

TEACHER'S NOTES

Festivals: Bonfire Night
by Wayne Rimmer

YOUNG LEARNERS TEACHER'S NOTES

Level: Elementary, A1
Target Age: 8-10
Time needed: 45 minutes
Summary: A bonfire night reading, battle-ships activity and Guy Fawkes board game.
Materials required: Copies of Worksheets 1 and 2 for each student; A copy of Worksheet 3 for each pair or group of students; dice (for the game on Worksheet 3).
Key vocabulary: bonfire, gunpowder, Houses of Parliament, firework, to blow up, doll

Background Information

Bonfire Night, or Guy Fawkes' Night, is celebrated on November 5th with large public firework displays and bonfires. It commemorates the failed attempt of Guy Fawkes to assassinate King James of England in 1604. Guy Fawkes tried to hide gunpowder under the Houses of Parliament and blow up the King as he opened a new parliament session. Fortunately (for the King), his plot was discovered and Guy Fawkes was executed along with his fellow conspirators. It is traditional to burn an effigy of Guy Fawkes on the bonfire. Less popular nowadays is children's custom of showing the 'Guy' effigy to neighbours and asking for a 'penny for the Guy' (if children still do this, the going rate is much more than a penny!). Actually, there has long been a pagan rite associated with this time of year, the beginning of winter. People would destroy unwanted and possibly infectious items, including animal carcasses - hence, bone fire / bonfire - before the difficult winter.

Useful Websites

- <http://www.bonfire.org/guy/>
information + an interactive Guy Fawkes game
- www.fletchingbonfiresociety.co.uk
Bonfire pictures and images

Activity 1

Pre-teach *bonfire, gunpowder, Houses of Parliament, firework, to blow up, doll*
Read the text on Worksheet 1 then answer the questions.

Key:
1. a.R b. R c. R d. W e. R f. W g. W h. W
2. ago - in the future, King - Queen, come - go, die - live, caught - not found, fire - water, day - night, wrong - right, in - out of.
3. bonfire, November, gunpowder, fireworks, blow up, Parliament, friends, however

Activity 2

See Worksheet 2. This speaking activity is a variation of the popular battle-ships game but with gunpowder instead of ships. Learners will work in pairs, taking it in turns to guess the location of the gunpowder on their friend's grid. The first to locate all five pieces has discovered the gunpowder plot and wins! Before the game, revise prepositions of place and pre-teach *barrel*. Tell learners that they are going to try and find the gunpowder, just like the King's soldiers. It is easier to demonstrate this game on the board than explain the instructions in L2.

Activity 3

Give each pair or group of students a copy of Worksheet 3. Learners will need a dice for this board game played in pairs or small groups. They move in the direction of the arrows according to the dice roll. On some squares there are instructions to say things in English, e.g. *Ask the teacher a question*. Learners can only progress to these squares if they do what is requested in English.



Festivals: Bonfire Night
by Wayne Rimmer

YOUNG LEARNERS

Bonfire Night Reading

Bonfire Night

Bonfire Night is on November 5th and it is also called Guy Fawkes' Night. Four hundred years ago, Guy Fawkes wanted to kill the King of England so he made a secret plan to blow up the Houses of Parliament in London. Guy Fawkes and his friends put gunpowder in the Houses of Parliament and waited for the King to come. However, the plan went wrong and the King's men found the gunpowder. The King did not die and Guy Fawkes was caught. We celebrate this day with big fires - bonfires - where we burn Guy Fawkes dolls. There are also fireworks and parties.

1 Right or Wrong?

Example: Bonfire Night is a festival. *Right*

- a. Bonfire Night is in Autumn.
- b. On Bonfire Night we remember a story from history.
- c. Guy Fawkes hated the King.
- d. Many people knew about about Guy Fawkes' plan.
- e. Some friends helped Guy Fawkes.
- f. Guy Fawkes killed the King.
- g. Guy Fawkes ran away.
- h. Bonfire Night is a quiet time.

2 Match the word on the left with the opposite on the right.

- | | |
|--------|---------------|
| ago | go |
| King | night |
| come | Queen |
| die | not found |
| caught | in the future |
| fire | live |
| day | right |
| wrong | out of |
| in | water |



Festivals: Bonfire Night

by Wayne Rimmer

3 What are the words? (They are all in the reading.)

Example: u w y k f s g a e = *Guy Fawkes*

f n o r e b i =

m n r o e v e b =

e p r n u g d w o =

i e o f r k w s r =

p o w u l b =

p i a n a l t m r e =

s d n e i r f =

v h w e e o r =

Festivals: Bonfire Night
by Wayne Rimmer

YOUNG LEARNERS

Find the Gunpowder

Put **five** pieces of gunpowder in **five** squares in your grid. Put a X.

Me

barrel								
bed								
fire-place								
box								
desk								
cupboard								
book-case								
wardrobe								
	in	on	under	near	over	next to	on the left of	on the right of

Friend

Find your friend's gunpowder. Ask him or her yes/no questions.

Example: Is there any gunpowder under the bed?

You must find your friend's five pieces of gunpowder first!















barrel								
bed								
fire-place								
box								
desk								
cupboard								
book-case								
wardrobe								
	in	on	under	near	over	next to	on the left of	on the right of

Festivals: Bonfire Night
by Wayne Rimmer

YOUNG LEARNERS

The Guy Fawkes Game

You need a dice. Play with a friend and take it in turns to go. The first person to find the gunpowder wins.

	 It is night. Miss a turn.	Name 5 words beginning with B.	You are lost. Go back 3 spaces.	Finish! You find the gunpowder!
	Ask your teacher a question.		 A rat bites you. Go back 2 spaces.	
 The King wants to speak to you. Miss a turn.		You find a map. Roll again.		Name 5 fruits.
 Tell your friend your address.		The King is coming. Run on 2 spaces.	 Guy Fawkes sees you. Miss a turn.	
 You see Guy Fawkes. Go forward 3 spaces.	 You feel tired. Miss a turn.		Count 1 - 20.	Run to the next square.
		Say the alphabet.	 It is very dark. Miss a turn.	
Start		You forget your torch. Start again.	Spell your first name.	