

PORTUGAL

CASE STUDY N°7

PAPER B

ZEBRA FORMATIONS ASBL
HANNUT
BELGIUM



WHY NOT TRY? / IT WOULD BE A GOOD IDEA TO...

The idea is to get the various age groups to know each other better and to overcome their prejudices linked to age in order to form a more coherent and cooperative group in which learners don't look at each other through the "age prism". We propose to proceed in successive phases. In the first one the class should be clearly divided by the teacher into 2 distinct and well identified age groups to accentuate the generation gap. The games to be played here oppose the two teams ("Old" versus "Young") with the objective of gaining points. Learners cannot decide which team they belong to.

Game 1 "Who said what?": the teacher reads out a number of questions that concern tastes, likings, opinions to all the participants (i.e.5 to 10 depending on the size of the class) and that may or may not have a link with the course subject (the teacher may invent questions related to his or her subject). Examples: "What animal would you like to be?", "Which famous person would you like to spend some time with – dead or alive –?", "What is your best souvenir?" (You may choose to introduce drama by asking "worst souvenir" instead), "What is the human quality you admire most," etc. The participants don't give their answers aloud but write them down. The teacher collects them and reads them one by one randomly following the order of questions. The two teams have to guess who said what without exchanging their views. When all the answers have been read the total number of correct answers per team is counted and the proportion of correct answers corresponding to the other team also. A discussion may follow on "How well do we know each other?"

Game 2 "Find the singer and the title of the song": can be sung by participants from each team or played from a laptop / tablet using <https://play.spotify.com/> . Both teams in turns try to guess correctly the proposed song/singer of the opposite team. After an equal number of rounds scores are added. Another discussion may follow about generational musical tastes. In the second phase 2 mixed generation teams are formed and play against each other.

Game 3 "Pictionary" is the classic game of drawing and guessing pictures (<http://www.wikihow.com/Play-Pictionary>) .You can create your own rules and way of playing. In turns one player from each group goes to the board and draws. Only the "Captain" of each team is allowed to give an answer, for a word or a phrase. This can also be mimed.

Game 4 "Hidden Words". The teacher gives a situation e.g. "This morning I was walking the dog" and 3 odd words to place in a story about the situation (lunch, open, green). The player of the team has one minute to tell the story camouflaging the 3 words. The opposing team have to find the words (only the Captain can speak). After several rounds scores are counted.

NECESSARY CONDITIONS: MATERIAL / PLACE / TIME

Game 1: paper and pens for each learner. Each team "Old" and "Young" should be placed apart in the classroom. Prepare a good list of questions focused on the age groups.

Game 2 : computer or tablet and speakers could be useful.

Game 3: a list of well-prepared words or sentences is necessary.

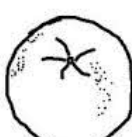
Game 4: two lots of cards are necessary (situation cards and word cards).

The games are not to be played for a long period of time but at the end of a lesson (about 20minutes) to relax the atmosphere and to create some frustration when it is time to stop. The teacher may find that learners enjoyed playing against each other but also with each other.

POSSIBLE OBSTACLES

Insufficient preparation of the games on behalf of the game leader who has to be strict concerning the observance of rules.

ILLUSTRATION



Spotify

