

# Aliens' Behaviour Connectives Game

NOT MUCH EVIDENCE  
THAT METALINGUISTIC  
GAMES HELP IMPROVE  
WRITING.

because

A Grope



Help the phonically  
regular aliens finish  
their sentences!

..... Blimps are  
eating, they make a  
loud beeping sound.

although

Rixes love to read  
..... they will  
settle very quietly in  
the book corner.

A Glimp



LOTS OF EVIDENCE THAT PLAYING  
METALINGUISTIC GAMES HELPS BRAIN  
TO GROW BIG AND STRONG!

while

# Aliens' Behaviour Connectives Game

This game was originally developed in 2006 for Year 5/6 at Dunkirk Primary School in Nottingham. It has also been used at KS3. We have chosen this topic because we hope it will encourage children to produce their own alien names (a useful use of phonically regular nonsense words!), portraits and sentences. Some of the connectives are placed at the beginning of the sentence to demonstrate that their 'glue' works at a distance.

The connect four game is printed both ways round so you can have the connectives on the board or on the cards. Children can decide which way works best. We hope they produce their own versions of the game. We are still short of alien pictures so please send us more and we will feature them. We have provided scaffolding to help children produce their own sentences about aliens.

The webaddress for this activity is:

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

This activity was last updated 21st June 2017.



A Tink

## 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 develop and 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 on the 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.

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

# Aliens' Behaviour Connectives Connect Four Board

## How to Play

This game is best played one pair against another. You need two different colour sets of the unfinished sentence cards. Shuffle the cards and place in two piles face down. Pairs take turns to pick a card for their colour, and place it on the board. Everyone has to agree that the connective makes a sensible sentence. The pair with the first four cards in a line vertically, diagonally or horizontally wins.

A Grope



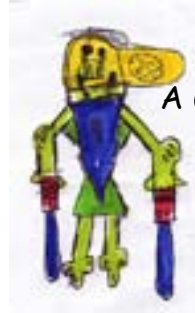
A Blimp



A Grerg



A Glarg



A Nardle



A Tharg



A Quig



instead of	when	because	although	but
after	unless	so	even though	because

This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.

if	whenever	even if	even when	as soon as
as soon as	until	when	but	if
whenever	because	while	until	instead of
until	when	while	so	even if

# Aliens' Behaviour Connect Four Game Cards

..... Glargs come into a room, they twirl their antennae five times.	..... Blimps are eating, they make a loud beeping sound.	..... Gropes have ten mouths, they don't eat very much.	..... a Gregg sees a Glump, it greets it by waving all its toes.	..... a Noop is eating, it is totally invisible.
..... Nardles have wheels and sails. they can travel faster than Sloshes.	..... a Tharg feels unhappy, it will make a gargling sound.	..... Karks are very small, they have extremely loud voices.	You can't see a Kongle ..... you wear red glasses.	A Quig does not sing ..... it meets another Quig.
..... you walk up to a Tink waving a white flag it will spray you with water.	A Plip never flies ..... it is cold or raining.	A Crung will wave to you ..... you appear in the distance.	Toofs are very happy aliens ..... they look very gloomy and sad.	Don't laugh at a Noo ..... it is cleaning its flying saucer.
Togs have heavy feet ..... their planet Zing has low gravity.	..... a Plong gives you a purple hat, you should put it on your head.	Don't touch the green spots on a Strig ..... they invite you to.	Trugs like to jump long distances ..... they hate skipping.	Nobody talks to Queeps ..... they stop glowing purple.
Cloons do not like our planet ..... they think we talk too loud.	Tiffs fly very fast ..... they like to stop and chat.	Rixes love to read ..... they will settle very quietly in the book corner.	Sligs like to slide under the door ..... opening it.	..... Yuks are very strong, they don't like lifting things.

