Playfulness in Language Learning and Teaching

Ximena Arias-Manzano (presenter)
School of Languages and Applied
Linguistics





Workshop Topics:



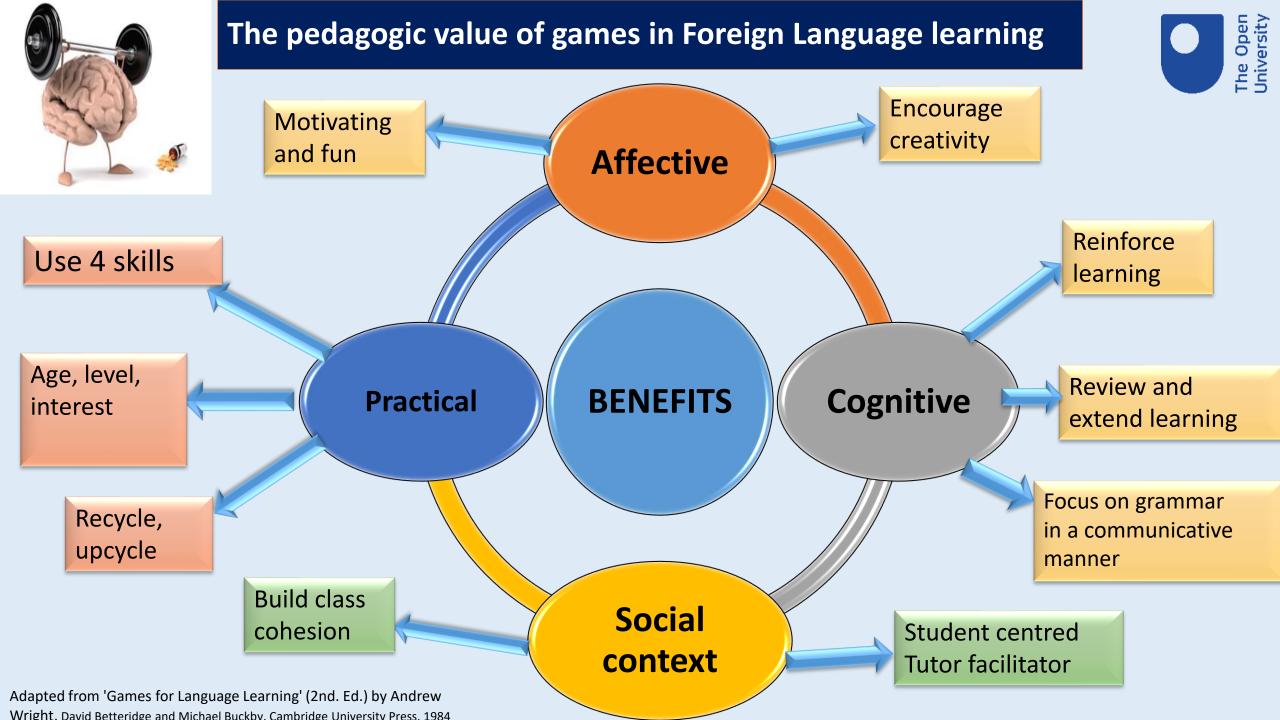
- The pedagogic value of playfulness in Foreign Language Teaching;
- Experience of a number of different games reused and up-cycled
- Practical application: development of own game ideas/adaptation of shown materials;
- Discussion of practicalities (time frame, organisation) in one to one and small group classes applied to the teaching of Mandarin language.
- Creating your draft plan for a game and presenting it to the audience.



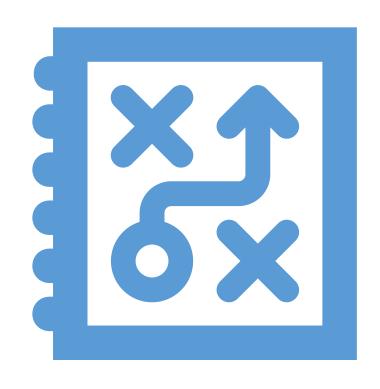
The pedagogic value of playfulness in Foreign Language Teaching

Whitton & Moseley (2018, p. 14) define playfulness:

- ☐ Playfulness is "a state of mind or an attitude" and as a "willingness to try something new; to attempt something difficult where success is not guaranteed", and it's not limited to play or games
- ☐ Playfulness can foster an environment that is creative, engaging and where failure is acceptable, and participants are able to learn from their own mistakes
- For these reasons, playful environments can be potentially very useful for subjects with a strong performance element such as languages.



