ACTIVITY PACK
ORACLE BONES MEMORY MATCH

A series of 10 engaging activities to consolidate and extend learning beyond the game

Suitable for specialist / non-specialist teachers.

Clear step-by-step teaching notes and Teacher's Knowledge section for each activity.

Develop literacy, oracy skills and knowledge about the Chinese language system.

Photocopiable activities with scaffolding resources / extension tasks.

Designed for use as standalone lessons or as a series.

Range of activity types from whole class mingle activities to individual language puzzles.

YCT compatible.

CONTENTS

Introduction

Oracle Bones Memory Match Card Game

Oracle Bones Memory Match is the first game in a series of progressive card games for teaching Primary Mandarin. The game teaches children to describe how characters have changed over time and recognition of up to 20 ancient pictographs and their modern-day character equivalents.

What is the Oracle Bones Memory Match Activity Pack?

The accompanying Activity Pack consolidates and extends learning beyond the game. It is a literacy focussed unit but includes activities or extension tasks which teach children to pronounce characters they have learnt to recognise. The 10 photocopiable activities develop:

- cultural and historical understanding of the Shang era;
- recognition of an additional 35 characters / words;
- the ability to understand and attempt pronunciation of up to 40 commonly used words;
- an understanding of stroke order;
- use of Mandarin specific language learning strategies;
- knowledge about the Chinese language system.

Activities offer opportunities for children to work individually, in pairs, small groups and as a whole class. The variety of activity types are guaranteed to keep motivation levels high and include: a fact finding mingle activity, dominoes, reading puzzles and matching make and do games. They can be used as standalone activities or as a series.

Who is it for?

The Activity Pack is designed for specialist and non-specialist primary teachers. Each activity includes clear step-by-step teaching notes and the *Information for Non-Specialist Teachers* section provides a very brief summary of what you need to know to be able to deliver a quality lesson with every activity.

Activities have been extensively trialled in classes with children between the ages of 7-12 years and age guides for each activity are given on the Activity Pack Overview. Where appropriate, differentiated versions of worksheets are included. Each activity has an extension task.

YCT (Youth Chinese Test) compatible

Where relevant, YCT words have been used. More than 35 characters and components from YCT Level 1 are used across the 10 activities.

Oracle Bones Memory Match Activity Pack Overview

Activity	Main focus	Learning Objectives	Activity Type	Time	Logistics	Age Guide
1.1 Find the Facts	culture	Be able to describe some aspects of life in ancient China.	fact finding activity (mingle)	45 mins	whole class	7 - 9 yrs
1.2 Will it rain today?	culture	Be able to describe how priests and fortune tellers used oracle bones to predict the future. Know that some of the very first Chinese characters appeared on oracle bones and looked like pictures.	matching / reading / drawing activity	45 mins	individual / pair	7 - 9 yrs
1.3 Fu Hao's Tomb	culture	Know that important people in ancient China were buried with valuable objects. Know that in ancient Chinese, numbers above ten were written as lists to show that the numbers were being added together.	reading and number writing activity	45 mins	individual / pair	7 - 9 yrs
		PLAY ORACLE BONES MEMORY MATCH				
1.4 Oracle Bones Code Cracking	culture	Use knowledge of ancient characters learnt playing Oracle Bone Memory Match and a glossary to work out the meaning of oracle bone questions. Be able to create and write oracle bone questions in ancient Chinese.	reading puzzle and writing activity	60 mins	individual / pair	7 - 11 yrs
1.5 First Words Pairs of Squares	listening speaking KAL	Know that pinyin is the name of a system used in China to spell out the sounds of Chinese characters in Roman letters. Know that the pronunciation of letters in pinyin is not always the same as letters in English words. Be able to use pinyin hints as a prompt for remembering the pronunciation of characters.	matching / make and do	30 mins per worksheet	individual	7 - 11yrs