# Aliens' Behaviour Unfinished Sentences Connect Four Board

## How to Play

This game is best played one pair against another. You need two different colour sets of the connectives cards. Shuffle the cards and place in two piles face down. Pairs take turns to pick a card for their colour, and place it on the board. Everyone has to agree that the connective makes a sensible sentence. The pair with the first four cards in a line vertically, diagonally or horizontally wins.

A Grope



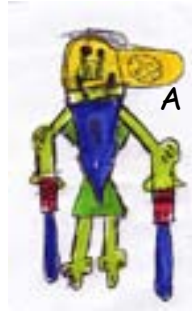
A Blimp



A Gregg



A Glarg



A Nardle



A Tharg



A Quig



<p>..... Gropes have ten mouths, they don't eat very much.</p>	<p>..... Blimps are eating, they make a loud beeping sound.</p>	<p>..... a Gregg sees a Glump, it greets it by waving all its toes.</p>	<p>..... Glargs come into a room, they twirl their antennae five times.</p>	<p>..... a Tharg feels unhappy, it will make a gargling sound.</p>
<p>A Quig does not sing ..... it meets another Quig.</p>	<p>..... Nardles have wheels and sails, they can travel faster than Sloshes.</p>	<p>You can't see a Kongle ..... you wear red glasses.</p>	<p>..... Karks are very small, they have extremely loud voices.</p>	<p>..... a Noop is eating, it is totally invisible.</p>

This is the top half of the connect four board which you need to glue to the bottom half using this as the flap.

This is the bottom half of the connect four board which you need to glue to the top half after you have cut this bit off.

<p>..... a Twingle snorts it is saying hello.</p>	<p>A Crung will wave to you ..... you appear in the distance.</p>	<p>..... Yuks are very strong, they don't like lifting things.</p>	<p>Cloons do not like our planet ..... they think we talk too loud.</p>	<p>Tiffs fly very fast ..... they like to stop and chat.</p>
<p>Wait ..... a Hubble raises all six arms before leaving the room.</p>	<p>A Plip never flies ..... it is cold or raining.</p>	<p>Rixes love to read ..... they will settle very quietly in the book corner.</p>	<p>Sligs like to slide under the door ..... opening it.</p>	<p>Trugs like to jump long distances ..... they hate skipping.</p>
<p>Loogs from Planet Cringles eat fish ..... hate green vegetables.</p>	<p>..... you walk up to a Tink waving a white flag it will spray you with water.</p>	<p>Nobody talks to Queeps ..... they stop glowing purple.</p>	<p>..... a Plong gives you a purple hat, you should put it on your head.</p>	<p>Don't touch the green spots on a Strig ..... they invite you to.</p>
<p>A Stroop will disappear ..... you sneeze.</p>	<p>Squips have eyes on their arms ..... in their heads.</p>	<p>Toofs are very happy aliens ..... they look very gloomy and sad.</p>	<p>Togs have heavy feet ..... their planet Zing has low gravity.</p>	<p>Don't laugh at a Noo ..... it is cleaning its flying saucer.</p>

# Aliens' Behaviour Connect Four Game Cards

if	even if	as soon as	whenever	when
even when	until	but	instead of	although
when	while	because	after	even though
so	instead of	so	but	as soon as
because	unless	because	if	while



# My Aliens Connectives Sentences



# Aliens Connectives Writing Kit

This kit needs more pictures and more information



Glips

Planet  
Pong

snort  
gargle  
sneeze

ten arms



wash flying  
saucers

Sneedles



Planet  
Xobo

go  
invisible

big feet

dig deep holes

Trings

Planet  
Thrum

glow in  
the dark

very big  
ears

float in the air



Thrubs

Starship  
Sibb

live in  
water

hairy  
tentacles

grow extra  
arms

Yoti

Starship  
Glop

wave a  
lot

twenty  
fingers

change from  
red to blue to  
red

Fluts

Planet  
Zing

sleep  
hanging  
upside  
down

hairy  
legs

bounce very  
high

