

Connect Three Activity

This activity is designed to promote questions and answers about the story, *Rafa's First Day*. You need at least two players, one for each side. You can also play in teams. One team, or side, chooses Rafa tokens and the other Salma tokens.

There is a grid to play the game on. The aim of the game is to get three tokens in a row.

The game is a bit like noughts and crosses but we use Rafa tokens and Salma tokens instead of the noughts and crosses.

Teams/players take turns to ask the other side a question about the book. If a team gets a question right they can put a token on the grid.

We have produced a set of question cards, with questions such as, "Who takes Rafa to school?" You don't have to use these questions – you can make up your own.

You can have the book closed or open when we play. The idea is that we talk about the story.

Rafa Tokens



Salma Tokens



Questions

Who helped Rafa get dressed for school?

What did Rafa do to the bubbles?

How does Rafa get to school?

What colour is the carpet the children sit on?

How does Rafa feel when his mum and dad wave him goodbye?

Lucy asks the teacher why Rafa is waiting to talk. Can you remember what the teacher says?

Who takes Rafa to school?

What do the children do with the ball?

The children play musical instruments. Can you pretend to play one of the instruments they play?

Who picks Rafa up from school?

How does Rafa feel when he sees Selma at the end of the school day?

The room that Rafa is reading in has yellow shapes on the wall. Do you know the name of the shape?

There are lots of things on top of the book shelves. Tell me one thing you can see.

What do you think Rafa was building with the bricks?

Rafa's First Day - Connect Three Game
