

ALL Language Conference Newcastle 20th March 2015

Viens Jouer avec moi!

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"Learning a foreign language is a liberation from insularity and provides an opening to other cultures." (Programme of Study 2014)

Course objectives:

The session will enable you to:

- develop new and innovative approaches to teaching French, using games.
- develop your knowledge of basic French vocabulary.
- build your confidence in teaching French language and culture across the curriculum.
- participate and learn traditional French games.
- work alongside a native French speaker.
- equip you with activities that you can introduce to your class straight away.

Introduction:

Successful language learning involves having fun and enjoying the learning environment.

Playing is a wonderful vehicle to learn and develop essential life skills such as social skills, working/playing with a partner or as part of a group, it helps improve co-ordination, and has been proven to be a perfect medium to introduce and teach a foreign language.

In this session, Yannick will share with you some genuine, active French games and easy for the whole class, as well as the range of vocabulary used to explain and play them.

The curriculum

The national curriculum for languages aims to ensure that all pupils:

-understand and respond to spoken and written language from a variety of authentic sources.

Although *Intercultural Understanding* is not a specific statement in the programme of study, there is an assumption that this will be inbuilt in the planning in the foreign language lessons and other curriculum areas.

These activities are perfectly cross-curricular; they touch on all those subjects:

PE, numeracy and literacy..... and languages!

GAMES – LES JEUX

It is advisable to organise a preliminary session introducing the basic vocabulary. Also the first explanation of the games' rules if not simple, can be done in English, introducing the French elements slowly and repetitively.

All games require a large outdoor or indoor space unless mentioned otherwise.

1) Le filet et les poissons (net and fish)

A big favourite, perfect for learning and revising numbers.

1. Requirements

Pupils' age: from 4 upwards.

Environment: big space with boundary. Preferably soft ground.

Material: None.

Organisation: 4 or 5 children form a circle. The others are around randomly.

2. Aim: The net must catch as many fish as possible.

3. Description

The children of the net decide of a number secretly. Then they hold hand and put their arms in the air and start counting aloud. The circle symbolises the fisherman's net.

The other children (the fish) run around the net and go through the net regularly.

When the secret number comes up, the net's children put their arm down (or squat) and captures the fish which were inside.

Continuity: The captured children join the net, making it bigger. The game can start again. The last fish caught is the winner.

4. Variant

- A shark (child) is introduced in the game. As long as the net is open it can try to catch fish. To escape they can go inside the net as the shark is too big for it. They can't stay there long as the net may close anytime. Caught fish join the net. The shark can't catch fish when the net is closed.
- The signal can be a word in a song, or nursery rhyme.

5. Vocabulary

Fish: *Les poissons*

Net: *le filet*

Shark: *le requin*

To catch: *attraper*

The net must catch as many fish as possible: *le filet doit attraper le plus de poissons possible.*

Choose a secret number: *choisissez un numéro secret*

Notes:

2) Le béret

Exciting game of pursuit, reflexes, agility and observation with lots of vocabulary input.

1. Requirement

Pupils' age: Key Stage 2.

A béret! Or another soft object.

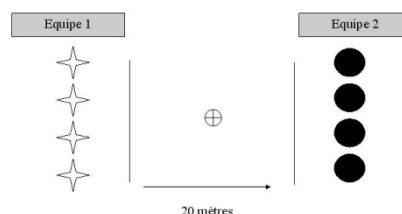
2. Aim: To bring the béret back in own camp without being touched.

3. Description

-Make 2 teams of equal number and one person to be the game master.

-Trace 2 lines on the ground, spaced 20m apart. Each team stand behind that line, in their camp.

-A béret (or a scarf, or any object easy to grab) is placed in the centre of the playing field.



In each team, the players give themselves a number, not to be communicated to the other team (e.g. 1-6 for 6 players).

The game master calls one number. The two players who have this number (one in each team) rush to the centre of the playing field where the béret is.

They must bring it back to their camp without being touched by their opponent.

ATTENTION! All called players **MUST** have one hand behind their back to get the béret.

There is a point when:

- the béret bearer comes back in his/her camp without being touched.
- A player touches his/her opponent who had the béret.

If it takes too long for the 2 players to get the béret (more than 2 minutes), the game master calls another number. 2 more players join the first 2, but only those with the same number can touch each other.

More than one number can be called in the same time, it is called: *la salade*.

4. Variant

Instead of numbers, they can choose an animal name or colour etc... all determined in advance so both teams match.

5. Vocabulary

Faites 2 équipes.

Choisissez un numéro (une couleur, un animal etc...)

Mettez-vous en ligne

Numéro xxxx

Main dans le dos

3) Chiffres dans le dos (numbers in the back)

Perfect for listening skills and understanding more complex numbers.
It needs to be modelled first.

