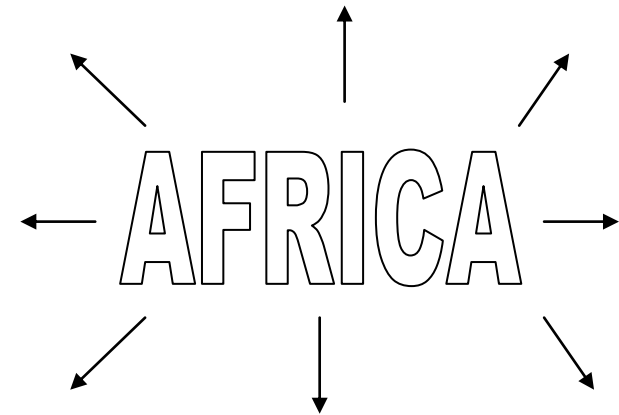


1a: WHERE IN THE WORLD?!



1b: ALL ABOUT AFRICA



start the market

An escaped chicken follows you from the market so you add it to your party.



You realise you have left something behind. Go back to the market.



A lorry turns over carrying sheep to market—you help the driver sort it out and he gives you a sheep to thank you.



You have forgotten to bring water. You need to get to the borehole with your next throw, or lose your smallest animal.



You are careless and one of your pigs falls into a ditch. It is hurt and you must leave it behind.



THE BOREHOLE



You hitch a lift on a passing truck. Have another go.



You left a cow at the borehole—go back to fetch it.



You meet a friend and don't notice your cow wanders off. You are unable to find it and move on.



Bad flooding makes the road dangerous to cross. You lose one of your goats in the flood.



Heavy rain forces you to take shelter. Miss a go.



You meet a farmer who offers to trade his cow for 2 sheep, if you have them.



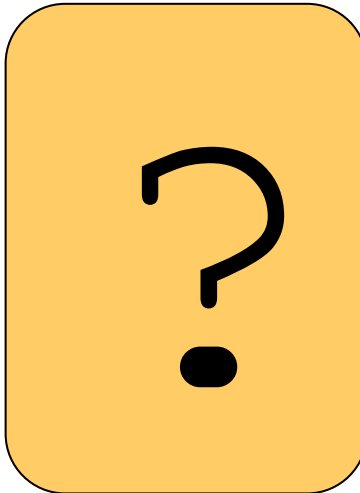
One of your sheep has been looking unwell and dies on the way home.



A wild dog chases you off the road. All of your chickens are killed.



Your animals pick up parasites on the way through a field. They are now worth half as much.





School Connect

2b: TO MARKET! RULES

An Animal trading game for two or three players

You are visiting the market with your savings to buy animals for your family to keep. Unfortunately your truck breaks down and you decide to make the journey back by foot...

To start

- Each player begins with 100,000 Ugandan shillings.
- Now each player decides what to buy with their money at market. Using the animal price list, each player must spend *all* of their money and must buy at least *one* of each animal.
- The players record the animals they have bought on their record sheets.

The rules

Players take it in turns to throw the die and move along the board, aiming arrive home with the most valuable selection of animals. They use their record sheets to keep track of what happens to their animals.



Yellow spaces - follow the instructions on the space.



? - Pick up a question card (cards are facedown on the ? spot). If the player answers the question correctly, they are awarded the animal specified on the card to add to their stock.



Move forwards or backwards one space (in the direction of the feet) and follow the instructions on that space.



Each player needs to collect water at the borehole for themselves and their animals. Stop here and wait until you roll a 6!

The Winner

The game finished when ALL players have reached the finish. At the end of the game, the players must use the price list to work out how much their animals are worth, using the grey 'value' column on their record sheet. The winner is the person with the most value at the end of the game.

Using the interactive notebook version

This version works in the same way but allows up to 4 players to play on a SmartBoard. When opening the notebook file, please note that if you click on the background, it will select the background and you will need to scroll down and click off it in order to be able to use the features of the game.



