



Game n

Game 4 all



*Personal identity
and housing*



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Game n

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Through The House

<p>TARGET GROUP</p>	<p>Migrants learning foreign language</p>
<p>LEARNING OBJECTIVES</p>	<ul style="list-style-type: none"> • Learners will be able to identify 70 words related to housing • Learners will be able to identify 40 words related to kitchen tools and furniture in the house
<p>INGREDIENTS</p>	<ul style="list-style-type: none"> • A board game divided in the 5 rooms of a house. Each piece will be independent if possible (like a puzzle, cfr. annex) • Cards with challenges to complete according to the boxes on which the learners fall (cfr. annex): • 20 Cards requesting to write or draw • 20 Cards requesting to speak • 15 Cards requesting to use movement • 23 Special cards specific to the rooms of the house • 4 tokens • Instructions to play the game • A 6-sided dice (3 sides marked with the number 1, 2 sides marked with the number 2, one side marked with the number 3) • Sheets of paper and pencils
<p>DESCRIPTION</p>	<p>PREPARATION: Divide learners into teams of 2 or 3 and assign a token to each team. Put the challenge cards on the table in piles by category (voice, movement, write). Leave aside the special cards that will be added to each corresponding room. Put the "Entrance" room on the table and put the special cards "entrance" next to it. Put the tokens outside, in front of the entrance door.</p> <p>START THE GAME: Each team takes place around the table. Define who will play first and turn clockwise.</p> <p>PLAY: A learner on the first team rolls the dice and moves his or her token to the corresponding box according to the number rolled. The learner pulls a card corresponding to his or her box and reads the instructions on the back. The learner and his or her partner solve the challenge together, unless the card states otherwise (for example, "Make your partner guess..."). Once the challenge is completed, the next team plays, and so on. When a team reaches the end of a room, they pull a special card corresponding to the room. When they complete the challenge, you can add the next room to the board game, like a puzzle. The game ends when a team reaches the last box, on the bed, and completes the corresponding special card.</p>



Guess the mime

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	<ul style="list-style-type: none">• Learners will be able to identify 8 words related to housing• Learners will be able to identify 40 words related to kitchen tools and furniture in the house
INGREDIENTS	<p>Cards indicating the rooms of a house (See in annex) 8 cards indicating different rooms of a house with 5 various items in each</p> <p><i>NB : If you cannot print the material, you can simply use paper or post its</i></p>
DESCRIPTION	<p>PREPARATION: Put the cards/paper/post-it in a bowl, hat or bag.</p> <p>START THE GAME: Divide the learners into 3 teams.</p> <p>PLAY:</p> <ul style="list-style-type: none">• Ask the first team to pick a card from the recipient.• The team has 60 seconds to mime and to make the other team guess the main word indicated on the card. If they have some time left they can mime as many bonus words as possible.• The team that combines the most guesses wins 5 points if they find the main word + 1 point for each bonus word.• The teams take turns until all learners have made at least 2 mimes.

[Download the complementary materials](#)



Musical chair

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	<ul style="list-style-type: none">• Listening: Learners will be able to identify 5 sentences to introduce themselves• Speaking: Learners will be able to give 10 details about their personal identity
INGREDIENTS	<ul style="list-style-type: none">• A big enough room to allow movement,• 1 chair per participant
DESCRIPTION	<p>PREPARATION : Place the chairs in a concentric circle in the room. There has to be one chair per learner in the class.</p> <p>START THE GAME: Remove your chair from the circle and stand up in the middle of the circle.</p> <p>PLAY: The person in the center (you) has to give a statement that is true for him / herself such as "I have two brothers" or "I live with a friend". All those who share this characteristic stand up from their chairs. When the person in the middle claps his or her hands, the other people standing have to find a new chair. Be careful, they are not allowed to choose the chair next to theirs. Your objective is to find a chair for yourself and sit down. As one chair is always missing a new person will be now in the center. This learner has to find a statement for him / herself and follow the game as described in this section. Repeat the activity until everybody shares something or until you feel that the group has played enough.</p> <p>DEBRIEF: Discuss with the class what this activity allowed you to do:</p> <ul style="list-style-type: none">• It encouraged the learners to speak in front of the others• Movement and fun• Share common characteristics• Discover things in common with the rest of the classmates• Practice presentation about their identities



