

# GAME CARDS

What did the ancient people use to build the pyramids?	When was the Eiffel Tower designed?	Why do people visit the Empire State Building?	What does Aboriginal art mean for non-Aboriginal people?
Why is it so difficult to climb Mount Everest?	How long did it take the first two men to reach the top of Mount Everest?	How tall is the Eiffel Tower?	What will you find in the Eiffel Tower?
Why did the Shelter at Nourlangie become more popular?	Where did the name "Hanging Gardens" come from?	What buildings are taller than the Empire State building?	Where is Mount Everest located?
Why were the pyramids built?	During World War I what was the Eiffel Tower used for?	When was the statue of Zeus created?	How old is the aboriginal art history?
What did ancient people use pyramids for?	What on-going tradition is the oldest in the world?	How long has the Shelter at Nourlangie been used?	What does Zeus hold in his right hand?
What is the name of the Greek sculptor who made Zeus?	Name three cooperative learning skills.	What does Aboriginal rock art depict?	Who did the King of Babylon call in to create the Hanging Gardens?
How did the engineers cooperate when building the Eiffel Tower?	Who were the first two men to reach the top of Mount Everest?	Where is Kakadu National Park located?	What is Zeus the god of?
When was the Empire State Building completed?	Why did the Egyptians think that the body needed to be protected?	Describe Zeus.	Why was the Queen of Babylon homesick?
What is the address of the Empire State Building?	What did the Egyptians make when they dried and wrapped the dead in layers of cloth?	How tall is the Empire State Building?	What city now stands on the ruins of Babylon?

# INTRODUCTION

*Activities for Cooperative Learning* provides an appealing series of small group activities suitable for students in years 2–5. The book begins with an informative discussion of cooperative learning that will give the teacher an overview of the skills and techniques needed for this type of instruction. The remainder of the book is organized around three fascinating topics—*Transportation, Footwear, and Wonders of the World*—that will ensure the involvement of students.

This resource book spans the curriculum with engaging activities in writing, maths, art, social studies, geography, language, literature, and career awareness. Students will enjoy designing new products, making a graph, writing stories, assembling a mobile, solving simulated problems, measuring their feet, and much more. Two exciting games are included: a card game about footwear and a board game for “travelling” to see the wonders of the world.

When teachers want their students to work cooperatively in groups and practise skills from a variety of curriculum areas while actively learning about transportation, footwear, and world wonders, they will reach for this useful resource.

## NOTES TO THE TEACHER

Before beginning any of the activities in this book, please be sure that you and your students are familiar with the basic concepts of cooperative learning. *Blueprints for Thinking in the Cooperative Classroom* is an excellent resource for teaching your students these concepts.

**DEFINITION:** Cooperative learning is people working together for a common educational goal or purpose. The process or way in which the goal is achieved is just as important as the goal itself. Group members are responsible for, and to, each other.

### FOUR IMPORTANT SKILLS NEEDED FOR COOPERATIVE LEARNING GROUPS:

1. **LEADERSHIP** skills aid in giving instructions and keeping the group on task.
2. **COMMUNICATION** skills allow people to work well with others and to share ideas in a positive, constructive manner.
3. **TRUST-BUILDING** skills are important for getting acquainted with the members of a group and creating a common bond.
4. **COOPERATION** skills are essential for problem solving and reaching the goal.

### ROLES FOR MEMBERS OF A COOPERATIVE GROUP:

1. **GUIDE** usually reads the directions for the group.
2. **CHECKER** makes sure that everyone understands the directions and knows what to do.
3. **ENCOURAGER** sees to it that everyone takes part in the activity.

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