

Hungry Caterpillar Game

Originally developed by Mary Hart, now Head at Margaret MacMillan Nursery School in Islington, at one of our weekend storyprops workshops in the eighties. Our original fruits were black and white and needed colouring in, so many thanks to sheep-tea (who has produced another excellent Hungry Caterpillar game) on the TES web resources bank, whose fruits we have borrowed and tweaked a little. We've added half size fruit cards so they fit better into the sections of the caterpillars enlarged to A3, but kept the larger cards which are useful for other activities. Seven fruit cards are now added (they fell out of our fruit basket) and the bytes have been reduced thanks to our new pdf maker

Webaddress:

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

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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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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.

YOU WILL NEED TO MAKE UP:

4 caterpillar base boards (you may want to cut out the caterpillar and mount it on card)
42 food cards (7 each of 6 different foods: e.g. 1 plum, 2 plums, 3 plums, 4 plums, 5 plums, 6 plums, 7 plums)
Food die - You can stick the small food pics provided onto easily obtainable large blank dice.

WAYS OF PLAYING

Game 1:

Cards are spread out face up. Initially it might help if all the plum cards were put near each other, all the pears together etc.

Children take it in turns to throw the die. On the first throw if a child throws an apple they have to find the picture of 1 apple to put on their card. (If the next child throws an apple they have to miss a go because the picture with 1 apple has gone).

On the second throw the child must find the picture which has two of the fruits shown on the die (e.g. 2 plums).

Children continue until their caterpillars are full of food.

They then talk about what their own caterpillar has eaten - 3 lots of plums, 2 lots of apples, 1 lot of pears. What hasn't the caterpillar had? They compare what their caterpillar has eaten to what somebody else's caterpillar has eaten.

Game 2

As above but the caterpillar can only eat one fruit (e.g. a whole caterpillar made up of apples). If they throw a fruit which isn't theirs they miss a turn.

Game 3

As for Game 2, but if they throw a fruit which isn't theirs, while they miss a turn, they can offer the fruit to the person whose caterpillar is eating that food.

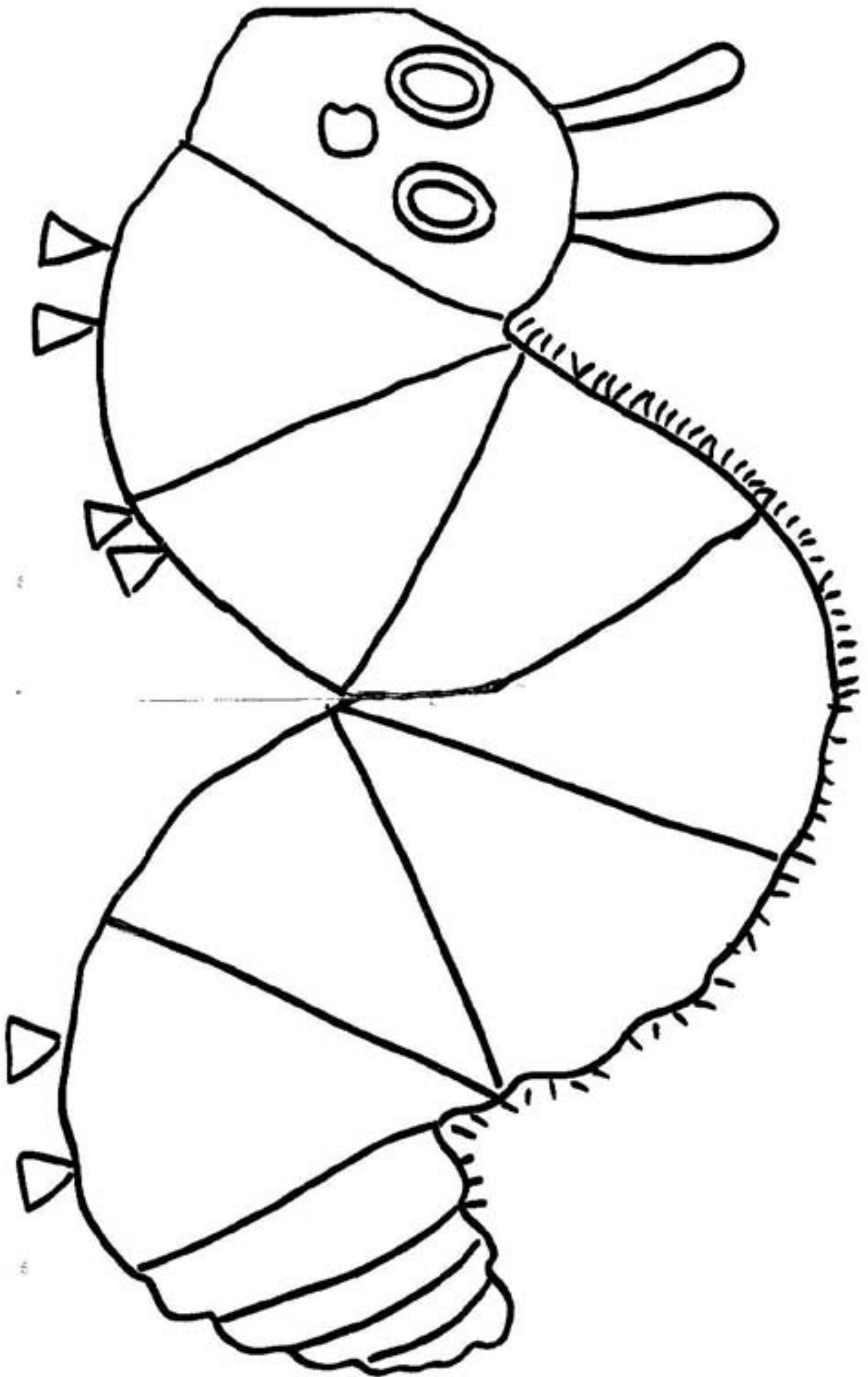
Game 4

As for 1 but each section of the caterpillar must be different (e.g. 1 plum, 2 apples, 3 pears etc). Again if they throw and can't go, they miss a turn, but can offer the fruit to someone else.

POSSIBLE LEARNING

Develop discriminative skills by sorting, matching, counting etc. Develop social skills by turn taking, helping each other, considering each others needs (giving time to each other). Develop attentional skills by looking and listening, concentrating, persevering, observing detail. Develop communicative skills by learning new vocabulary and consolidating known vocabulary, talking about the game and how it might relate to other experiences, asking questions, listening, responding to questions 1 comments.

Games that link with stories are ideal for children to have the opportunity to talk about the stories and retell them in their own words.



Hungry Caterpillar Game

Tiny fruit for dice.