Games and how to reuse and upcycle





Icebreaker: Activity 1 "Bus stop"



Letter	Colour	Food or drink	Food or drink Place (shop) F		Country	
P	Purple	Pepper	Post office	pigeon	Perú	

How could this be adapted to the Mandarin class?



Ximena's own games:

- Getting to know your teacher (warm up question game)
- Verbs race
- The genies game (to practice the subjunctive mood)
- Bingo with numbers or words



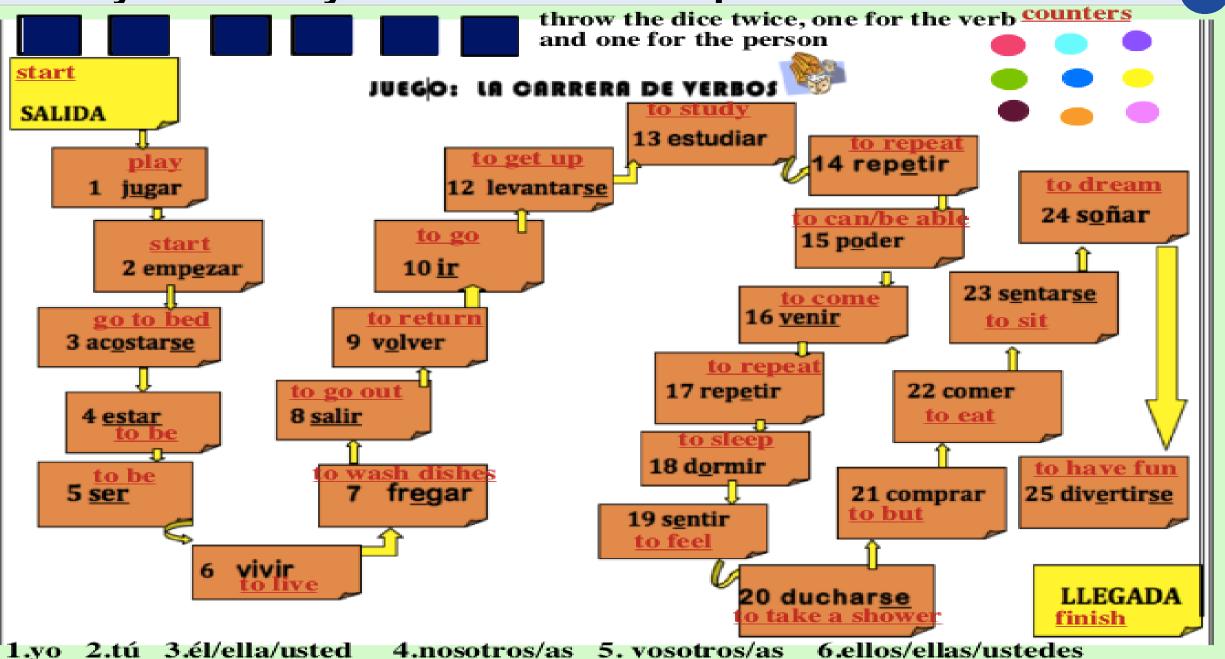
Playful Activity 1: Getting to know your teacher