School Connect

2c: TO MARKET! QUESTION CARDS

<p>Q. What would it cost to buy two cows and a sheep?</p> <p><i>A. 60,000 shillings</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q. You buy a goat and pay with a 50,000 note. What is your change?</p> <p><i>A. 35,000 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. How much more is a cow than a sheep?</p> <p><i>A. 15,000 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>	<p>Q. Which is worth more: 2 goats or 5 chickens?</p> <p><i>A. 2 goats</i></p> <p>If correct, gain >>1 COW<<</p>
<p>Q. How much would you have to add to a 10,000 shilling note to buy a cow?</p> <p><i>A. 15,000 shillings</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. How many goats could you buy for 60,000 shillings?</p> <p><i>A. 4 goats</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. You strike a deal and get 5 chickens for 20,000 shillings. How much did you save?</p> <p><i>A. 5,000 shillings</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q. You have 3 pigs but they are ill so worth half as much. What are they worth?</p> <p><i>A. 15,000 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>
<p>Q. A farmer tries to over charge you by 6,000 shillings for a cow. What is he asking you to pay?</p> <p><i>A. 31,000 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. Special offer on chickens: Buy 2, get 1 free! What will 3 chickens cost?</p> <p><i>A. 10,000 shillings</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. What will 5 goats and a chicken cost?</p> <p><i>A. 80,000 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. How much more are 3 cows than 10 chickens?</p> <p><i>A: 25,000 shillings</i></p> <p>If correct, gain >>1 COW<<</p>
<p>Q. Which is cheaper: 2 goats and a chicken, or 3 pigs and a sheep?</p> <p><i>A: 2 goats and a chicken</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q: How many chickens are worth the same as 2 pigs?</p> <p><i>A: 4 chickens</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. You buy 2 pigs at market then sell them for 27,000 shillings. How much profit do you make?</p> <p><i>A: 7,000 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>	<p>Q. You have 50,000 and buy a cow and a goat. How many chickens can you get with what's left?</p> <p><i>A: 2 chickens</i></p> <p>If correct, gain >>1 COW<<</p>



School Connect

2d: TO MARKET! PLAYER RECORD CARDS

Animal price list

Remember - you must have *at least* one of each animal and you must spend all of your money before you can leave the market.

You have 100,000 shillings to spend.

COWS - 25,000 Shillings

GOATS - 15,000 Shillings

SHEEP - 10,000 Shillings

PIGS - 10,000 Shillings

CHICKENS - 5,000 Shillings

Player record card

Name: _____

	QUANTITY	VALUE
COWS		
GOATS		
SHEEP		
PIGS		
CHICKENS		
TOTAL		



School Connect

2e: TO MARKET! QUESTION CARDS

<p>Q. What would it cost to buy two cows and a sheep?</p> <p><i>A. 60 shillings</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q. You buy a goat and pay with a 50 note. What is your change?</p> <p><i>A. 35 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. How much more is a cow than a sheep?</p> <p><i>A. 15 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>	<p>Q. Which is worth more: 2 goats or 5 chickens?</p> <p><i>A. 2 goats</i></p> <p>If correct, gain >>1 COW<<</p>
<p>Q. How much would you have to add to a 10 shilling note to buy a cow?</p> <p><i>A. 15 shillings</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. How many goats could you buy for 60 shillings?</p> <p><i>A. 4 goats</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. You strike a deal and get 5 chickens for 20 shillings. How much did you save?</p> <p><i>A. 5 shillings</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q. You have 3 pigs but they are ill so worth half as much. What are they worth?</p> <p><i>A. 15 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>
<p>Q. A farmer tries to over charge you by 6 shillings for a cow. What is he asking you to pay?</p> <p><i>A. 31 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. Special offer on chickens: Buy 2, get 1 free! What will 3 chickens cost?</p> <p><i>A. 10 shillings</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. What will 5 goats and a chicken cost?</p> <p><i>A.80 shillings</i></p> <p>If correct, gain >>1 GOAT<<</p>	<p>Q. How much more are 3 cows than 10 chickens?</p> <p><i>A: 25 shillings</i></p> <p>If correct, gain >>1 COW<<</p>
<p>Q. Which is cheaper: 2 goats and a chicken, or 3 pigs and a sheep?</p> <p><i>A: 2 goats and a chicken</i></p> <p>If correct, gain >>1 PIG<<</p>	<p>Q: How many chickens are worth the same as 2 pigs?</p> <p><i>A: 4 chickens</i></p> <p>If correct, gain >>1 CHICKEN<<</p>	<p>Q. You buy 2 pigs at market then sell them for 27 shillings. How much profit do you make?</p> <p><i>A: 7 shillings</i></p> <p>If correct, gain >>1 SHEEP<<</p>	<p>Q. You have 50 and buy a cow and a goat. How many chickens can you get with what's left?</p> <p><i>A: 2 chickens</i></p> <p>If correct, gain >>1 COW<<</p>



