

## **Using and adapting games to encourage the use of oral French. (CCTC 2008)**

1. Games should be fun.
2. Games are used for PRACTISING skills, not for LEARNING them.
3. Games have clearly defined goals
  - a) re-defining the goals to extend learning
2. Games have rules; be CLEAR about rules
3. Games contain challenges
  - a) ways to adjust challenge levels
    - number of players/ teams
    - time of the game
    - other variables
4. How younger and older students respond to challenges
  - a) making sure everyone CAN be successful
    - today
    - eventually

Practical and Pedagogical consideration:

Creating the materials, why it is important to have the students involved in creating the materials of the games...WHEN FEASIBLE

5. Presenting a game for the first time.
  - Going from whole group to small group or partners.
6. When to play
  - The excitability factor.

# GAMES

## 1. J'ai..... qui a.....

Materials

Goal: Practise vocabulary

Rules: Speak French, stand to read card, sit when finished.

Challenge: Sight read numbers and use proper pronunciation

Adjust challenges: Continually add/expand vocabulary  
Add the condition of “timing”  
Hand off cards as they're read

## 2. Dix

Goal: practice number vocabulary

Rules: Order is pre-determined. Participants may say 1-2 numbers at a time  
The “sit-down” number is pre-determined.

Challenges: Be the last person standing

Adjust challenges:

Play as individuals or teams

More or less frequent “sit-down” numbers.

Flûte et poof!

## 3. Charades

Goal: Practise vocabulary, differentiate between nouns, verbs, adjectives, etc.

Rules: Guessers must speak French or their guess doesn't count  
Person acting out may not speak

Challenges: Guess the actions and describe them in French.

Adjusting challenges:

Playing in teams, whole class

Acting out one word, two words, building to sentence

#### **4. Qui suis-je?**

Goal: Practise descriptive vocabulary

Rules: Speak French, don't "give away" who another person "is"

Challenges: Create vocabulary together (determine boundaries!!)

Use current theme-related vocabulary: school personnel, family members, neighbourhood helpers, famous people, etc

Adjust challenges:

Playing as individuals, how many at a time?

Playing in groups

The person wearing the sign asks questions that can only be answered by "yes" or "no".

The person asks more open-ended questions that the person answering must respond to more completely.

#### **5. La fête de vendredi**

(Please note: this game description is **not** included in "Teaching French through Songs and Games, 2<sup>nd</sup> Edition)

Goal: Encourage the use of French. Discourage the use and/or translation into English.  
Basic classroom management.