

Multilingual games



Category	Choices
Title	Multilingual games - Meertalige spelletjes - Meartalige spultsjes
Objective	With this activity, pupils get familiar with multilingualism, compare languages and learn new words, all by playing games.
Target group	First grades of secondary education
Subject	Languages
Duration	10 - 60 minutes
Link to curriculum	Linguistics Knowledge about multilingualism in general
Languages	All languages in the classroom
Link to FREPA	Awareness of own languages and languages in the environment Knowledge about languages in Fryslân, Europe and the world
Skills	Listening, reading, speaking, writing
Theoretical support	Language awareness Language comparison
Activity description	<p>Game 1: Act out words</p> <ul style="list-style-type: none"> • Step 1: At least 4 languages are used in this game, for example foreign languages that are taught at school (English, Frisian, French, German, Spanish) and native languages from pupils. The teacher makes 20 cards and writes one concept from everyday life on each (for example “washing the dishes”, but there can also be a theme such as animals, holiday, etc.). There will be 5 words (and therefore 5 cards) per language. • Step 2: 1 pupil takes a card and acts out the word that is on it (if he does not know what the word means, the teacher can help). The rest of the class tries to guess which concept is being acted out. Next, the teacher asks to name the word in the language that is on the card. In this part, pupils are allowed to discuss with each other. <p>Game 2: Telling a story together The group sits in a circle (or in smaller groups) and creates a multilingual story together. At least three languages are used, and there can never be the same language directly following each other. So for example, pupil 1 starts with: “Ik liep in het bos” and then pupil 2 goes: “Then I saw a squirrel.” Pupil 3 is then not allowed to use English. The story ends if everyone in the circle has had a turn (or two or three turns in a smaller group).</p> <p>Game 3: Memory The teacher chooses a theme (for example “holiday”) and two languages (for example English and French during a French class). The teacher makes groups of 2. The pupils create a memory game: they cut out cards and write sets of words on them in the two languages, for example: <i>aéroplane</i> forms a set with <i>airplane</i>. They are allowed to use a dictionary. When they have made 12 sets, they can start to play the memory game.</p>
Materials	Paper and pen to make the cards