School Connect

2f: TO MARKET! PLAYER RECORD CARDS

Animal price list

Remember - you must have *at least* one of each animal and you must spend all of your money before you can leave the market.
You have 100 shillings to spend.

COWS - 25 Shillings

GOATS - 15 Shillings

SHEEP - 10 Shillings

PIGS - 10 Shillings

CHICKENS - 5 Shillings

Player record card

Name: _____

	QUANTITY	VALUE
COWS		
GOATS		
SHEEP		
PIGS		
CHICKENS		
TOTAL		



3a: ISSAC'S ENGLISH TEST

In each of the questions 16 and 17, arrange the given words in alphabetical order.

16. blank, blade, black, blanket.

.....

17. pain, pair, pail, paint.

.....

In each of the questions 18 and 19, re-arrange the given words to form a correct sentence.

18. good a Can life man a lead lazy ?

.....

19. wife neighbour's gave My twins to birth

.....

In each of the questions 20 to 22, re-write the sentence giving one word for underlined group of words.

20. There were many sick people in the hospital.

.....

Marks

21. He stayed in Tanzania for a period of seven days.

.....

22. All the children whose parents are dead were given blankets at school

.....



School Connect

3c: ISSAC'S SOCIAL STUDIES TEST

1. What helps a pilot flying a plane from Arua to Entebbe to find the direction to Entebbe Airport?

.....
.....

2. Apart from school uniform, give any **one** other symbol of a school.

.....

3. Give any **one** use of a Zebra-crossing.

.....
.....

4. State any **one** way in which weather records are important to a farmer.

.....
.....

5. State any **one** way in which Jomo Kenyatta contributed to the struggle for the independence of Kenya.

.....
.....

6. Give any **one** way in which Game Parks are important in East Africa.

.....
.....

7. Suggest any **one** disadvantage which a country with a low population faces.

.....
.....

8. Which lake is shared by all the three East African countries?

.....
.....



School Connect

4a: SORGHUM BREAD RECIPES

SORGHUM BREAD 1 (Quicker preparation time)

Ingredients

400g Sorghum flour
2 eggs
1tsp salt
500ml buttermilk

1. Add the flour, salt and buttermilk to a pan over a low heat. Stir frequently for about 10 minutes, or until the mixture becomes stiff.
2. Remove from the heat and allow to cool until lukewarm.
3. Beat the eggs and stir them into the cooled mixture.
4. Sprinkle the baking soda over the top and fold it in.
5. Pour the mixture into a well-greased pan or loaf tin and place in an oven pre-heated to 220°C for about 25 minutes, or until an inserted skewer comes out clean.

SORGHUM BREAD 2 (Longer preparation time)

Ingredients

135g sorghum flour
545g wheat flour
25g yeast
15 g white sugar
60ml water for yeast mixture
340ml water for dough mixture
10g salt
12g margarine

1. Mix the yeast, sugar and 60ml of water. Leave in a warm place for 10 minutes.
2. Add the flours, salt and margarine and mix. Add the remaining water and mix hard to form a soft, sticky dough.
3. Remove the dough and knead on a lightly floured board for about 1 minute
4. Place the dough ball in a greased bowl, cover with a damp cloth and leave in a warm place for about 1 $\frac{1}{4}$ hours until it has roughly doubled in size.
5. Remove and knead again, then return to bowl and cover for a further 30 minutes.
6. Remove from the bowl and divide into two equal parts.
7. Knead the two parts well, separately, to remove any trapped air.
8. Place into greased, baking half-loaf tins.
9. Press down well and flatten the top, spreading dough into the corners.
10. Leave in a warm place for about 40 minutes, or until the dough has risen about 2cm above the tin.
11. Bake in a pre-heated oven at 210°C for 25 minutes.

