

Brain-friendly teaching and learning

ERASMUS+ CORNER POLAND

POLAND

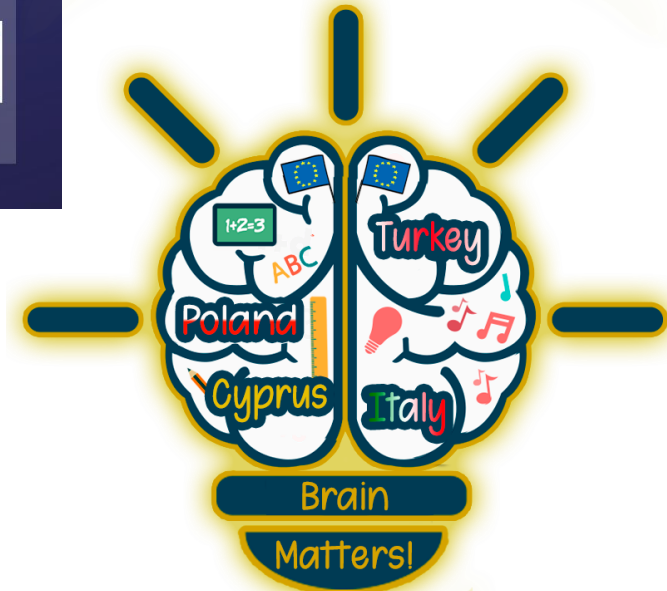
ITALY

CYPRUS

TURKEY



Brain Matters! Language games portfolio



Language games in a nutshell

- **Target group:**

- newcomers who are not yet very proficient in the language.

- **Goal:**

- Creating games that are fun to play in the native language and in a new language.



We have come up with the following games

- Construction helmet game (Who is it?)
Letter suite game
3 in the pan
Reaction game with smart wall
Meaning game
Cards against words
Speedwords
- These games are in draft, feedback afterwards is welcome 😊

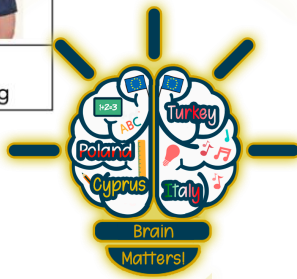


Construction helmet game

All participants receive a card stuck on their construction helmet with a Who (animal or person) or What (object etc) written on it without them seeing it. By asking questions to other participants, they have to find out Who or What they "are". Once they have guessed their ticket, they can take the ticket off and collect it, at the end of the game we look at who has the most notes. The participant passes the construction helmet to someone else in the group and sticks a new card on the construction helmet.



				
Koning Willem-Alexander	Ministerpresident Mark Rutte	Koningin Maxima	TV-persoonlijkheid Linda de Mol	Snoep Drop
				
Eten Kaas	Sport Schaatsen	Bezienswaardigheid Watertoren	Provincie Friesland	Sporter Frenkie de Jong



Letter suite game

The group is split in two. Four participants per group receive a suit, with a letter on the front and a letter on the back.

The four participants try to form as many words as possible within 90 seconds by placing the good letters next to each other.

Rules

- Create teams of at least 4 people. The teams take turns playing to get the best possible score.
- Four people from the team put on a letter suit.
- Place the correct letter combinations on the letter packs (8 letters per team)
- The team is given a minute and a half to guess as many words as possible
- The quizmaster asks a question and the players stand in the correct order. If the word is shown correctly, the quizmaster asks the following question.
- The team members who are not in the letter suit can help to guess the word and coach the other team members



3 in the pan

This game contains cards with some of the most common proverbs and sayings of a particular language. The group is split into groups of equal size.

One player at a time portrays the proverb/saying and the other players of the team have to guess. If the proverb/saying is correctly guessed, the team may keep the ticket. If it is not guessed correctly, it should be depicted until the ticket is guessed. If the time has passed and the ticket has not yet been guessed, the ticket will be put back in the pan.

The game has four rounds:

Round 1: 30 seconds (30 seconds)

Round 2: Visualisation (1 minute)

Round 3: 1 word (1 minute)

A round lasts until all tickets run out. After each round, each group counts how many tickets have been guessed. After this, all tickets go back in the pan. The total of all three rounds determines which team won.



