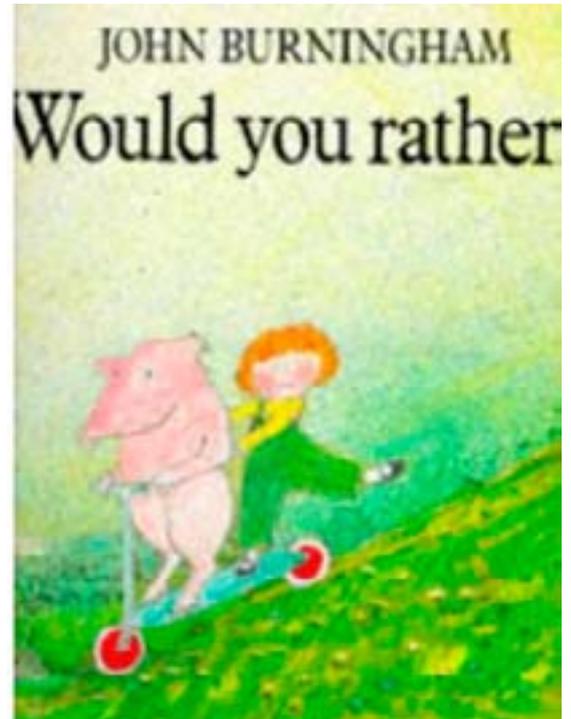


"Would you rather" Game

This activity was originally developed by Gillian Blatherwick at Rushey Mead Primary School in the City of Leicester. It is designed to be used with John Burningham's book of the same name. ISBN: 0-00-662394-8 or 0-09-920041-4 and is a reading and decision making activity. The sample cards we have devised cover a variety of possible themes devised to jog memories about popular books. Children of course can be encouraged to devise and illustrate their own cards for the books they love. Please send us your ideas for inclusion in the activity.



The webaddress for this activity is:
<<http://www.collaborativelearning.org/wouldyourather.pdf>>
This activity was last updated 2nd May 2012.

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>

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.

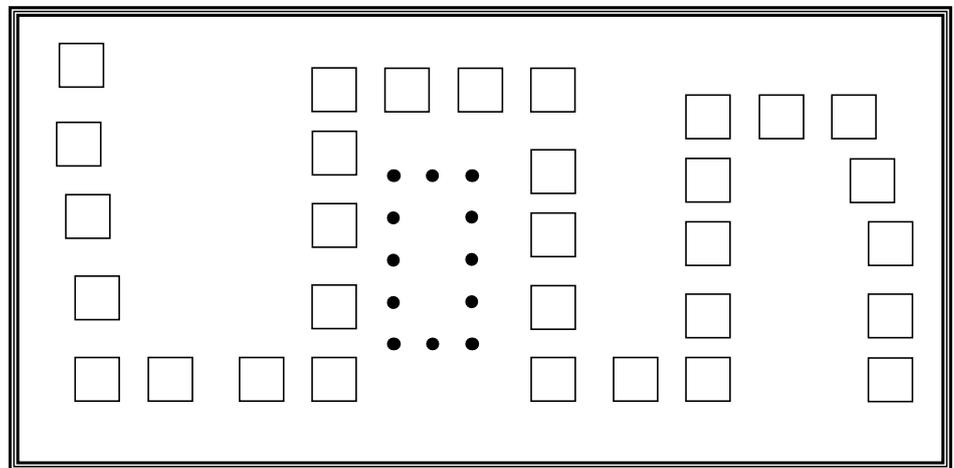
*All project activities were planned and developed by teachers working together, and the main reason they are disseminated is to encourage teachers to work more effectively with each other inside and outside the classroom. They have made it possible for mainstream and language and learning support teachers 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.

Would you rather

Instructions

You will need to make up a game board by sticking the labels we have provided in any design you like (round and round or in a wobble or a zig zag with a start and finish) on a large piece of paper or board. You need a space in the middle for the "would you rather" cards. You can also, if you wish, add pictures and decorations in the blank labels provided. There are also blank cards for adding your own strange or brave things to do. You can if you prefer do a circular board so that the game can run and run round and round. Or you can make a variety of boards.

**Like
this!**



How to play the game

Nobody wins and nobody loses in this game, but everyone has a good time.

Take turns to throw the dice or make a spinner with a "Would you Rather?" flavour. Move around the board. When you land on a "Would you rather" square pick a card from the centre, and tell everyone what you would rather do from the choices available. When you have made your choice have another chance to spin or throw. You can change the game rules as long as you all agree. As you can see, some of the cards come from the book, others have been invented by players of the game. We hope you can think of some better "would you rather cards" to add to the game and to send to us in include in the activity when we update it.



Would you
rather..