1.6 First Words Bīnguǒ 宾果	listening KAL	Know that pronunciation and meaning of characters are often learnt separately. Be able to listen and match the pronunciation of up to 20 words from Oracle Bone Memory Match with the correct character.	listening game	30 mins	whole class	7 – 11 yrs
1.7 Writing characters	writing	Be able to follow stroke orders and write: 一人十土口山小大 Know that characters are generally written from top to bottom and left to right.	individual writing task	30 mins	individual	7 – 11 yrs
1.8 Picture It Dominoes	reading	Know that some characters still look like the original oracle bone characters. Know that looking at the origins of characters can sometimes make them easier to remember. Be able to recognise up to 20 new characters by looking at their origins: 家中手耳鸟牛米明好多门高天田马果在今一八.	matching game	40 mins	small group	9 – 11 yrs
1.9 Testing Tarsia	reading	Be able to match modern characters from Activity 1.8 to the correct English definitions.	reading puzzle	40 mins	individual / pair	9 – 11 yrs
1.10 Word Detectives	reading KAL	Know that many Chinese words are made up of two or three characters. Use knowledge of characters learnt in this unit to work out the meaning of 15 new words: 女王　王子　人鱼　火山　小雨　大雨　一月 八月　十月　大门　小羊　小牛　小马　口水 大多	reading puzzle	45 mins	individual / pair	9 – 11 yrs

Next steps: Líng card game and Activity Pack available at: www.teachprimarymandarin.com

1.2 Will it Rain Today?

LOs:

- Be able to describe how priests and fortune tellers used oracle bones to predict the future.
- Know that some of the very first Chinese characters appeared on oracle bones and looked like pictures.

ACTIVITY TYPE
matching / reading /drawing activity

LOGISTICS
individual / pair

FOCUS
culture

TIME
45 mins

MATERIALS
a copy of the Will it Rain Today? worksheet per child, Oracle Bone Memory Match PowerPoint

Before Class

- Make a copy of Will it Rain Today? worksheet for each child.

In class

1. Give out a copy of the worksheet to each child.
2. Point to the ancient characters and explain when and why Chinese writing was invented (see *Information for Non-Specialist Teachers* for more information).
3. Tell children to look at the ancient Chinese characters at the top of the sheet and in pairs, match the characters to their English definitions. Correct collectively.
4. Watch the BBC Bitesize clip: What are Oracle Bones?
5. Explain that the 6 boxes at the bottom of the worksheet describe how Shang people used oracle bones to predict the future. Draw their attention to the ancient number characters for 1-6. Ask children to read the sentences and draw an illustration in each box.

Key

 fire   king   home   sun   turtle   rain

Extension

- Using the brown Oracle Bones Memory Match cards, fast finishers can find the ancient characters for: moon, mountain, tree, fish, eye and mouth and draw / label these characters in their jotters.

Links

- What are the oracle bones?
https://www.bbc.co.uk/bitesize/topics/z39j2hv/articles/zsm6qhv

1.2 Will it Rain Today?

1. Match each ancient character to the correct word in English and circle them in matching colours.

king	turtle	home	rain	sun	fire

2. Now read the description of how oracle bones were used to help predict the future and draw an illustration in each box.

— One morning, the 土 stood at his palace window. He looked up at the bright ⊙ , down at the dry wilting crops and decided he needed some help from the gods.	═ Unable to speak to the gods himself, the 土 called for his most trusted fortune teller and told him to ask the gods if it would 雨.
≡ The fortune teller rushed 家 , chose a 龜 shell from the pile of bones in his workshop and scraped it clean.	≣ He then took a sharp tool and carved the king's question onto the shell: *"Will it 雨 today?"*
X Finally, he then held the shell over a 火 until cracks appeared on its surface.	⥣ After examining the cracks, the fortune teller hurried back to the 土 to give him his answer: *"The gods say the 雨 is coming today."*

3. Using the brown Oracle Bones Memory Match cards, can you find ancient characters for: moon, mountain, tree, fish, eye and mouth? Draw and label these characters in your jotter.