Availability problems: Sorghum flour is sometimes unavailable in the UK. If so, simply replace with plain flour for both recipes.



School Connect

4b: MAKING SORGHUM BREAD

There are different recipes for Sorghum Bread but most use some or all of these ingredients:

Sorghum Flour, Eggs, Milk, Butter, Water

Cut out the pictures and write sentences explaining how what is happening in the picture provides the ingredients for Sorghum Bread,



Use these words to help you:

GRINDING

HARVESTING

GROWING

FARMING

PRODUCING

PROVIDE



School Connect

4c: MAKING SORGHUM BREAD

There are different recipes for Sorghum Bread but most use some or all of these ingredients:

Sorghum Flour, Eggs, Milk, Butter, Water

These pictures show how Isaac's family source their ingredients at home. Label the pictures with which ingredients are being sourced or produced.



We tend to buy our ingredients in shops and supermarkets, but they have sometimes travelled long distances to get there, Use the food packaging from the ingredients you have used to make Sorghum Bread to complete this table, showing where your ingredients were originally sourced from.

Ingredient	Produced in...
Flour	
Milk	
Butter	
Eggs	
Water	
Yeast	
Sugar	
Salt	



School Connect

4d: MAKING SORGHUM BREAD

There are different recipes for Sorghum Bread but most use some or all of these ingredients:

Sorghum Flour, Eggs, Milk, Butter, Water

These pictures show how Isaac's family source their own ingredients, but we tend to buy our ingredients in shops and supermarkets. They have sometimes travelled long distances to get there, Use the food packaging from the ingredients you have used to make Sorghum Bread to complete this table, showing where your ingredients were originally sourced from.

You may need a world atlas or an atlas of Britain for the third column,

Ingredient	Where was it produced?	How many miles has it travelled?
Flour		
Milk		
Butter		
Eggs		
Water		
Yeast		
Sugar		
Salt		

Which product has travelled the least distance? _____

Which has travelled the furthest distance? _____

Look at Isaac's pictures - which ingredient requires the most work to obtain? _____

Why? _____





School Connect

5a: DESIGN A GAME

In Uganda, people play a game called 'Emaysu' using trays and marbles. Your task is to design your own game for two players using the same equipment.



NAME OF GAME:	EQUIPMENT NEEDED: <i>1 bun tray</i>
NUMBER OF PLAYERS: <i>2</i>	<i>___ marbles</i>
THE AIM OF THE GAME: <i>The aim of the game is to...</i>	
HOW TO START: <i>To begin, each player...</i>	
HOW TO PLAY: <i>When it is your turn...</i>	
HOW TO WIN: <i>The winner is the person...</i>	

TOP TIP: You could draw diagrams to help explain your game.



School Connect

5b: DESIGN A GAME

In Uganda, people play a game called 'Emaysu' using trays and marbles. Your task is to design your own game for two players using the same equipment.



