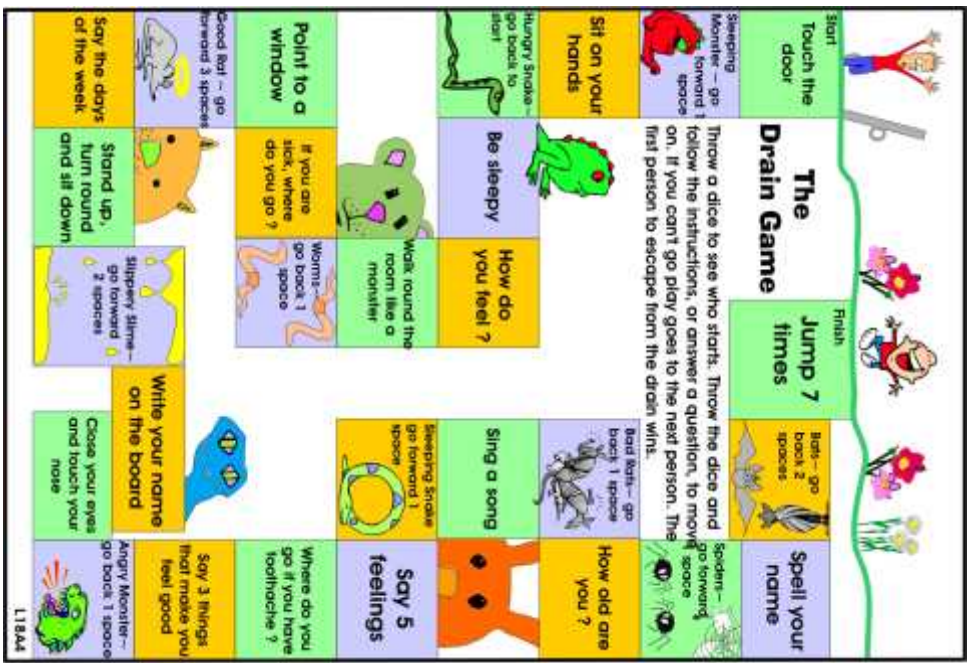


# Year FOUR - Teacher's Book and Data CD extracts:

## Lesson 18 - Activity 4 - Feelings and health - The drain game

(Materials used to play this game are included in the Data CD)



The 'Drain' game is printed in the "Bingos, Games and Flashcards" section, it can also be played on the board with the whole group or teams.

When the children play in small groups, it gives them the chance to generate their own language around the playing of the game.

With games like this it is often a good idea to sit down with a couple of players and demonstrate by actually playing while the others stand around and watch how it's done.

The aim of the game is to be the first person through the drain. In order to get through the drain players must throw a die and follow the instructions on the square, if they can't follow the instructions (you might want to set a time limit to keep the action going) they miss one turn.

Go through the instructions with the group first and then demonstrate the game.

Divide the class into groups and give the groups counters and dice.

## Lesson 42 - Activity 8 - Clean / Dirty Game

(Materials used to play this game are included in the Data CD)



You need dice and the 18 cards from the activity sheet.

The object of the game is to collect a full set of clean crockery (the even numbered cards).

The children take it in turns to throw one die in order to win their cutlery and crockery cards.

If they throw a 'one' they get a **dirty glass**, by throwing a two the next turn they can ask the staff (you ?)

'**Can I have a clean glass, please ?**', or by throwing a 'six' can ask '**Excuse me, Can I have a clean plate, please ?**'.

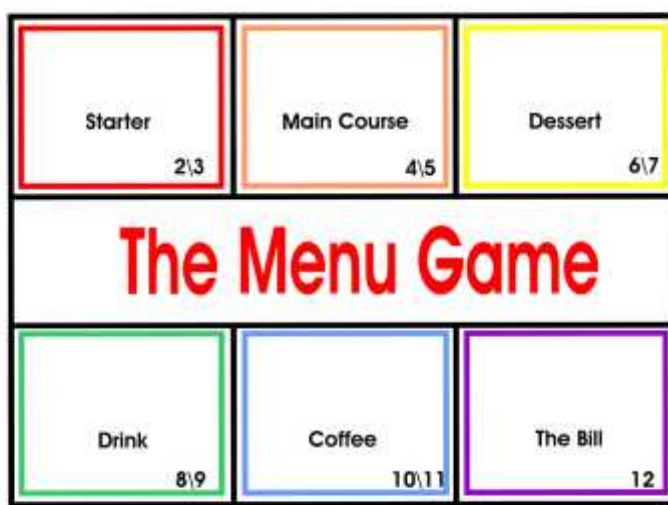
The first player to get a set of 3 clean items wins.

1	a dirty glass
2	dirty cutlery
3	a dirty plate

4	a clean glass
5	clean cutlery
6	a clean plate

## Lesson 43 - Activity 8 - The food game

(Materials used to play this game are included in the Data CD)



You need a pair of dice for each pair, the food cards (copy 3 times giving 36 cards for each set) and a copy of the menu sheet for each player.

The object of the game is to collect all the items from the 'proper' menu (even numbers).

A child starts by throwing the two dice. If s/he throws a '3', s/he may ask '**Can I have a starter, please ?**' - Number '3' is **Worm and fly soup** from the horrible menu. This card is put on the **starter** square on the menu sheet.

To get the **tomato soup** from the proper menu that child will need to throw a '2'.

Play continues with each child taking it in turns to throw the dice for cards.

The winner is the first player to complete a menu sheet with items from the proper menu and throw a double six for their bill (check).

It is advisable to set a time limit rather than dragging the game out waiting for one person to win.

1	miss a turn	2	tomato soup (starter)
3	worm and fly soup (starter)	4	chicken pie (main)
5	mud pie (main)	6	ice-cream (dessert)
7	toothpaste mousse (dessert)	8	lemonade (drink)
9	hot vinegar (drink)	10	coffee with sugar
11	coffee with salt	12	the bill