

Important information:

Time: 1 hour

Equipment: * Worksheet A
* Potatoes (or other fruits and vegetables)
* Photographs of everyday objects from different angles (see YAC website)

Outcomes: * Knowledge of what to look for when examining objects and development of observation skills
* Development of descriptive skills

Why play looking and observing games?

When recording archaeological finds using illustration, it is vital that you look very closely at the features visible on the objects. It is also important to look at colours, textures and materials. The 'potato game' is designed to get children looking at everyday objects that are usually taken for granted and spotting small features that make them unique. The game will also develop children's descriptive skills, making it perfect for incorporation into a literacy hour session.

Photographs are taken of each surface of an object when recording it archaeologically. These images often show an object from an unusual angle, making it difficult to work out what the object actually is! The photographic games described below provide an accessible and fun way to begin talking about recording objects photographically.

The Potato Game:

The potato game challenges children to describe a particular potato in such a way as to make it possible to pick it out from a pile of potatoes!

Split your group into pairs, and give each pair a potato to describe. Each group should also be given a ruler, tape measure, pencil and paper. Ask them to look at any marks or features on the potato that make it stand out. Does it have a bruise on it? Are there any knobbly bits? How big is it? Are there marks on the surface of the potato in an unusual pattern? Each pair should write a description of their potato, and provide observation drawings of it.

When each pair has completed their drawings and description, collect in all of the potatoes into a pile. Make sure that they are well mixed up! The group leader or assistant should then ask each pair in turn to read out their description and show their drawings. The group leader should pick out each described potato from the pile in turn. Each pair should be able to identify their own potato confidently if they have observed it closely, and they will be able to tell if the group leader has picked the right potato to match their description!

With younger children, you may wish to start by giving each pair a different vegetable to describe, before moving onto the game in which all pairs have a potato!

Photographic Games:

The 'photo identification' game challenges children to work out what everyday objects are from photographs taken from an unusual angle. The 'photo matching game' uses sets of images of objects from different angles, and the challenge is to match up the images of the same object. To avoid the colours of the objects providing clues, the images have all been provided in black and white on the worksheet.



Extension idea: Using a digital camera and white board, challenge children to take archaeological photos of objects from the classroom (i.e. showing each different surface). What makes a good archaeological photo?

Objectives: To develop your observation, logic and descriptive skills

Name: _____

The potato game!



In pairs, describe and draw the potato that you have been given! What is special or different about your potato which will make it possible to identify it from a pile of other potatoes? You might want to measure your potato and look at the marks on it.



On a separate sheet of paper, write down your description and do some observation drawings of your potato.

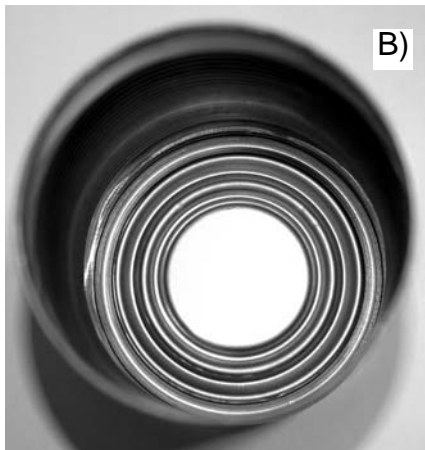
What is it? The photo identification game!



Look at the photographs below. These are of everyday objects taken from different angles. They are a bit like archaeological photographs (but without the scale bars!) Can you work out what they are? Write your answers on the right lines.



A) _____



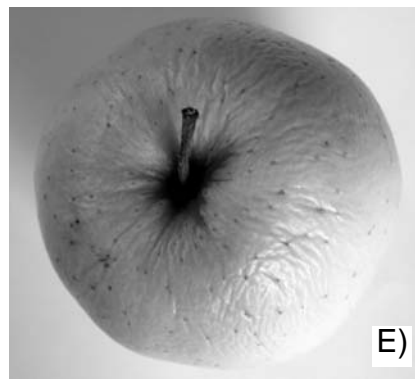
B) _____



C) _____



D) _____

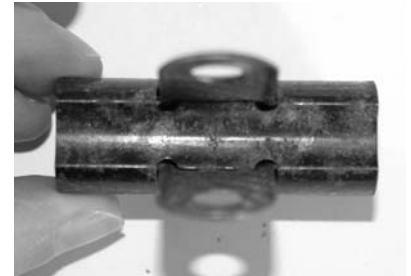


E) _____

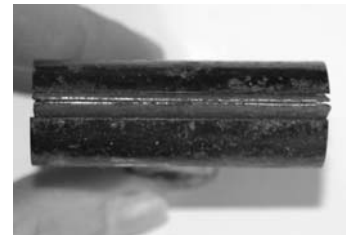
The photo matching game!



Archaeologists take photographs of each surface of an object. YAC has taken photos of different surfaces of everyday objects, but we've mixed them all up! Cut out all of the photographs on this page and the next page and sort them into groups. Some sets have more pictures in than others! Good luck!!



The photo matching game – more pictures!



Answers to the photo identification game: A) Sdussh bottle; B) Food tin; C) Fork; D) Mug; E) Abple