Look at the images and ask yes/no questions using these verbs



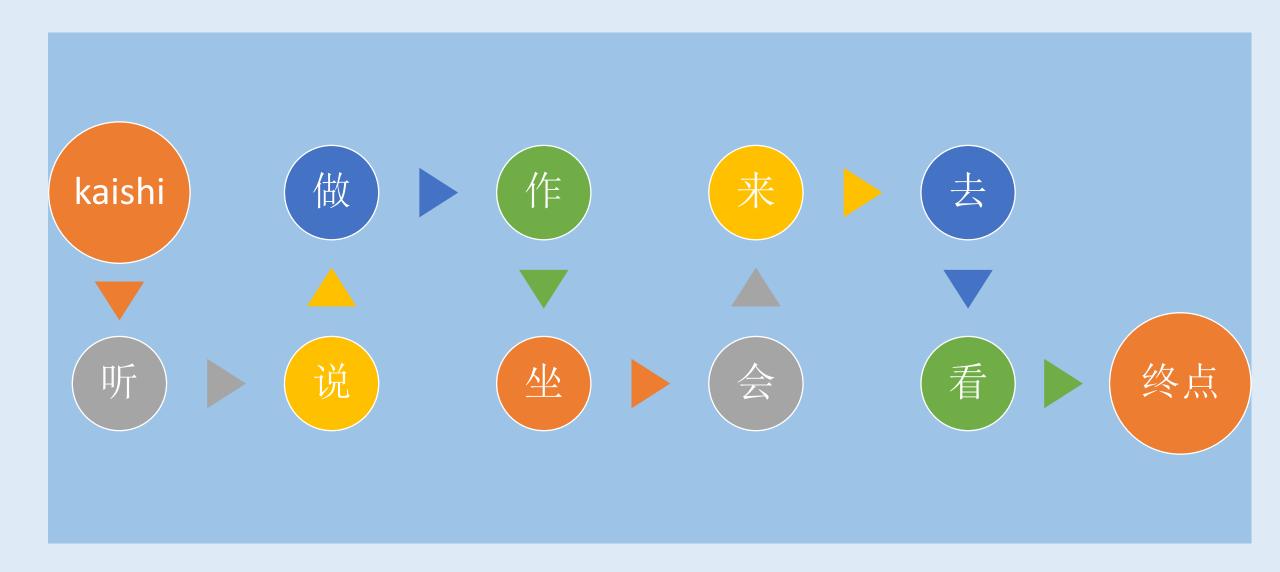


Playful activity 2: Verbs race in Spanish



Playful activity 2: Verbs race in Mandarin





Playful activity 3: The genies game



The genie of love



The genie of health

The genie of money





The genie of work



The genie of leisure time

The genie of skills



The genie of family



Playful activity 3 Mandarin option: The Ba Xian (八仙)



我想。

我要。



Cáo Guójiù 曹國舅





Hé Xiāngū 何仙姑



Lán Căihé 藍采

我希望。



Lǐ Tiěguǎi 李鐵拐



Lǚ Dòngbīn 呂洞賓



Zhōnglí Hàn 鍾離漢

Zhang Guolao 張果老



Source: Eight Immortals – Mythopedia

Designed by: Ximena Arias-Manzano Open University UK



Playful activity 4: Bingo



15	38	66
1	99	43

2	83	99
1	34	43

5	33	56
20	80	43

4	30	80
1	99	51

51	38	66
11	73	43

15	22	63
7	13	43

5	25	46	
100	99	200	

101	38	66
9	44	43

15	30	60
17	3	500

Traditional English language Games:



- Memory game
- Trivial Pursuit
- Charades
- Snakes and ladders



Mandarin-English Verb Memory Game:

付钱

to live

Open ersity
The Univ

lavor/toam 1:						
<u>Player/team</u> 1:	to read	看书	to drink	有	见面	to have
	吃	to play	是	to telephone	睡觉	to eat
Player/team 2:	开车	to work	听见	to be	to meet	看
	to sleep	请	to do	完	to drive	去
<u>Stars:</u>	做	to hear	to see	上班	住 / 活	to invite

电

to go

Rules:

to pay

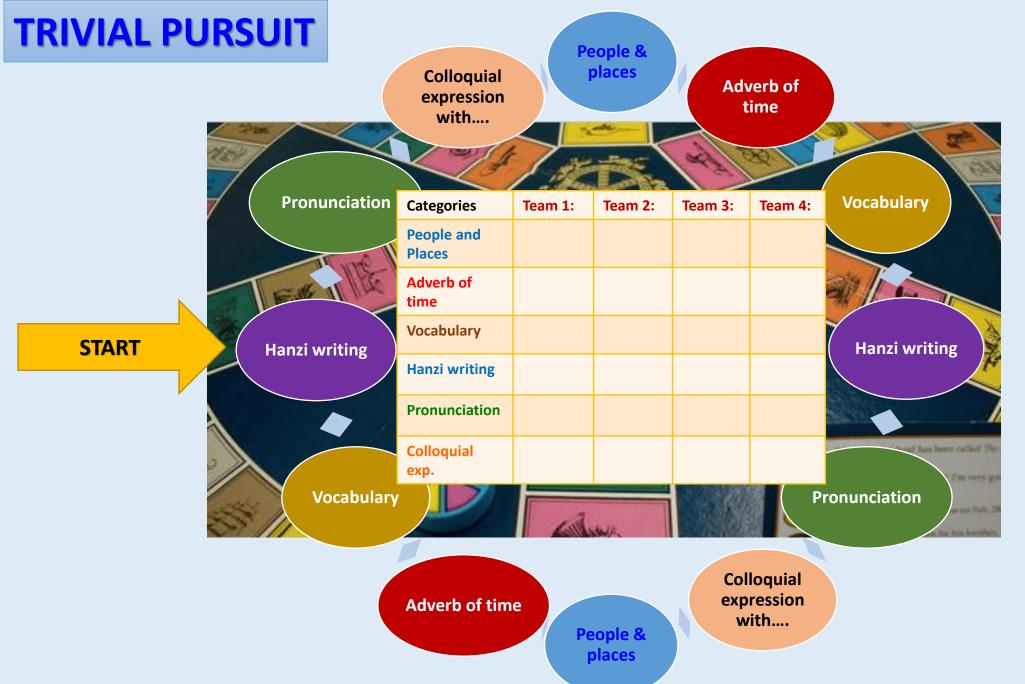
- Aim of game: to find as many matching verbs pairs from English to Mandarin as possible.
- Each payer uncovers two fields at the time;
- If the two uncovered verbs don't match, cover up again. It is the next player's go.
- If the two uncovered verb forms match, keep the squares uncovered and award yourself by placing a star in your box. You have another go.

