Erasmus+
Enriching lives, opening minds.

EQUITY

Bezirksregierung Köln
EU-Geschäftsstelle
Wirtschaft + Berufsbildung

Memory - Game

Target group:	
Immigrants who need to learn vocabulary concerning a certain subject	
Method	**Required time**
Memory game to improve vocabulary concerning a certain subject	**30-60 min**

Background information for the teaching session:

- use different kind of pedagogical tools in order to teach the immigrants
- improve teaching materials
- develop new kind of materials to use while teaching

Professional competence

- 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

Communication and language skills (part of social and personal comp.)

- knowledge of teaching professional vocabulary
- ability to interact with immigrants
- knowledge of different communication tools

Learning Outcomes:

- student will learn specific vocabulary
- student will learn to work in a group
- student will learn to wait for one's turn

Intercultural and social cohesion (social competence)

- ability to enhance mutual understanding
- ability to develop group building, belonging

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, as a break activity or as a repetition.

Equipment needed:

- two sided laminated cards of word and picture pairs (picture and word, back side neutral pattern)
- difficulty level can be adjusted for the students' skill level (number of words, difficulty of words)
- amount of the games depends on the amount of the students, if there is a big group, better to prepare several games and split the group into smaller groups
- flat surface for each group (joined desks, floor)

How to use:

- explain the idea and rules to students
- mix the cards and place them back side up on organized rows on the flat surface
- one student at a time will turn 2 cards
- when turned, the cards should be placed picture/ word side up on their own place
- if student finds a pair, one can pick it up (1 point) and turn 2 new cards
- if there is not a pair, the cards will be turned back to their own place and then it will be next student's turn
- remind students to wait their turn
- you can agree on allowing to help others or not
- when all the pairs have been collected, you can count points, if wanted
- at the end: talk with the students about what they learned, what are in the cards, how are they used, etc.
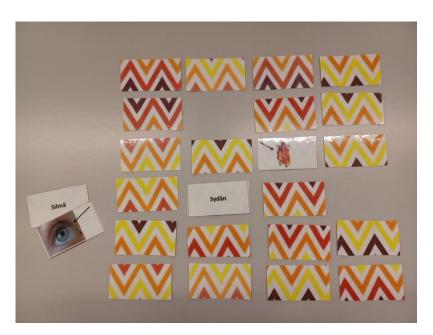
Additional information (pictures, links, forms etc.)

Possibility to create an online game LearningApps - interactive and multimedia learning blocks