Miss a turn

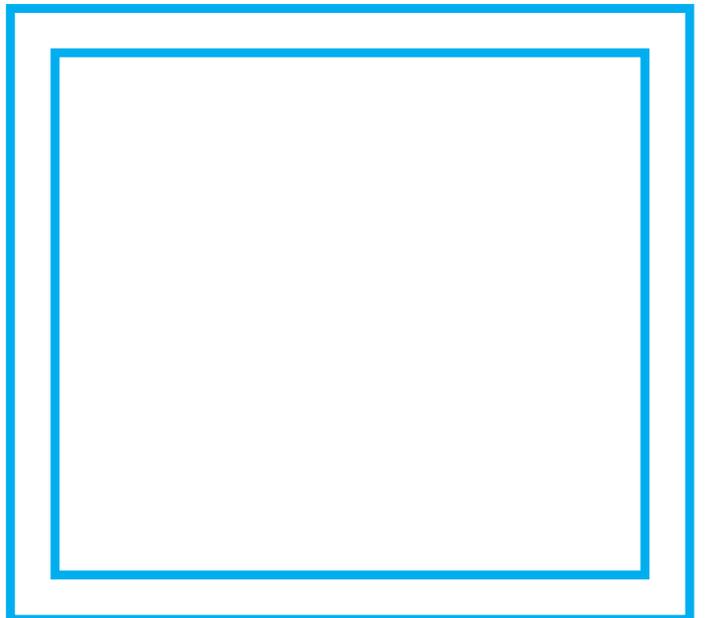
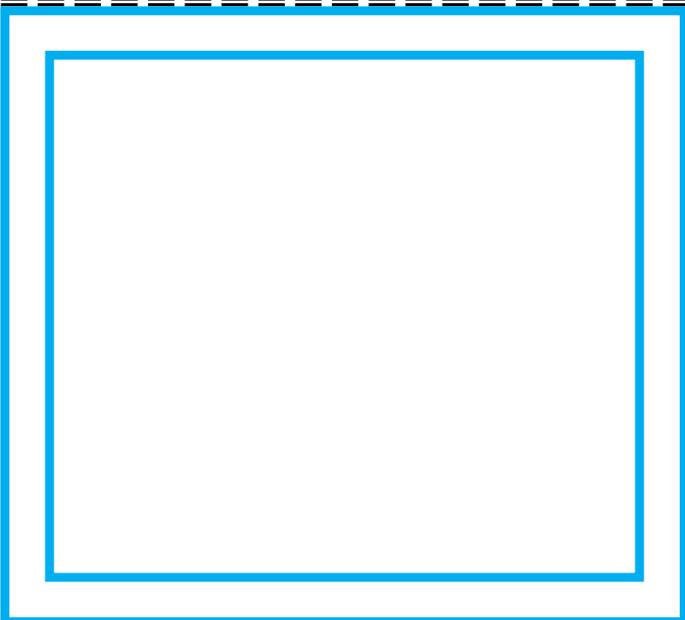
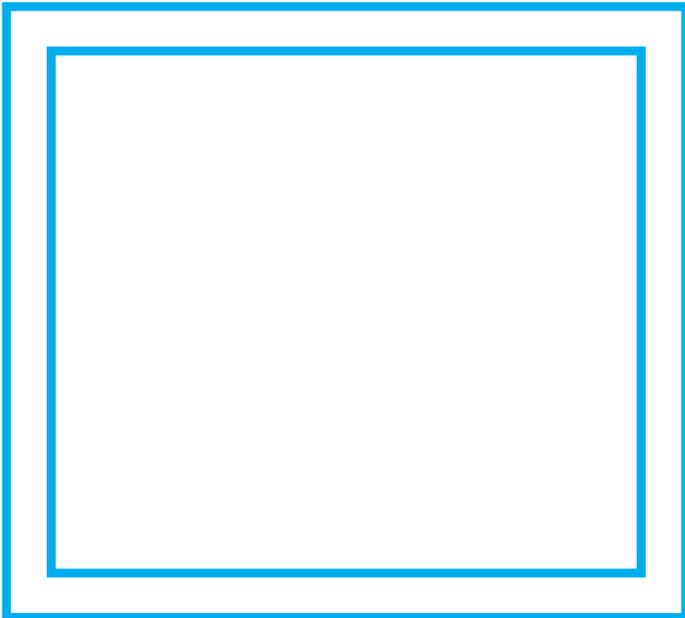
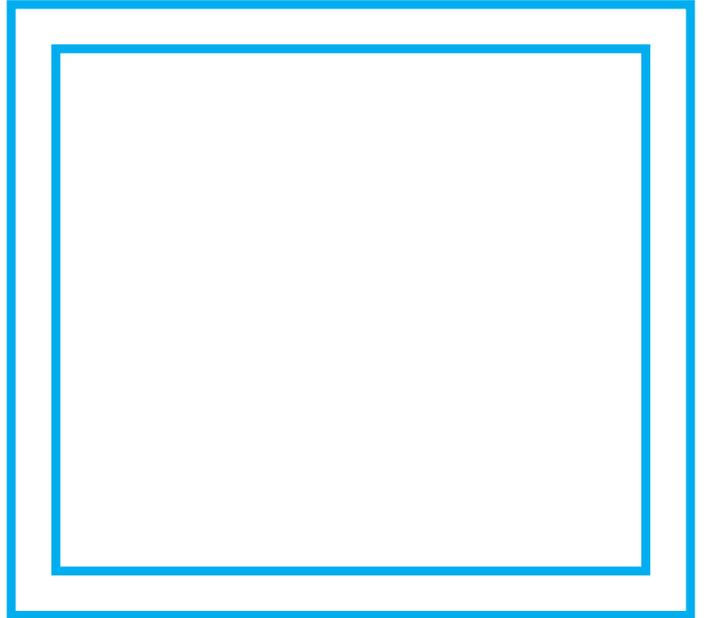


