

# Teacher's Guide For *Animal Farm* Characters Three-Game Set

By Melissa Minkin



Dear Colleague,

Thank you for purchasing this product. I hope you and your students enjoy it. If you have any questions, please contact me at [Melissa@TeacherHacks.net](mailto:Melissa@TeacherHacks.net) or [TeachersPayTeachers.com/Store/M-Minkin](http://TeachersPayTeachers.com/Store/M-Minkin).

If you think a colleague might like this product, please give them this link to purchase one, too [teacherspayteachers.com/Store/M-Minkin](http://teacherspayteachers.com/Store/M-Minkin).

Have fun,

Melissa Minkin, MEd, NBCT

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This product includes:

1. This Teacher's Guide
2. A graphics-rich game board (revised based on my students' requests for more obstacles). The game board prints well in color and b&w.
3. Three sets of double-sided, easy to print game cards - for three versions of the game, as follows:
  - **Set 1 - Introduction** - Use After Reading Chapter Two. This set is designed to help students learn the major characters introduced in the first two chapters of *Animal Farm*.
  - **Set 2 - Review** - This set is plot-driven. Questions ask students to recall details like: who labors the most to complete the windmill, who misses sugar cubes, or who takes the puppies to "educate" them. Play with this set after you finish the book.

- **Set 3 – Allegorical Figures/Historical Representations** - This set asks students to identify who (or what) each character represents during the era of the Russian Revolution. These you can play at any time you introduce the historical references - or you can omit these cards if you are not emphasizing this aspect of the novel.

## Preparing The Game

- The game is designed for 2-4 students. Each group of students will need a game board a set of game cards and a penny to flip. Additionally, each student will need a small object (eraser cap, paper clip, etc.) to mark her/his place on the board. By the way, you can use the same game board, regardless of what set of game cards you are using.
- The game board prints well in color and in black and white. The game cards are designed to print two-sided. If your printer can't print double-sided, print the first side, flip the paper, and print the second side. (They are labeled page 1a and 1b, etc. to make this easier). Then, you just cut the cards along the lines.
- The game board has several "move ahead" and "go back" spaces. Instead of leaving the remaining spaces blank, I added pictures and icons to provide more visual interest. These spaces don't mean anything in particular; they are just for fun.

## Rules for Playing The Game (These are summarized on the game board).

1. Place the game cards on the table, character's name side down.
2. The first student picks a card and reads the description of the character aloud. Then, she/he tries to come up with the corresponding character's name.

If the student is right, she/he flips the penny.

Heads - Move forward one space

Tails - Move forward two spaces

3. If she/he is wrong, the card goes back in the deck. Then it is the next student's turn.
4. The player who finishes first wins - but everybody learns.

## Extension Activities Using Game Cards, but Not Game Board

- **Character Poker\***

- This works well if you are at a point where you can combine all the game cards
- Put your students in pairs and give each pair a full set of game cards. Student A reads the description of the character of the first card to Student B. If Student B gets it right, student B keeps the card. If she/he answers wrong, it goes back into the deck.
- Then students switch roles: Student B picks up the next card and quizzes Student A.
- The player with the most cards wins.

\*This has nothing to do with poker, but my students think it sounds fun.

- **Talk a Mile a Minute** (similar to Password™ or Taboo™)

- Put your students in pairs and give each pair a full set of game cards.
- Student A holds the cards, which Student B cannot see.
- Student A tries to explain what who the character is and gives clues until Student B says the word.
- Then, the players switch roles and Student B picks the next card and gives clues to Student A.
- Because students collaborate rather than compete, there is not a "winner." You can play it as game with a winner by putting two teams together so that one team monitors the other team's play, then they switch - the first team now monitoring the second for the next round. The downside is that in a group of four students, two will always be observing/monitoring instead of playing, which is less engaging.

- **Quiz, Quiz, Trade** (a Spencer Kagan technique)
  - This is a good way to review all the characters and plot elements. You can use any (or all) of the sets of cards.
  - Give each student a game card. Have students read their cards and then stand up and pick a partner.
  - When they find a partner, Student A reads the description side of the card to Student B who tries to answer it. If Student B cannot answer it, Student A should think of additional clues to help Student B learn the character. Next, Student B quizzes Student A in the same way, helping as needed. Then they trade cards (this will allow students to work with multiple cards during the activity).
  - Now both students raise their hands as a signal that they need new partners. They each look for others with their hands up. They walk over to someone, give their new partner a gentle high five, and quiz each other with the new cards.

I hope this guide has been helpful. Please also visit my blog at [TeacherHacks.net](http://TeacherHacks.net)

You can find more board games at <http://www.teacherspayteachers.com/Store/M-Minkin>.

Again, thank you for purchasing this product.

Have fun,

*Melissa Minkin*

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