

Co-funded by the European Union

## Game (c)

Puzzle Words ..... 3
Shopping LOTO ..... 5
Twister ..... 6
Marketopolis ..... 7
Quizizz Learning the name of fruits and vegetables ..... 9

## Puzzle Words

| TARGET GROUP | Migrants learning foreign language |
| :---: | :---: |
| LEARNING OBJECTIVES | - Learners will be able to identify 4 different types of texts related to food and grocery stores <br> - Learners will be able to identify 30 sentences related to food and grocery stores |
| INGREDIENTS | 3 texts, cut into several pieces, telling the story of someone who has to prepare a meal for a party (preparing the party, buying the products and cooking) (Cfr. annex) <br> You can use your own texts depending on the unit you want to work on. |
| DESCRIPTION | PRESENTATION: <br> In teams, the learners will have to solve a word puzzle. Each text is related to a different everyday life situation that they can relate to. <br> PREPARATION: <br> Divide the learners into groups of 2 or 3 people. <br> Prepare the envelopes with the material to assemble for each text. You can cut the texts depending on the language level of the learners. <br> For example, for A1 students, cut the text into large pieces. For A2 learners, you can cut in the middle of a sentence to make the exercise more complex. <br> START THE GAME: <br> Distribute to each group an envelope containing their challenge. Inside, they will find the pre-cut texts. <br> PLAY: <br> - Each team must try to reassemble their text by putting the pieces in the right order. <br> - When all the groups are done with the task, ask them to share the results and read the whole text to the rest of the class. <br> - Check together if the order is correct, if necessary, make the corrections together. <br> DEBRIEF: <br> - Learners will have trained their grammar, vocabulary, reading and oral comprehension. <br> - They will also have to work together, and to debate whether or not the result makes sense. |

## Text 1

## Malika and Mark are preparing a party for tonight.

Malika: When are our guests arriving tonight?
Mark: I told them to be here at 7pm. They will bring some wine.
Malika: Great! Who did you invite?
Mark: I invited Lisa and his boyfriend, Jack, Lily and Carmen.
Malika: So we will be 7 in total.
Mark: Yes, and we have to remember that Lisa is vegetarian.
Malika: What do you have in mind? What could we cook?
Mark: I think we can cook pizza, with different ingredients, to ensure a meatless pizza for Lisa. Then we can make a chocolate cake for dessert, everyone likes that.
Malika: Great idea! Let's make a list of the ingredients and at 2 pm we will go to the grocery store.
Mark: Ok.

## Text 2

## At the grocery store

Malika: Here is the list. We have to buy flour, salt, olive oil and baking powder for the pizza. Then we have to buy zucchini, bacon, olives, mozzarella, tomato sauce, garlic, onions and tuna to put on it.
For the cake we have to buy chocolate, baking powder, cream, sugar, butter and eggs. Mark: Great I will look for pizza's ingredients, you'll look for the cake's.

Mark: Excuse me miss, could you please tell me where I can find salt and baking powder? Employee: Of course, here they are!
Mark: Thank you! And some information too please, how much does mozzarella cost here? Employee: It's 1 euro and 7 cents

Cashier: So, you have flour, salt, olive oil, baking powder, zucchini, bacon, olives, mozzarella, tomato sauce, garlic, onions and tuna, chocolate, cream, sugar, butter and eggs.
Malika: How much is it?
Cashier: It will be 25 euros and 80 cents in total
Malika: Thank you! Bye!
Cashier: Bye!

## Text 3

## Cooking

Malika: So, now we have to bake the pizza. I don't really know how to do it! Mark: We can look at a recipe, and I have done it many times
Malika: Ok, it says we have to mix 500 g of flour with 7 g of baking powder, add salt, oil and water.
Mark: That's right, then we have to keep mixing.
Malika: Ok
Mark: Then we have to wait for the baking powder to work, it will take 2 hours
Malika: And then?
Mark: Then we can start seasoning our pizza with tomato sauce, mozzarella and all the other ingredients. Remember to season one pizza without meat or animal products, for Lisa.
Malika: Ok.
Mark: In the meantime, we can take care of the cake.
Malika: Ok, I can lead now. I have done it many times!