Labels for game board

Take an extra
turn



Labels for game board





Would you rather cards

<p>Would you rather: ?</p> <ul style="list-style-type: none">- cross a rickety bridge with a troll under it.- spend a night in castle with a ghost.- share your dinner with a vampire.	<p>Would you rather: ?</p> <ul style="list-style-type: none">- bath in cold water.- wash your hair with honey.- cut your toenails with kitchen scissors.
<p>Would you rather: ?</p> <ul style="list-style-type: none">- drive a train through a tunnel.- sail an ocean liner to the USA.- fly a jumbo jet plane around the world.	<p>Would you rather go to school: ?</p> <ul style="list-style-type: none">- at 3 o'clock in the morning.- at noon.- at bedtime.
<p>Would you rather: ?</p> <ul style="list-style-type: none">- eat breakfast in an igloo at the North Pole.- sleep in a tree house in the jungle.- eat supper on a narrow boat on a canal.	<p>Would you rather: ?</p> <ul style="list-style-type: none">- shrink as small as an ant.- grow as big as an elephant.- become as long as a python.
<p>Would you rather: ?</p> <ul style="list-style-type: none">- an elephant drank your bath water.- an eagle stole your dinner.- a hippo slept in your bed.	<p>Would you rather help: ?</p> <ul style="list-style-type: none">- a witch make a stew.- Santa Claus deliver presents.- your mum cook tea.
<p>Would you rather be: ?</p> <ul style="list-style-type: none">- crushed by a snake.- swallowed by a fish.- eaten by a crocodile.	<p>Would you rather be chased by: ?</p> <ul style="list-style-type: none">- a crab.- a bull.- a lion.
<p>Would you rather: ?</p> <ul style="list-style-type: none">- jump in the nettles for £5.- swallow a dead frog for £20.- or stay all night in a creepy house for £50	<p>Would you rather: ?</p> <ul style="list-style-type: none">- clash the cymbals.- bang the drum.- blow the trumpet.
<p>Would you rather be made to eat: ?</p> <ul style="list-style-type: none">- spider stew.- slug dumplings.- mashed worms.	<p>Would you rather your house was surrounded by: ?</p> <ul style="list-style-type: none">- water.- snow.- a jungle
<p>Would you rather live with: ?</p> <ul style="list-style-type: none">- a robbit in a hole.- chickens in a coop.- a dog in a kennel.	<p>Would you rather be lost: ?</p> <ul style="list-style-type: none">- in a fog.- at sea.- in a desert.



Would you rather cards with a few blank cards for your own ideas.

Would you rather have: ?

- supper in a castle.
- breakfast in balloon.
- tea on the river.

Would you rather have: ?

- a dog to skate with.
- a pig to ride.
- a goat to dance with.

Would you rather have: ?

- a monkey to tickle.
- a bear to read to.
- a cat to box with.

Would you rather help: ?

- a fairy make magic.
- gnomes dig for treasure.
- an imp to be naughty.

Would you rather be: ?

- in a forest.
- in a crowd.
- in a supermarket.

Would you rather: ?

- be covered in jam.
- be soaked with water.
- be pulled through the mud by a dog.

Would you rather: ?

- your dad did a dance at school.
- your mum had a row in a cafe.
- your teacher kept you in at playtime.

Would you rather: ?

- sit on a branch with an owl baby.
- stay awake with Mr. Bear.
- meet the Wild Things on an island.

Would you rather: ?

- learn to swim with Billy Duck.
- fight with a bad tempered ladybird.
- sail across the sea with Waddle to find Flapjack.

Would you rather: ?

- fly to the moon with baby bear.
- stay at home with Grandma.
- go boating with lots of animals.

Would you rather: ?

- go down the drain with Shirley.
- climb out the window with the bears in the night.
- climb up the bean stalk with Jim.

Would you rather: ?

- have tea with Mr. Gumpy.
- eat breakfast with Mrs Large in the bath.
- eat lunch with the hungry caterpillar.

Would you rather: ?

- eat carrots with Peter Rabbit.
- share honey with Winnie the Pooh.
- share tea with the Tiger.

Would you rather: ?

- walk the plank with Wendy.
- fall down a rabbit hole with Alice.
- go to the ball in a pumpkin with Cinderella.



Blank cards for your own ideas.

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