



Erasmus+

**" Play with me and teach me -
tradition and modernity in active
teaching"**

DIDACTIC GAMES

REPORT

- **Type of the activity** : Didactic game
- **Title:** Around the town
a quizz game played with cards.
- **Aims of the activity:**
 - To reinforce English skills through play.
 - To practice town vocabulary .
 - To practice prepositions of place.
 - To ask for and give directions.
 - To incentive the cooperative working.
 - To accept the rules of the game.

➤ **Number of participants:**

This game is for 2-4 players(or 2-4 teams)

Before playing the game revise or pre-teach the name of all of the items on the question cards(With a question on one side and an answer on the other). Use them as a flashcards.

You need:

Question cards, wild cards , a dice , a place marker for each player or team.

➤ **Description of the activity:**

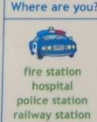
Shuffle the questions and wild cards. Make your own game course by placing the cards face up (answers side down on the floor or table.

Students roll the dice and land on a card:

If it is a question card, the pupil has to give the right answer (checked by flipping the card). Each answer gains points: (One start – 1 point ; two stars-2 points ; three stars – 3 points).

If it is a wild card, the pupil follow the instruction (e.g. Sing an English song, miss your turn, ...)

The students with the most points wins the game.



AROUND THE TOWN
a quiz game played with cards

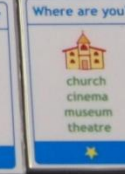
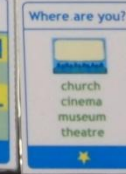
This is a game for 2-4 players (or 2-4 teams). Before playing the game revise or pre-teach the names of all the items on the question cards (with a question on one side and an answer on the other). Use them as flashcards.

Rules
Shuffle question and wild cards. Make your own game course by placing the cards face up (answer side down) on the floor (or table) like this:

You need
question cards
wild cards
a dice

Students roll the dice and land on a card:

- > If it is a question card, he or she has to give the right answer (check by fitting the card). Each correct answer gains points



AROUND THE TOWN

A quick game played with cards

This is a game for 3-4 players (or 3-4 teams). Before playing the game review or pre-teach the names of all the items on the question cards (with a question on one side and an answer on the other). Use them as flashcards.

Rules
Shuffle question and wild cards. Make your own game course by placing the cards face up (answer side down) on the floor (or table) like this.

Students roll the dice and land on a card:
- If it is a question card, he or she has to give the right answer (check by flipping the card). Each correct answer gets points: one star = 1 point; two stars = 2 points; three stars = 3 points.
- If it is a wild card, he or she follows the instruction (e.g. Miss a turn or sing an English song).

The student with the most points wins the game.



You need



The game involves 3-4 players or teams. If you cannot find a marker, use your own hands, and use something.

Preparation
Review or pre-teach the names of all the items on the question cards (with a question on one side and an answer on the other). Use them as flashcards.













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