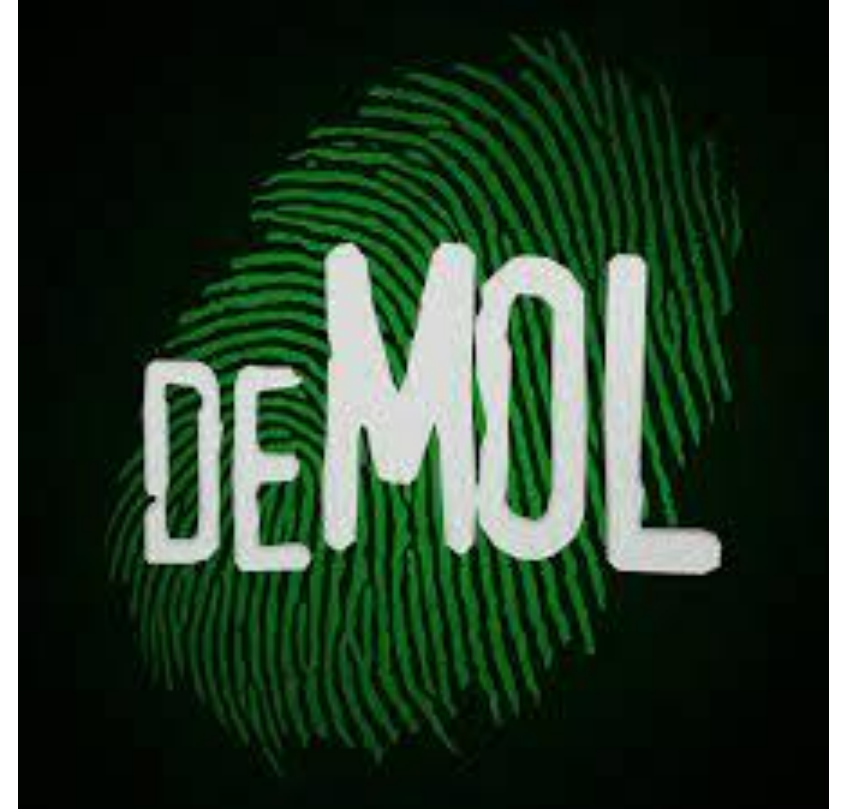
Meaning game

The participants are shown a word from any language. They have to think in pairs what the word could mean.

If everyone has given a description, the participants can choose which description is the right one.

The pair who gave the right meaning get a point. If no correct meaning is given, no one gets a point.

Most points win.



Cards against words

Shake all white and purple cards. Place the purple cards on the table with the question down. All players now draw 10 white cards and the player who gets to start the game is chosen at random and is the quizmaster.

The other white cards will be placed on the table, just like the purple cards. The quizmaster picks up the top card of the purple card pile and reads aloud the question or the in-fillable expression.

All other players try to give the best/funniest answer possible by giving one of the 10 white answer cards "closed" to the quizmaster. The quizmaster now reads the question again in combination with all the answers and then chooses the best/funniest answer.

The player with the best/funniest answer gets the quizmaster's purple card and has scored one great point.

The white cards that have been given as an answer are set aside and will not be used again in this game round. All players, except the quizmaster, pick up another white card at the top of the pile to replenish the answer cards to 10.

The next round, the player to the right of the quizmaster is the new quizmaster and is allowed to take a purple card from the pile.

The one with the most purple cards wins.



Speedwords

The playing cards are distributed among the players. Place it in a pile in front of you with the Weekend School logo at the top. The wooden letter I appears in the middle of the table. A little precision is required here. An inch more or less towards the middle can just make all the difference. Each round, each player flips a card. Turn the map away from you so that everyone sees it at the same time. Does your card match exactly with another player's card in terms of profession (and color)? Then quickly reach for the wooden letter I.

Whoever picks it up first can put his played cards under the letter. If it doesn't match, everyone will take turns flipping a card from his/her/their pile. If you have a match and several players cling to the totem, the bottom hand counts. But are you too fast and haven't looked closely? Then all the cards that are under the letter are yours and you have to put them on your pile.

Whoever played his pile away first wins.

The categories are sorted by theme. The following themes can be addressed:

- Professions
- Food
- Nature
- School
- Sport