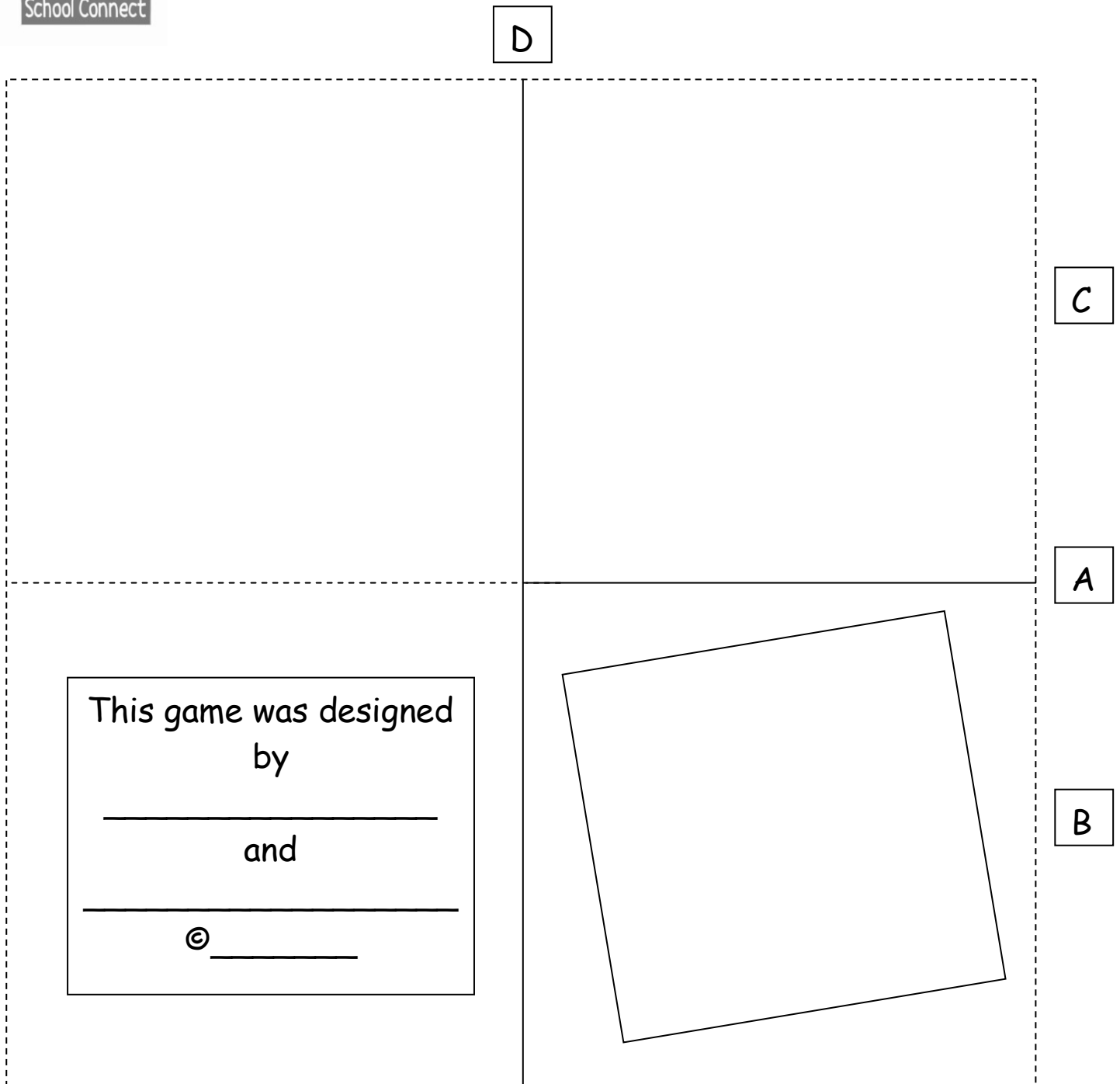
NAME OF GAME:	EQUIPMENT NEEDED:
NUMBER OF PLAYERS:	
THE AIM OF THE GAME:	
HOW TO START:	
HOW TO PLAY:	
HOW TO WIN:	

TOP TIP: You could draw diagrams to help explain your game.



School Connect

5c: MARKET YOUR GAME



1. Cut along dotted lines
2. Fold along solid line (A)
3. Glue back of square (B) and stick to back of square (C)
4. Fold along solid line (D) to make your rules booklet.
There should be a front and back cover, then 4 blank pages inside.



School Connect

6: SHOEBOX SCENE PLANNER

Sketch your shoebox scene in the box below, then use arrows to annotate your drawing, explaining how it will be made.

TITLE OF SHOEBOX SCENE: _____ NAMES: _____



School Connect

7: DRUMMING RHYTHMS

	1	2	3	4	1	2	3	4
RHYTHM 1	X		X		X		X	
	Hands		Clap		Feet		Stomp	
RHYTHM 2	X	X	X	X	X	X	X	X
	Lis - ten		to drums		Ech - o		the sound	
RHYTHM 3	X	X	X	X	X	X	X	X
	Dance and	move to the	rhy -	thm	Feel the	beat of the	mu -	sic