memory game template

	Themory Same template							
<u>Player</u> 1:	••••	••••	••••	••••	••••		<u>F</u>	
	••••	••••	••••	••••	••••	••••		
Player 2:			••••			•••••	•	
		•••	••••	••••	••••	•••••	•	
<u>awards:</u>	••••	••••	••••	••••	••••	••••		
		••••	••••	••••	••••	••••		
							•	

Rules:

- Aim of game: to find as many matching vocabulary as possible
- Each payer uncovers two fields at the time;
- If the two uncovered words don't match, cover up again. It is the next player's go.
- If the two uncovered words match, you can delete the squares and award yourself a point by moving a star in your box. You have another go.



Rules:

- The game is played with one dice.
- You can go left or right.
- Every team has to score 2 correct answers per category.
- You can only move your own counter.
- If the dicing person cannot answer, the rule is "first on Raised Hand button".
- The first team which gets 2 correct answers for all 6 categories, wins.

Adapted from a game designed by Eva Staiger Open University Associate Lecturer in German

Cut these into cards or if using PPT you can cover and reveal gradually with animations

People and Places	Adverb of time	Vocabulary	Hanzi writing	<u>Pronunciation</u>	Colloquial expression with
The president of USA	yesterday	flower	eat	想念	吃
A famous american actor	today	water	1	留念	开
A famous british writter	tomorrow	banana	she	留心	菜
A famous chinese philosopher	Next week	apple	good	纪念	爱
The capital of England	Last week	beer	have	亲吻	打
The capital of France	weekend	cat	you	请问	想



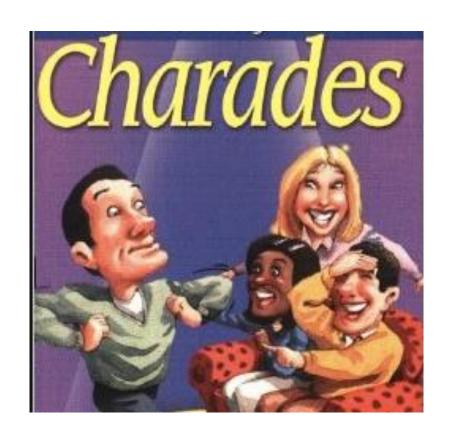
CHARADES:

Objectives:

Revise cultural knowledge and vocabulary in a fun way.

Preparation:

Prepare cards with names of films, books, songs, proverbs, TV shows, Musicals, Locations



CHARADES: INSTRUCTIONS

In teams one student per team picks out a card and explains the words or name without talking, just acting or using hand gestures to explain the genre.

book: Hold out the palms together like a book

Film: pretend to film with an old camera moving the

hands around

TV-show: draw a rentable in the air to represent a TV

screen

Song: Open your mouth wide to pretend to sing

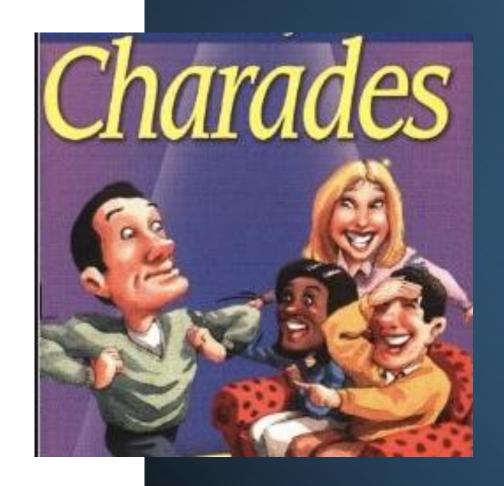
Musical: pretend to dance and sing at the same time.

