

ZZZ LAND

Teacher's Notes

Aim

Introducing oneself and meeting others. Spelling names and addresses.

Materials

Enough copies of the Worksheet for each child to have at least one card. A blank piece of paper for each child.

Duration

Part 1: Meeting others in the class: 20 minutes **Part 2:** Breaking the code: 25 minutes

Language focus

The alphabet and numbers. *What's your name? How old are you? Where do you live? My name's... I'm... I live...*

Aim of the game

To break the code and find out which person in the class is from Earth.

Background information

Tell the children they are on ZZZ Land. Detective ZZZ is worried. She knows that someone from Earth has arrived in secret but she doesn't know who he or she is. The class is going to help her find out by breaking a special code.

The first part of the activity will involve the children introducing themselves to each other and noting down other children's names and addresses. It is important that these are noted accurately as they are the clues for solving the problem. The second part of the activity will involve giving the class the code and solving the mystery.

Introduction

The children all write their names in capital letters in their notebooks. Call out the letters of the alphabet. If any children have that letter in their name they should stand up. Letters can either be called in alphabetical order or at random. You can ask one or two children to be callers and call out the letters in their name, in order or at random. If you wish, you can do a survey by writing up the letters on the board and writing the number of children who have that particular letter in their name next to the letter. Let the children count so that they also get practice in using the numbers.

Playing the game

Part 1 Meeting the others

- 1 Give each group of five children a name and address card. You can repeat cards or give a different one to each child. The number of cards you use in the activity is flexible BUT you must include "WENDY" as one of the cards for one child in the class.
- 2 The children look at their role-cards and have ready a blank piece of paper and a pencil. They then take it in turns to stand up and introduce themselves to the other children in their group using *My name's... I'm... My address is...* Each child writes down all the information about at least two of the other people in their group spelling out their name and address. You may prefer to set a limit for this part of the activity. **IMPORTANT** The children must know that it is essential for them to write down the information accurately otherwise they will not be able to break the code! They also need to make sure that everyone's details have been noted down by someone.

3 Write the following code on the board and ask the children to help you. Begin by writing and saying the alphabet aloud so that the children join in.

A	B	C	D	E	F	G	H	I	J	K	L	M
1	2	3	4	5	6	7	8	9	10	11	12	13
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
14	15	16	17	18	19	20	21	22	23	24	25	26

Ask the class to copy the code in their notebooks.

Part 2 Breaking the code

1 The children now proceed to work out the total for each person they have met, including their own name cards in the following way. It is probably useful to show them how one name card works by writing it all up on the board.

$$\begin{array}{r}
 P \quad A \quad T \\
 16 + 1 + 20 = 37 \\
 M \quad O \quad O \quad N \\
 13 + 15 + 15 + 14 = 57 \\
 R \quad O \quad A \quad D \\
 18 + 15 + 1 + 4 = 38 \\
 \text{Letters total} = 132
 \end{array}$$

They add the age number and the street number to the total produced by the letters.

$$\begin{array}{r}
 \text{Age and street number} = 10 + 8 = 18 \\
 \text{Total} = 150
 \end{array}$$

2 Ask several individuals to give you their totals for the different people. Now the class tries to work out what all the children who live on ZZZ Land have in common.

All the cards total 150 except for one: WENDY. This card totals 230. Wendy is therefore the exception and she is the person from Earth.