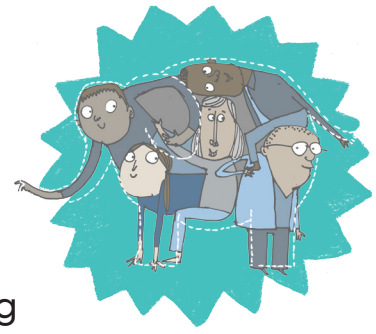# Connect Games

Connect Games are simple to play and can be used to support learning right across the curriculum. Here is a list of some playing suggestions, suitable for the mixed age groups currently attending school hubs, and taking into account social distancing requirements. Enjoy!

Winners' Row
https://vimeo.com/410972144

Notes:

1. *Under normal circumstances, this game is played with chairs next to each other in a circle. In order to maintain social distancing, we suggest just opening the circle out as wide as possible in the given space, keeping two metres between each chair. The game could also be played in a grid format though, if numbers are too high to safely sit in a circle.*

2. *Although we have included suggestions here, we usually inform the children of the overall theme, before asking them for suggestions for the "Winners" and selecting four to use in play.*

History
- Tudors: Henry VIII, Edward VI, Mary I, Elizabeth I
- Periods in History: Romans, Anglo-Saxon, Vikings, Middle Ages
- Battles: Hastings, Bosworth, Waterloo, Somme

Literacy
- Shakespeare characters: Juliet, Puck, Prospero, Lady Macbeth
- Connectives: but, because, then, however
- Genres: Sci-Fi, Fantasy, Adventure, Mystery

Science
- Equipment: Magnet, Switch, Funnel, Magnifying Glass
- Elements: Oxygen, Carbon, Potassium, Iron
- Food groups: Dairy, Grains, Protein, Fruit

Maths
- Number Operations: Add, Multiply, Divide, Square
- 3D shapes: Square-based Pyramid, Sphere, Cylinder, Cube
- Directional Language: Down, Forwards, Left, Above