Proverb: Use the fingers of both hands to draw

imaginary quotation marks in the air.

Location: Pretend to draw an imaginary country and

make a dot inside it



SNAKES AND LADDERS

					_	
42	41	40 make a	39 translate	38	37 How do	36 How do you
恭喜	go down to 12	sentence	我明年去上	miss a go!	you say:	say: HAVE A GOOD
恭喜!		打电话	海拜访朋友		GOOD LUCK	JOURNEY
	20 74 - 1				34 make a	•
29 How do	30 Make a 📗	31 Say the	32. go	33 write in	1\	35 make a
you say:	Sentence:	date: 04	up to	hanzi:	sentence	sentence (pick a card)
Watch TV	开车 🚺	Vapril 2016	39	TODAY	跳舞	
					170 9F /	听说
28	27 make a	26 Ask	25 Write	24	23 Make a 💙	22 Go up to
miss a go!	sentence	你会说	in hanzi	Pronounce	sentence	(<u>)</u> 37
	(pick a card)		CHINA	请问	(pick a card)	χ_{λ}
	看书 🚺	法语吗?		NH INI	看电影	/ Y
	(H) 14				1 3 45	
15 How do	16 Ask	17 Answer	/ /18	_19 go	20	21 complete
you say	someone	th <mark>e qu</mark> estion.	L _{miss a}	down to 6!	Pronounce	this sentence:
Spain in	今天天气	你喜欢什	/_/ <mark>go!</mark>			我喜欢
Mandarin	什么样?	么运动?	∐°	1 Cm	足球	八音外
		N. P. II	μ_{-}			
14	13	12		10 make a	9 answer the	8
Ask someone	write in hanzi	Pronounce	7 a sentence	sentence \	question.	
今天几月		大家好人	(pick a card)	(pick a card)	你做什么	
几号?	HELLO		工作	睡觉	工作?	go up to 20
	_	- / / / / /	4	_		=
1	2 answer	3 make a	4 complete	5	6 ask	7 pronounce
START	你叫什么	sentence (pick a	this	miss a go!	someone	起床
	名字?	card)	我的名字		几点了?	/C // C
	71.	吃饭	7 7 77 77 77		, _ ,	
L	<u> </u>		⊃ @@@		l .	l

DU 🧏

Cards to print and cut for "make a sentence" grid.



早上 © Ximena Arias-McLaughlin Open University Ireland 2016	假期的时候		
昨天 © Ximena Arias-McLaughlin Open University Ireland 2016	两个小时		
下个月 © Ximena Arias-McLaughlin Open University Ireland 2016	一个小时 © Ximera Arias-McLaughlin Open University Ireland 2016		
我的老师	他和我		
我的朋友	他们 © Ximena Arias-McLaughtin Open University Ireland 2016		

© Ximera Arias-McLaughlin Open University Ireland 2016	我的邻居		
西安 © Ximeta Arias-McLaughlin Open University Ireland 2016	北京 © Ximena Arias-McLaughlin Open University Ireland 2016		
爱尔兰	明天		
© Ximena Arias-McLaughlin Open University Ireland 2016 C Ximena Arias-McLaughlin Open University Ireland 2016	如此如		
去年 © Ximena Arias-McLaughlin Open University Ireland 2016	© Ximena Arias-McLaughlin Open University Ireland 2016 © Ximena Arias-McLaughlin Open University Ireland 2016		

Games upcycled from other resources:

