



# Air Raid Connect Four

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Illustrated by Emma Carter

**Theme: WW2**  
**Age range: 9+**

## Context:

This activity is designed to give students an understanding of the effects of war on civilians. It introduces knowledge of the precautions used to help protect civilians in Britain during the air raids of WW2. However, you should point out that many of the effects on civilians are still the same today, in any war zone. If you develop your own activities around this theme please share them by sending them to the address below to help us expand our library.

## Preparation:

Print out the A4 sheets. Stick the left side of the Game Board to the right side, and if possible, laminate it. Cover the 'playing cards' sheet with 'clear pvc self adhesive book cover film' before cutting up.

## HOW TO PLAY:

There are two versions of the cards: with and without captions. You can choose which to use depending on the ability of the students or you can show them the cards with captions before playing the game with the picture-only cards. You can also vary the amount of blank cards used in each game.

1. You need four people, one game board and two sets of cards (different colour borders).
2. Work with a partner to make a team of two.
3. Shuffle your team's cards and place them in a pile face down.
4. Take turns to turn over your top card and decide where to put it on the board.
5. Any card can go on a blank square.
6. Only a correct solution can go on a square with a problem on it.
7. Everyone has to agree that the card fits the square on the board.
8. The team with the first four cards in a line either vertically, horizontally or diagonally wins.
9. Try to build the connections, but don't forget you can block the opponents too!

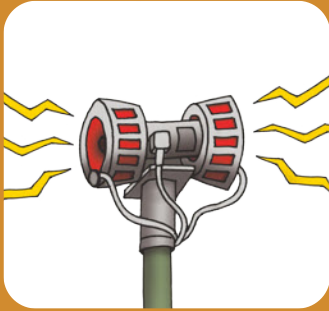
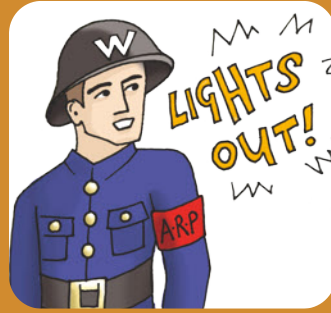
## Learning Outcomes:

Students will have gained knowledge of life in Britain during WW 2. If you have found further learning outcomes please share them by emailing [collaborate@mantralingua.com](mailto:collaborate@mantralingua.com).

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from [www.mantralingua.com](http://www.mantralingua.com). Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

# Air Raid - Cards





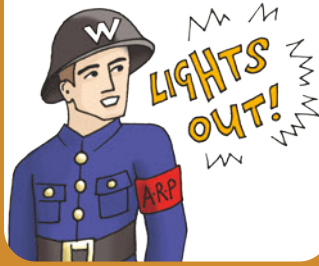
blackout



shelter



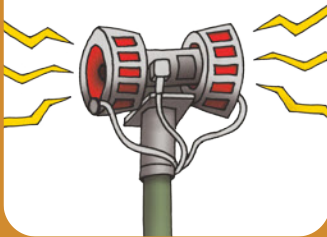
ARP wardens



ambulance



siren



warning signs



stirrup pump



blackout torch



rescue



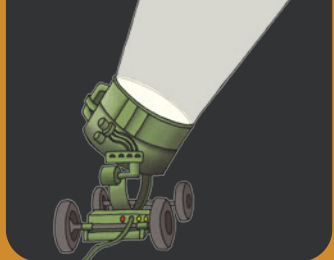
gas mask



camouflage



searchlight



baby respirator



stirrup pump



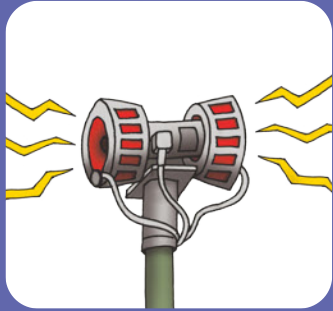
shelter



gas mask



# Air Raid - Cards





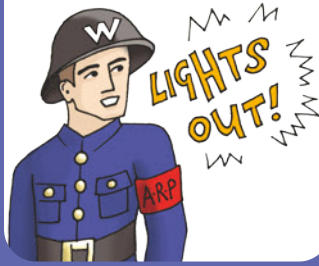
blackout



shelter



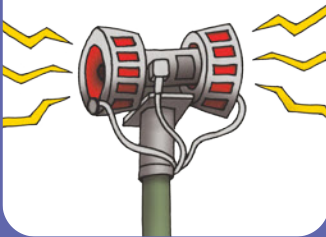
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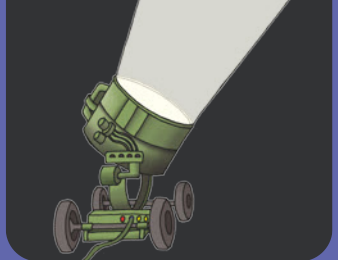
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## Air Raid Connect Four



House lights  
can give away  
where your  
town is.



Rubble blocks  
roads.



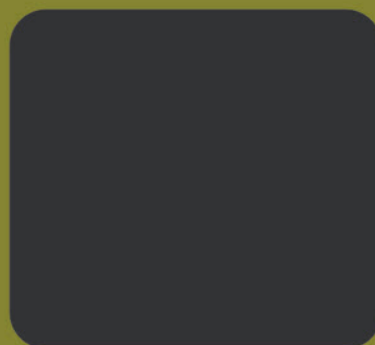
Enemy  
pilots might  
see your  
torch.



You need to  
disguise your  
Anderson  
Shelter.



You need  
protection  
from poison  
gas.



Gas masks  
were too big  
for babies.



Your family  
needs a safe  
place during  
a raid.



# Game Board

Some people  
don't obey Air  
Raid Rules.

Many  
get hurt in  
air raids.

Bombed  
houses catch  
fire.

The town  
needs to find  
and shoot  
down enemy  
planes.

Fires are  
put out with  
water.

Trapped  
people need  
rescuing from  
buildings.

Warning  
needed to tell  
people an  
air raid is  
coming.

Your family  
needs a safe  
place during  
a raid.