



My home - Activity plan



Description

Learners use bird's eye view drawings to plan their own home. Their plans can then be used to play a board game.

Preparation

Print the home plan grid – one per learner.
Print the home rooms and items sheet – one per pair or one per learner.
Print the game rules – one per pair.
Print and cut out the game cards – one pack per pair.
Decide whether to add the game element to the learning activity.
Print the blank grids, as required.

Resources

Pencils and coloured pencils
Dice (one per pair)

Vocabulary

Home, bird's eye view, scale, save, buy

Introduction/context

Following on from Dylan's story, reiterate the importance of saving for our future. One of the important reasons to save is so that we can buy our own home one day. Describe the concept of bird's eye view drawing. To draw things as a bird would see them, flying over in the sky.

Timing 2 mins	Issue resources Issue learners the Home plan grids and the Home rooms and Items sheet.
Timing 5-10 mins	Explain bird's eye view Look at some of the items on the list and discuss what they would look like from above. Consider the home plan grids, as a class. Point out the walls, doors and windows in the bird's eye view plans.
Timing 5-10 mins	Allocate rooms Refer to the list of rooms on the Home Room and Items Sheet. Learners must assign each room to a space on the home plan. Every room name should be used once.
Timing 15-20 mins	Add important items Ask learners to draw in all of the items listed, into their room of choice. Items should be drawn in bird's eye view, and some consideration given to scale.
Timing 10-15 mins	Personalise Ask learners to add their own creative, personal touches to their houses. They can colour the surrounding areas in green to create a garden, adding flowers, furniture or play equipment. They can colour-in the lines that represent the walls, in the colour they would paint. They could add snooker tables, toys, bean bags, gaming chairs, etc. Finally, ask learners to colour the remaining 'floor' spaces to represent carpet, tiles or wooden floors. Learners can add labels to show what they have drawn.

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Timing
As desired

Optional game

Put the learners into pairs. Issue the game cards and game rules sheet to each pair and ask learners to read and try to understand. After a few minutes, go through the rules with the class, to ensure that they understand how to play. Each pair will need to decide which of their home plans will be used for the game. Issue one die per pair.

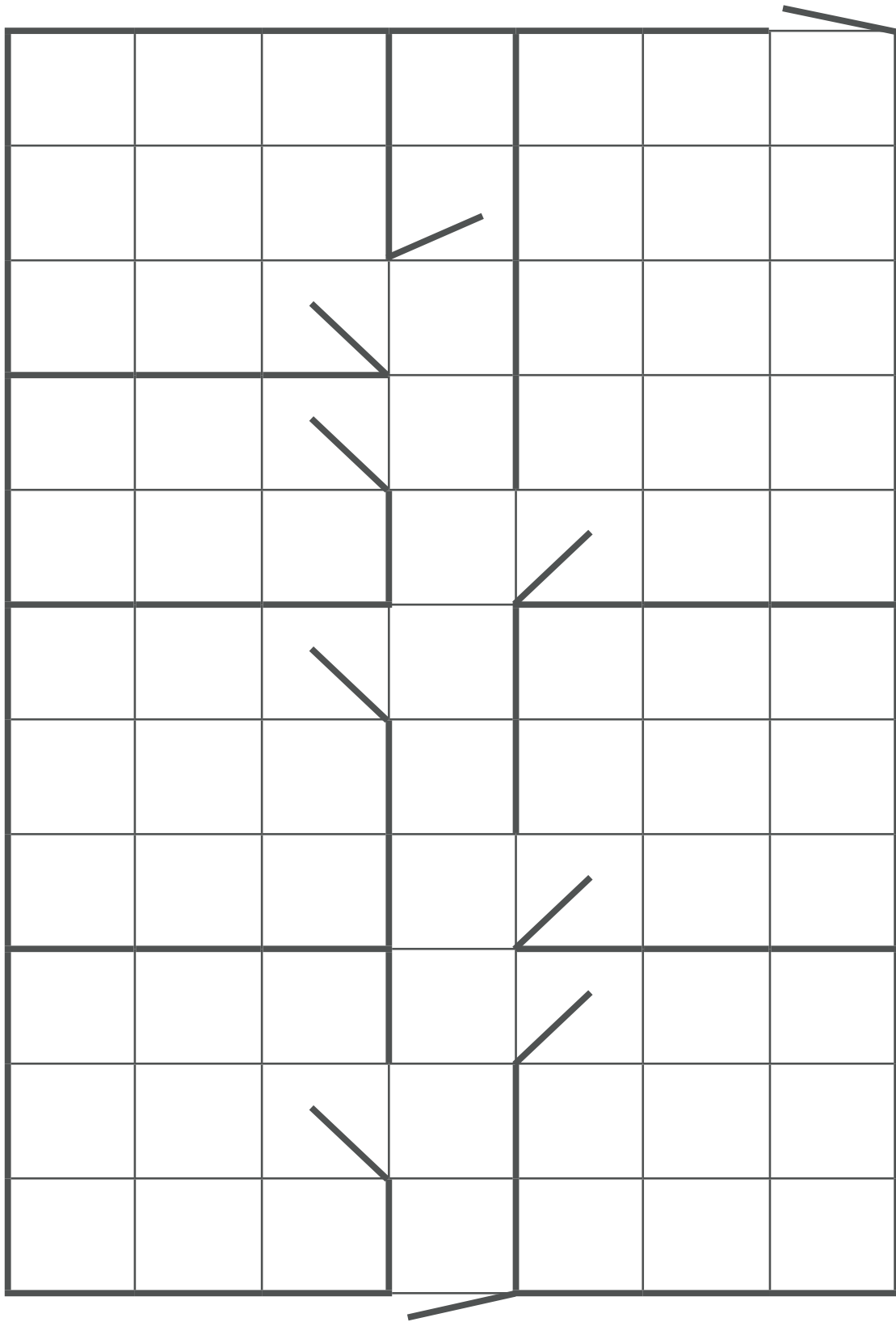
Variations/expanding on the activity

The blank grid can be used for learners to create their own plans from scratch, marking in walls, doors and windows.