Role Play - Improvisation

<p>TARGET GROUP</p>	<p>Migrants learning foreign language</p>
<p>LEARNING OBJECTIVES</p>	<ul style="list-style-type: none"> • Learners will be able to identify 30 words about their personal identity and housing. • Learners will be able to ask 4 questions related to personal identity. • Learners will be able to ask 7 questions about housing. • Learners will be able to improve their writing, reading and speaking skills.
<p>INGREDIENTS</p>	<p>12 cards of dialogue situations involving different contexts and characters. <i>You can imagine other situations and add new cards.</i></p>
<p>DESCRIPTION</p>	<p>PREPARATION:</p> <ul style="list-style-type: none"> • Prepare all cards face down on the table or put them in a bowl, hat, where the participants cannot see what is written behind. • Divide the class in groups of 2 or 3 people (depending on the number of learners that you have). <p>PLAY:</p> <p>Each group picks a situation from the hat and their task is to improvise a short theater scene respecting the scenario that the cards propose.</p> <p>Give enough time to each group to prepare their dialogues and encourage them to use their imagination to create the scene and to use images or objects if they want.</p> <p>Learners can choose to write down a small dialogue during a few minutes or to work on improvisation. The challenge is that the scene lasts at least 1 minute and a half.</p> <ul style="list-style-type: none"> • One by one the groups perform their scene. • The audience (the rest of the class), led by you, plays and try to guess what the situation is (who are they? where are they? what is happening on the scene?). • When all the groups presented the scene and when the audience finished the analysis of the scene. <p>Big applause for the performers 😊 !!</p> <p>DEBRIEF:</p> <ul style="list-style-type: none"> • Discuss with the class the importance of role play as a “practice” of daily life situations to encourage them to do it also outside. • By adding fun elements to perform, maybe clothing, accessories, images etc... We stimulate their imagination and it might help them to feel relaxed and just have fun with the activity while they learn. • If they need support to create the text for their short scene you can help them, they can also use dictionaries or any other element they need.



Quizizz

Home Sweet Home

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	Learners will be able to read 10 questions about the house and their daily routine
INGREDIENTS	Online quiz, internet connection, cell phone/tablet/computer
DESCRIPTION	<p><i>It is interesting for the learners to play during the class: they will play individually all at the same time.</i></p> <p>PREPARATION:</p> <ul style="list-style-type: none">• The questions are already prepared and available to play on the Quizizz platform.• Before starting this activity, teachers are invited to make sure that all students are in possession of a phone, tablet or a computer. It's also necessary to have an internet connection. <p>START THE GAME:</p> <p>Once the preparation is done, the teacher will ask students to open the following link, which contains quizzes related to the host country.</p> <p>PLAY:</p> <ul style="list-style-type: none">• Following the instructions from the platform, teachers will start the quizzes one by one, where students will have 45 seconds to choose the correct answer for each question.• Once all the answers have been collected, the teacher will be able to see the results.• For each correct answer, learners will get points according to the amount of time they took to answer the question. The student with the most points wins.

[Download the complementary materials](#)



Quizizz

Room Quiz

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	Learners will be able to reinforce the housing vocabulary by matching specific actions or items to the right rooms.
INGREDIENTS	Online quiz, internet connection, cell phone/tablet/computer
DESCRIPTION	<p><i>It is interesting for the learners to play during the class: they will play individually all at the same time.</i></p> <p>PREPARATION:</p> <ul style="list-style-type: none">• The questions are already prepared and available to play on the Quizizz platform.• Before starting this activity, teachers are invited to make sure that all students are in possession of a phone, tablet or a computer. It's also necessary to have an internet connection. <p>START THE GAME:</p> <p>Once the preparation is done, the teacher will ask students to open the following link, which contains quizzes related to the host country.</p> <p>PLAY:</p> <ul style="list-style-type: none">• Following the instructions from the platform, teachers will start the quizzes one by one, where students will have 45 seconds to choose the correct answer for each question.• Once all the answers have been collected, the teacher will be able to see the results.• For each correct answer, learners will get points according to the amount of time they took to answer the question. The student with the most points wins.

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Quizizz

Where is my family?

TARGET GROUP	Migrants learning foreign language
LEARNING OBJECTIVES	Learners will be able to reinforce the housing vocabulary by matching people to the rooms they are in.
INGREDIENTS	Online quiz, internet connection, cell phone/tablet/computer
DESCRIPTION	<p><i>It is interesting for the learners to play during the class: they will play individually all at the same time.</i></p> <p>PREPARATION:</p> <ul style="list-style-type: none">• The questions are already prepared and available to play on the Quizizz platform.• Before starting this activity, teachers are invited to make sure that all students are in possession of a phone, tablet or a computer. It's also necessary to have an internet connection. <p>START THE GAME:</p> <p>Once the preparation is done, the teacher will ask students to open the following link, which contains quizzes related to the host country.</p> <p>PLAY:</p> <ul style="list-style-type: none">• Following the instructions from the platform, teachers will start the quizzes one by one, where students will have 45 seconds to choose the correct answer for each question.• Once all the answers have been collected, the teacher will be able to see the results.• For each correct answer, learners will get points according to the amount of time they took to answer the question. The student with the most points wins.

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