## Shopping LOTO



## Twister

| TARGET GROUP | Migrants learning foreign language |
| :--- | :--- |
| LEARNING <br> OBJECTIVES | Learners will be able to identify 20 words related to food and grocery stores |
| INGREDIENTS | 20 illustrated cardboards presenting different products that you can buy at the <br> market, with an image on one side and the name of the product on the other <br> side. <br> You can print and use this material or just use images from magazines or any <br> other recycled material. |
| DESCRIPTION | PREPARATION: <br> Place the illustrated cardboards on the floor, next to the images, a few <br> centimeters apart from each other. <br> PLAY: <br> - Ask the learners to stand around the images. <br> - Name one of the pictures. The participants have to put their foot on the <br> corresponding picture as fast as possible. Repeat until it fluid. <br> - Then, simply name the items on the cards the participants have to step on. <br> For example: "Walk on a yellow, sour fruit". |
| NB: To play more and continue to learn and practice: you can turn the pictures |  |
| over so that only the words are shown, to make the game more complex. |  |

## Download the complementary materials

## Marketopolis

\(\left.$$
\begin{array}{|l|l|}\hline \text { TARGET GROUP } & \begin{array}{l}\text { Migrants learning foreign language }\end{array}
$$ <br>
\hline LEARNING <br>
- The main learning objective of this game is to improve the players' ability to <br>
use and remember common shopping-related vocabulary. By playing this <br>
game, players will become more comfortable with saying words and phrases <br>
related to shopping, such as supermarket, shop, buy, store, to get, etc. <br>
- The scope of the game is limited to these specific words and phrases, and it <br>
is designed to help players at the A1/A2 level of language proficiency. By the <br>
end of the game, players should be able to confidently use these words in <br>

everyday shopping situations.\end{array}\right\}\)| NB: This game is suitable for all ages. |
| :--- |


| DESCRIPTION | DEBRIEF: <br> - Learners will have trained their shopping related vocabulary, eventually helping them in their day to day life experiences. <br> - Learners will train their grammar and sentence constructions as well. |
| :---: | :---: |
| COMPLEMENTARY MATERIALS | Examples of Vocabulary words to use: |

## Download the complementary materials

## Quizizz

## Learning the name of fruits and vegetables

| TARGET GROUP | Migrants learning foreign language |
| :--- | :--- |
| LEARNING <br> OBJECTIVES | Learners will learn 26 words related to the names of the fruits and vegetables |
| INGREDIENTS | Online quizzes, internet, phone/tablet/computer |
| DESCRIPTION | This game will be interesting to play in the class: learners can play individually, <br> at the same time. <br> PREPARATION: |
| Quizzes related to the names of the fruits and vegetables that are available on |  |
| the Quizizz platform. Before starting this activity, teachers are invited to make |  |
| sure that all learners are in possession of a phone, tablet or a computer. It's also |  |
| necessary to have an internet connection. |  |
| START THE GAME: |  |
| Once the preparation is done, the teacher will ask the learners to open the |  |
| following link, which contains quizzes related to vegetables and fruits. |  |
| Questions with the quizzes related to personal life and hobbies: <br> http://quizizz.com/admin/auiz/64459d4b88d031001dd254b7/quizzes-about- <br> fruits-and-vegetables?searchLocale= |  |
| PLAY: <br> Following the instructions from the platform, teachers will start the activity by <br> showing the learners the quizzes on the platform and asking them to take <br> quizzes. For each question, they will have 30 seconds to read the quiz and <br> choose the correct answer provided in the options. <br> - Once the learners have answered all the questions, the teacher can check <br> the results. <br> - For each correct answer they will get 2 points, the student with the most <br> points wins. |  |

## Consortium



G
CENTRO SVILUPPO
CREATIVO
DANILO DOLCI
n) fomylias

élan interculturel

COORDINATOR

## IBERIKA EDUCATION GROUP GGMBH GERMANY

www.iberika.de

IDEC (TRAINING CONSULTING
COMPANY)
GREECE
www.idec.gr

## CENTRO PER LO SVILUPPO CREATIVO "DANILO DOLCI" ITALY <br> www.danilodolci.org

## FAM Y LIAS. RECURSOS PARA LA DIVERSIDAD. SOCIEDAD COOPERATIVA SPAIN <br> www.famylias.org

ÉLAN INTERCULTUREL<br>FRANCE<br>www.elaninterculturel.com

Project Number: KA220-ADU-000033529

Erasmus Plus - KA2 - Cooperative partnership in adult education

Game on © 2022 is licensed under Attribution-NonCommercial-ShareAlike 4.0 International.
To view a copy of this license, visit http://creativecommons.org/licenses/by-nc-sa/4.0/