1.4 Oracle Bones Code Cracking

Los:

- Use knowledge of ancient characters learnt playing Oracle Bone Memory Match and a glossary to work out the meaning of oracle bone questions.
- Be able to create and write oracle bone questions in ancient Chinese.

ACTIVITY TYPE
reading puzzle and writing activity

LOGISTICS
individual / pair

FOCUS
culture

VOCAB FOCUS
ancient characters for: fish, person, child, woman, fire, tree, moon, mountain, rain, sheep, sun, water, mouth, eye, earth, king, one, ten, big, small, animal, family, few, to go, harvest, man, to die, forty, many, no / not, North, South, peace, soldier, shell

TIME
60 mins

MATERIALS
a copy of the worksheet and glossary per individual / pair, Oracle Bone Memory Match PowerPoint

Before Class

- Make a copy of Crack the Code worksheet and glossary for every child / pair of children.

In class

1. Use the Oracle Bones Memory Match PowerPoint to review the ancient characters from the game.
2. Explain that oracle bones were used by Shang kings to predict the future. By studying these questions, we can learn more about life in Shang times.
3. Give each pair a copy of Crack the Code worksheet and glossary (page 1 contains characters from Oracle Bones Memory Match card game so omit this page for extra challenge). Explain that they are going to crack the oracle bone code by using their knowledge of ancient characters and the glossary to work out the meaning of oracle bone questions. Examine question 1 on the worksheet. Ask individual children to translate each character and write the literal translation on the board. Discuss how children could re-phrase the translation to make it sound more natural. Children write the translation on their worksheet.
4. Ask children to complete the rest of the worksheet by translating each question and writing a translation (literal or in more natural sounding English) on the corresponding dotted line.
5. Circulate to monitor and help.
6. The activity can be corrected by asking individual children to share their translations. When literal translations are given, encourage children to re-phrase using more natural sounding English.

Extension

- Children imagine they are King Wu Ding / Queen Fu Hao and write their own questions for the gods. Children draw/paint a turtle plastron and draw / paint questions on vertically.

Links

- Clip: What are oracle bones? https://www.bbc.co.uk/bitesize/topics/z39j2hv/articles/zsm6qhv
- Online catalogue of over 31,000 ancient Chinese characters (Chinese input required): https://hanziyuan.net/

1.4 Oracle Bone Code Cracking

Questions about the Royal Family:

1.

....

2.

....

3.

....

Questions about battles:

4.

....

5.

....

6.

....

Questions about farming:

7.

....

8.

....

9.

....

1.8 Picture It Dominoes

LOS:
- Know that some characters still look like the original oracle bone characters.
- Know that looking at the origins of characters can sometimes make them easier to remember.
- Be able to recognise up to 20 new characters by looking at their origins.

ACTIVITY TYPE
matching game

LOGISTICS
small group or whole class

FOCUS
reading

VOCAB FOCUS
家中手耳鸟牛米
明好多门高天田
马果在今一八

TIME
45 mins

MATERIALS
a copy of the dominoes worksheet per group and prompt sheets for each pair of children

Before Class
- Make one copy of the dominoes worksheet for every four children. Stick each worksheet onto card and cut into domino tiles by cutting along the dotted red lines. Make copies of the prompt sheet for each pair of children.

