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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 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) You can use your own texts depending on the unit you want to work on.
DESCRIPTION	PRESENTATION: 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. PREPARATION: Divide the learners into groups of 2 or 3 people. Prepare the envelopes with the material to assemble for each text. You can cut the texts depending on the language level of the learners. 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. START THE GAME: Distribute to each group an envelope containing their challenge. Inside, they will find the pre-cut texts. PLAY: • Each team must try to reassemble their text by putting the pieces in the right order. • 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. • Check together if the order is correct, if necessary, make the corrections together. DEBRIEF: • Learners will have trained their grammar, vocabulary, reading and oral comprehension. • 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 2pm 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.

 $\label{lem:mark:great I} \textit{Mark: Great I will look for pizza's ingredients, you'll look for the cake's.}$

COMPLEMENTARY MATERIALS

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

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 7g of baking powder, add salt, oil and

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

TARGET GROUP	Migrants learning foreign language		
LEARNING OBJECTIVES	 Listening: recognize 80 words and associate them to an image Reading: understand 90 words related to the market and shopping for everyday life Learning shop names and expanding vocabulary related to it 		
INGREDIENTS	 10 illustrated cards and 80 tokens made of strong cardboard, easy to handle, for playing alone or with others 10 bigger tokens presenting the different shops of the game: Butchery, Fishmonger's, Creamery Stationery, DIY shop, Bakery, Supermarket etc Rules or instructions to play 		
DESCRIPTION	PREPARATION: Depending on the number of learners, you will decide the amount of cardboards you will use. For example, for 6 players you will use 6 cardboards and their correspondent tokens. START THE GAME: Place the large tokens face down, each learner at the time turns over a token and reads out the written word. The learner must recognize and associate the word on his or her token with one of the worlds suggested on the game cards. PLAY: All the small tokens are placed face down and each player in turn picks and turns over a token. He will read the word written on it and have to find out which cardboard it belongs to. The token is then collected by the owner of the cardboard and placed on top of the correct image. The game goes on until one of the participants shouts "LOTO!" to indicate that he has completed all the pictures on his card with the corresponding words. NB: To Play More and continue to learn and practice: you can explain to the learners that they have now in front of them their own shops, they can now take a walk in the "market" and buy and sell any items !!		

<u>Lottery grid</u>

Word Tokens



Twister

TARGET GROUP	Migrants learning foreign language
LEARNING 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 market, with an image on one side and the name of the product on the other side. You can print and use this material or just use images from magazines or any other recycled material.
DESCRIPTION	PREPARATION: Place the illustrated cardboards on the floor, next to the images, a few centimeters apart from each other. PLAY: • Ask the learners to stand around the images. • Name one of the pictures. The participants have to put their foot on the corresponding picture as fast as possible. Repeat until it is fluid. • Then, simply name the items on the cards the participants have to step on. 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

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	 The main learning objective of this game is to improve the players' ability to use and remember common shopping-related vocabulary. By playing this game, players will become more comfortable with saying words and phrases related to shopping, such as supermarket, shop, buy, store, to get, etc. The scope of the game is limited to these specific words and phrases, and it is designed to help players at the A1/A2 level of language proficiency. By the end of the game, players should be able to confidently use these words in everyday shopping situations. NB: This game is suitable for all ages.
INGREDIENTS	One board game, dice, pawns
DESCRIPTION	PREPARATION: Marketopolis is a game designed for a class of 2-6 players to practice and improve their shopping vocabulary. The game includes a game board, dice and pawns. START THE GAME: • Each player selects their pawn. • Everyone throws the dice to see who will play first: the one who scores the highest number as usual! PLAY: • Throwing the dice, each player moves on the board and ends up on a specific square. Each square represents a different spot inside a mall. • When the player falls on the square, he/she should say out loud what they will buy from the shop: "I'm at the (type of shop) and I want to buy (number/characteristic + product)" • If their answer is correct, they can throw the dice again and move forward (a maximum of 2 throwings per turn). If their answer is wrong they stay at the same square until the next turn, and get help from peers. • The one who passes through the end line first, wins! *When two players fall at the same square, they can't repeat what other players have said. REMARK: Special squares 1. Fitting room and toilet: player miss their turn 2. Leisure area: player misses two turns 3. Stairs: player goes from stairs square to stairs square, forward or backwards depending on if the player is on the first or second stairs square. They throw the dice again.
	4. Elevator: player goes from elevator square to elevator square, same as with the stairs square.

DESCRIPTION	helping them in thei	trained their shopping relat r day to day life experiences. neir grammar and sentence co	
COMPLEMENTARY MATERIALS	Examples of Vocabulary we To get To buy To look for To choose To try To ask To pay Shop Store Change To wear Bread Bakery	• Fish • Fruit • Vegetable • Books • Clothes • Fitting • Cake • Stairs • Elevator • Music • Ice cream • Cosmetics • Electronics	 Butcher Shoes Bathroom Cinema Parking Furniture Leisure Flower Shop Post office Atm Barber Candy

<u>Download the complementary materials</u>

LV: A1 Quizizz Learning the name of fruits and vegetables

TARGET GROUP	Migrants learning foreign language	
LEARNING 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, at the same time.	
	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: https://quizizz.com/admin/quiz/64459d4b88d031001dd254b7/quizzes-about- fruits-and-vegetables?searchLocale=	
	PLAY: Following the instructions from the platform, teachers will start the activity by showing the learners the quizzes on the platform and asking them to take quizzes. For each question, they will have 30 seconds to read the quiz and choose the correct answer provided in the options.	
	 Once the learners have answered all the questions, the teacher can check the results. For each correct answer they will get 2 points, the student with the most points wins. 	

Go to the link to play the game

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