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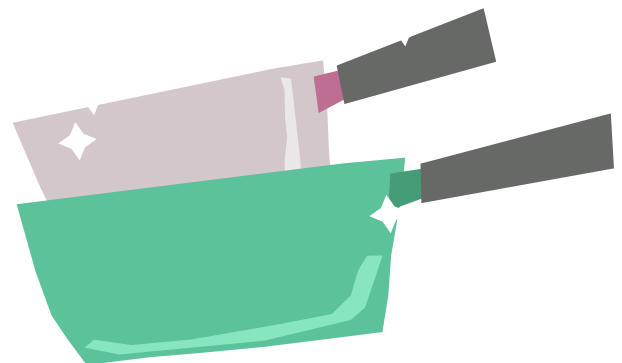


These are the rooms of your home. Using this list, write a room name into each space of your house.

- Living room
- Dining room
- Kitchen
- Bathroom
- Toilet
- Child's bedroom
- Adult's bedroom
- Spare bedroom (or guest bedroom)

These are the items that you need to have in your home. Draw each item into your home, wherever you think that it should go. Remember to draw in bird's eye view.

- Sofa
- Armchair
- TV on a TV unit
- Coffee table
- Toilet (1 or 2)
- Sink
- Bath
- Shower
- Bed in every bedroom
- Wardrobe in every bedroom
- A chest of drawers in every bedroom
- Dining table
- Dining chairs





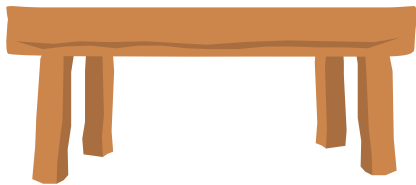
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Bird's eye view

Bird's eye view, is how things would look to a bird, flying in the sky. It is how things look from above.

In bird's eye view, a table would not look like this:



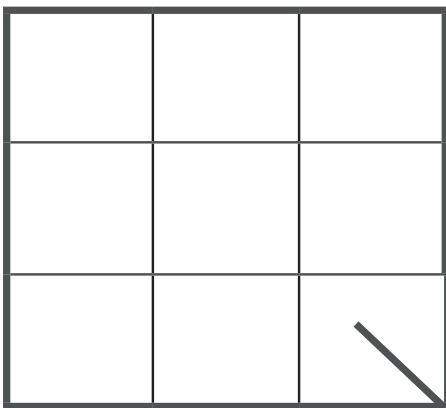
It would look like this:



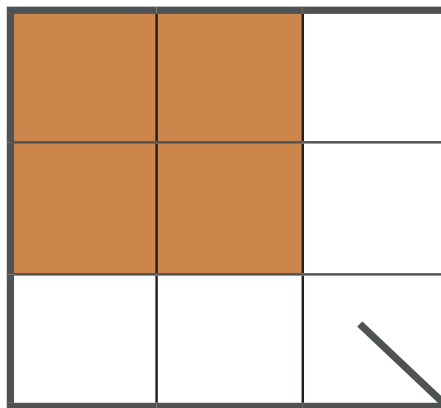
Scale

Drawing to scale is drawing in a size that suits the items around.

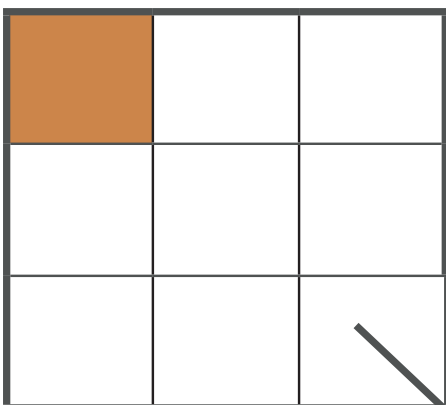
If this is your room:



This table would be nearly as big as the room!
It is not to scale:



This is a drawing of the table in a room, to scale:





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How to play

Now that you have your own home, you must look after it.

There are lots of jobs to be done before you can go out to see your friends.

To win the game, you must go to each room to do the jobs and collect all of the cards.

One player at a time, must roll the dice and move the correct number of squares into any room.

You must enter a room through a doorway. You cannot walk through walls!

Once you have entered a room, collect the correct card to show that you have completed the job in that room.

Once you have collected a card, your turn is over and the player to your left takes their turn.

Game Rules

To enter a room

You must roll the **correct number**.

To enter the kitchen

You must roll a number **greater than three**.

To enter the dining room

You must roll a number that can be **divided by two** (a number in the two times table).

To enter the bathroom or toilet

You must roll an **odd** number.

To enter the bedroom

You must roll a number that can be **divided by three** (a number in the three times table)

To enter the living room

You must roll a **six**.

Once you have collected all of your cards, you must make your way to the front door to win the game.

You only roll the dice **once per turn**, so you will need to decide which room you will go in.

For example, if you roll a three, you need to move three squares into the bathroom, the toilet, or any bedroom. If you can't reach any of those rooms, move three spaces in the corridor and wait for your next turn.





I have **washed the dishes**
in the **kitchen**



I have **tidied up the toys**
in the **child's bedroom**



I have **dusted**
in the **living room**



I have **set the table for dinner**
in the **dining room**



I have put **toilet roll**
in the **toilet**



I have **cleaned the bath**
in the **bathroom**



I have **put away the clean clothes**
in the **adult's bedroom**



I have **vacuumed**
in the **spare bedroom**