In class
1. Arrange the class in small groups working round a table.
2. Explain that some modern characters still look like the original oracle bone characters and that looking at ancient characters can sometimes make modern characters easier to remember.
3. Give each group a prompt sheet and discuss: *Which characters have changed the most/least over time? Which characters are most pictographic? Which two characters combine to make the words for: good? bright? home?* (see Information for Non-Specialist Teachers).
4. Give each group a set of dominoes. Explain the rules for playing by example. Shuffle the dominoes and divide them between a group of children. Place the first dominoes with the ancient character for number one face up in the middle of the table: 一.
5. The player to the left of the dealer starts. They put a domino next to the one on the table (either before or after). It must match the ancient or modern character. If they don't have a match, it's the next player's turn.
6. The player on their left continues and repeats the process.
7. The first person to play all their dominoes is the winner. The others continue playing. When all the dominoes have been played, they should form a closed circuit. If pupils do not have a closed circuit at the end of the game, they should look for the mistake.
8. Circulate to monitor and check.
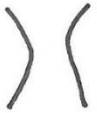
Option
This activity can also be played as a whole class matching activity:
- Give each child (or pair of children in larger classes) a dominoes tile. They read it and walk around the class looking for their other halves.
- Once they've found their partners, the class should form a complete circle.
- Correct as a whole class, making sure they're all in the right order.

Extend
Children keen to learn how to pronounce the characters can also play Part 2 . They must have a go at pronouncing the character to play the tile. Pronunciation is given in pinyin and with pinyin hints in brackets. To read the hints, join together the pronunciation of the coloured letters in both words and you'll begin to produce the correct sounds in Mandarin.

一	高 tall		门 gate
	马 horse		中 middle
	鸟 bird		手 hand
	天 sky		米 rice
	田 field		八 eight
	家 family / home		明 bright
	好 good		果 fruit
	在 at		牛 cow
	多 many		耳 ear
	今 today		一 one

PREVIEW

1.10 Word Detectives

LOS:
- Know that many Chinese words are made up of two or three characters.
- Use knowledge of characters learnt in activities 1.5 – 1.8 to work out the meaning of 15 new words.

ACTIVITY TYPE
reading puzzle

LOGISTICS
Individual / pair

SKILLS
reading

VOCAB FOCUS
女王　王子　人鱼
火山　小雨　大雨
一月　八月　十月
大门　小羊　小牛
小马　口水　大多

TIME
45 mins

MATERIALS
a copy of the Word Detectives worksheet per child.

Before Class
Make a copy of the Word Detectives worksheet for each child.

In class
1. Give each pupil a worksheet and ask them to look at the chart at the top of the page.
2. Tell them to write English definitions for each character. They might want to refer to the Pairs of Square flashcards from Activity 1.5 or the Dominoes tiles from Activity 1.8 to help with this.
3. Correct collectively.
4. Draw their attention to the table under the grid and explain the activity by example. Tell the pupils they are going to have a go at writing 15 new words using the grid references in the table. Say 1A and allow them time to find the character. Write 女 on the board. Repeat the procedure for 4C and write 王 to the right of 女. Explain that the English definition for this new word is one of the words in the box at the bottom of the sheet. Discuss how the literal meanings of these two characters makes it easy to choose the correct definition of this new word: woman + king = queen.
5. Pupils work individually or in pairs to write and work out the meaning of the remaining words.
6. Circulate to monitor and help.
7. Correct the activity collectively.

Options
Two versions of the worksheets are available – one with and one without Chinese character definitions.

Extend
Children can check their own answers by typing in English words into an online dictionary such MDGB: https://www.mdbg.net/chinese/dictionary

1.10 Word Detectives

Write an English definition next to each character in the grid below.

	A	**B**	**C**	**D**	**E**
1	女	小	八	火	土
2	门	人	果	水	马
3	鱼	口	十	牛	一
4	羊	山	王	多	家
5	手	月	雨	子	大

Now use the grid references to write 15 two-character words and match with an English definition from the box below.

1. 1D 4B	火山 fire mountain = volcano
2. 1B 4A	
3. 3E 5B	
4. 1A 1C	
5. 1B 2E	
6. 4C 5D	
7. 1B 3D	
8. 2B 3A	
9. 1C 5B	
10. 3C 5B	
11. 5E 5C	
12. 1B 5C	
13. 5E 2A	
14. 3B 2D	
15. 5E 4D	

queen	volcano	January	pony	mostly
mermaid	August	entrance	prince	lamb
calf	October	heavy rain	saliva	drizzle

Which characters in the grid have not been used? ....