1. Requirement

A big uncluttered space.

2. Aim: to recognise a number and transmit it accurately without speaking

3. Description

Several teams are made depending of the number of children, who sit in a line one behind the other.

The leader says a number in the ear of the child who sits at the end of the line, who must pass the number to the front without speaking. For example 321, he taps 3 times on the left shoulder, twice on the on the right shoulder, once on the head.

When it comes to the head the first person of the line says the number, if it is the same the team gets one point.

4. Vocabulary

Faites 2 (this number can change depending on number of participants) lignes

Je choisis un numéro.

Je dis le numéro au dernier de la ligne.

Il/elle passe le numéro devant sans parler en faisant des gestes.

Si le numéro est correct, l'équipe a gagné.

4) Les mouches

A fun game without too much vocabulary but very enjoyable. Harder than it looks!

1. Requirement

-Indoor or outdoor space. Possible to play in classroom

-a soft ball

2. Aim: to catch as many flies as possible

3. Description

The children stand in a semi-circle around the leader who has the ball. Each player has his hands together to keep the flies prisoners.

The leader throws the ball to a player, there are several possibilities:

- The ball is caught, the player gains one fly and one more point.
- The ball is not thrown (feint):
 - o Either the player is not caught and does not open his/her hands: he/she wins another fly

○ If the player gets caught and opens his/her hand, he/she loses one fly
A target must be agreed and reached to win (for example 10 mouches)

4. Vocabulary

Gardez les mains fermées

Attrapper les mouches.

Compter les mouches.

Tu as combien de mouches? J'ai xx mouches

5) Jeux de chats

Simple games of pursuits with variants.

1 Requirement

-From KS1

2 Aim: the cat must catch a mouse

A: Le chat et les souris

Basic pursuit game.

B: Chat perché

Rule: mice perched on anything are invulnerable

C: Chat malade

Rule: the mouse who has been caught must put her hand on the place where she has been touched and then try to catch the other mice as she had become the cat.

D: Chat coupé

Rule: a mouse can come to the help of a pursued mouse by cutting the trajectory of the cat (by passing between the cat and the mouse). The cat must then chase the second mouse.

E Chat à deux

Same game as A but cats and mice are in couples, holding hands.

F: Chat et souris à deux

Rule: the mice are invulnerable if there are two of them linked together.

If a mouse wants to hook on to a couple, the mouse on the other side must let go and escape.

Advice: You can give the cat a distinguishing sign (ring....), use one cat, two cats, organise some parallel games.

3 Vocabulary

Le chat, les souris

Le chat doit attrapper les souris.

Touché!

6) Le voleur de pommes

1) Requirement

- from KS1
- A scarf or an easy to grab object

2) **Aim:** to steal the apple in the middle of the circle without being touched by the mystery guardian.

3) Description

The players are sat in a circle with enough space between them

In the centre, a scarf (the apple/la pomme).

A participant leaves the circle. In his absence a guardian is chosen. The thief comes back, and must take the apple without being caught by the guardian. BUT he must leave the circle by the same gap he entered!

4) Vocabulary

Le voleur de pommes.

Le gardien.

Le cercle.

Prendre la pomme au centre et sortir par le même intervalle.

7) La passe à dix

1) Requirement

- from KS1
- a ball

2) **Aim:** to pass the ball to team members ten times without it being intercepted.

3) Description

The players are split in two teams

The game leader throws the ball in the air. The player who catches it, throws it to another member of his team who catches it and say “un” He then throws it to another team member who says “deux” etc... If the ball falls on the floor, it goes to the other team,

If the ball is intercepted by the other team, the player starts says “un” and passes it on.

The team who reaches ten is the winner

4) Vocabulary

Faites 2 équipes.

Passez la balle.

Comptez jusqu'à dix.

L'équipe X a gagné.

8) Le ballon marteau

1) Requirement

A ball

- 2) **Aim :** To protect the space between your legs and send the ball between the legs of the other children.

3) Description

The children form a circle, legs apart and feet touching (about 12-15 children per circle). Each child must protect the space between his legs by hitting the ball with his hammer (2 hands clasped to make a fist) without changing position. The aim is to get the ball between the other children's legs.

If the ball passes through the legs once, the child must hit the ball with one fist. The second time, the child must turn around, still with legs apart and hit backwards. The third time, the child must hit the ball with one hand. The game ends when there is only one player facing forward.

Attention: the ball must roll on the floor and not bounce!

4) Vocabulary

Écartez les jambes.

Tapez le ballon avec le poing.

Tournes-toi!

Frappe le ballon avec une main.