

Alias – Game

Target group: Immigrants who need to learn vocabulary about certain subject	
Method Game to improve vocabulary about certain subject	Required time 15-30 min
Background information for the teaching session: <ul style="list-style-type: none"> • use different kind of pedagogical tools in order to teach the immigrants • improve teaching materials • develop new kind of materials to use for teaching <p><i>Professional competence</i></p> <ul style="list-style-type: none"> • ability to recognize barriers and difficulties in learning (from a cultural and linguistic point of view) • knowledge of different kind of methods on how to teach non-native speakers <p><i>Communication and language skills (part of social and personal comp.)</i></p> <ul style="list-style-type: none"> • knowledge of teaching professional vocabulary • ability to interact with immigrants • knowledge of different communication tools 	
Learning Outcomes: <ul style="list-style-type: none"> • student will learn specific vocabulary • student will learn to work in a group • student will learn to wait for one's turn <p><i>Intercultural and social cohesion (social competence)</i></p> <ul style="list-style-type: none"> • ability to help to enhance mutual understanding • ability to develop group building, belonging 	



This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/).

Short description of the lesson:

- Students will learn vocabulary in teachers' chosen subject
- The game can be used for a part of the group, while teaching something else for others, or with faster students, while they're waiting, or as a break activity.

Equipment needed:

- laminated cards with a word or a picture of subject related words (you can use the same cards created in the memory game)
- difficulty level can be adjusted for the students' skill level (difficulty of words, difficulty of pictures, etc.)
- Number of cards needed depends on the amount of the students, if there is a big group, would be better to prepare several games and split the group into smaller groups.

How to use:

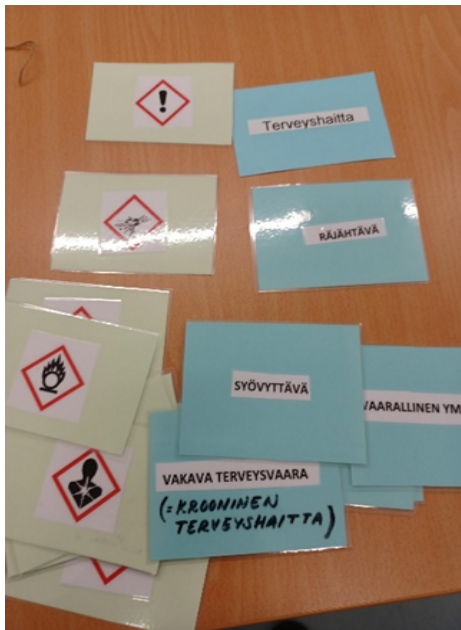
- decide if you want to make this a competition and how exciting you want it to be
- explain the idea and the rules to students
- mix the cards and place them on a pile back side up on a table away from the group (more physical activity), or in the middle of the table the students are sitting around
- one student at the time will pick up one card and not show it to others (or go to pick up a card)
- a student will try letting the others to understand what is in the card by explaining how it is used, what colour it is, etc.: it is not allowed to use the exact name of the item
- if the card has a word, that word or parts of it aren't allowed to be used while explaining, this will lead to losing ones' turn
- person/ team who guesses the content of the card will get it
- then it will be the following person to turn the card



This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/).

- if the card is too difficult to explain, it can be passed/ put away
- you can decide if you want to limit the time resource
- At the end...:
 - A) The team which explained the content of the cards the fastest way win
 - B) The student who has guessed the most wins
 - C) The group which manage to explain most cards in a specified time win
- You can vary the game depending on students, the points don't need to be counted if you don't want it to be a competition
- remind students to wait their turn
- you can agree on allowing to help others or not
- at the end: talk with the students about what they learned, what are in the cards, how are they used, etc.

Additional information (pictures, links, forms, etc.)



This work is licensed under a [Creative Commons Attribution-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-sa/4.0/).

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.