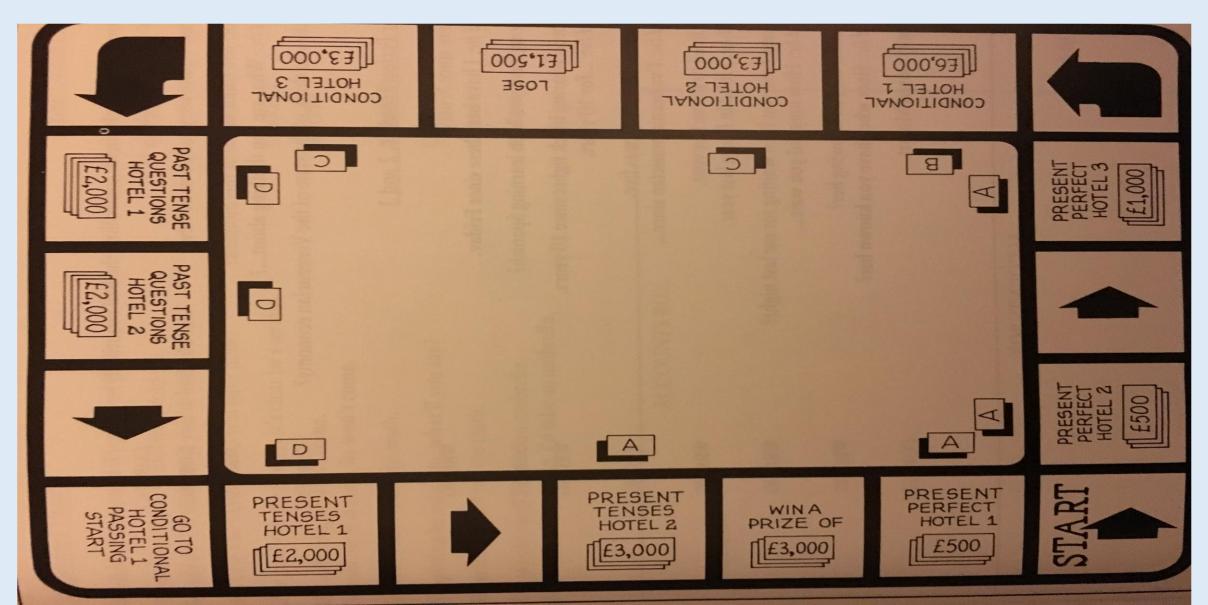


- Books
- Charts
- Pictures
- Videos
- songs



Games from other resources: Rinvolucri, M.1993 "Grammar Games:

Cognifive, affective and drama activities for EFL students, Cambridge University Press.



Telling the time, the weather etc.



9.30	9.45	10.00	10.15	10.30	11.00
9.15	9.00	8.45	8.30	8.00	7.45
6.15	6.30	6.45	7.00	7.15	7.30
6.00	5.45	5.30	5.15	5.00	4.45
3.00	3.15	3.30	3.45	4.00	4.30
2.45	2.30	2.15	2.00	1.45	1.30
12.00	12.15	12.30	12.45	1.00	1.15
11.45	11.30	11.15	11.00	10.45	10.30
9.00	9.15	9.30	9.45	10.00	10.15
8.45	8.30	8.15	8.00	7.45	7.30
章 6.00 A.M.	6.15	6.30	6.45	7.00	7.15





Telling stories with shortfilms/animation

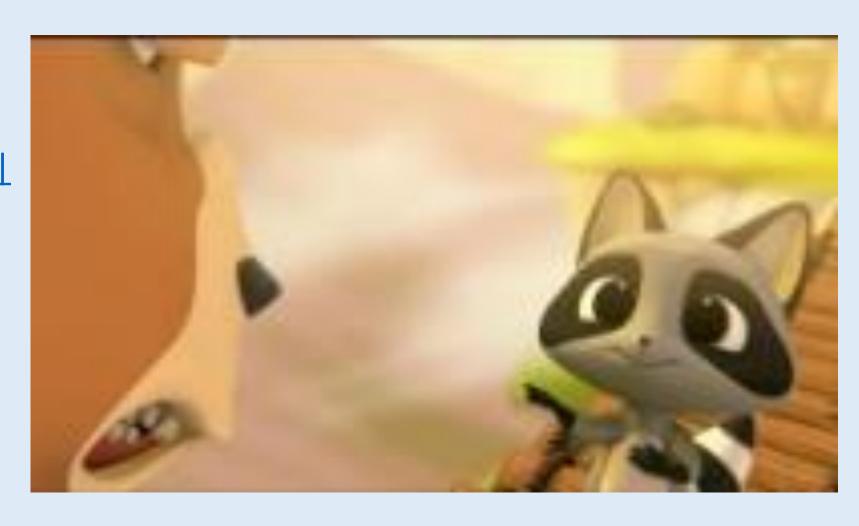
Ting Chian Tey Animation:

• Youtube: The Bridge

"Bridge" by Ting Chian Tey |
Disney Favorite
(youtube.com)

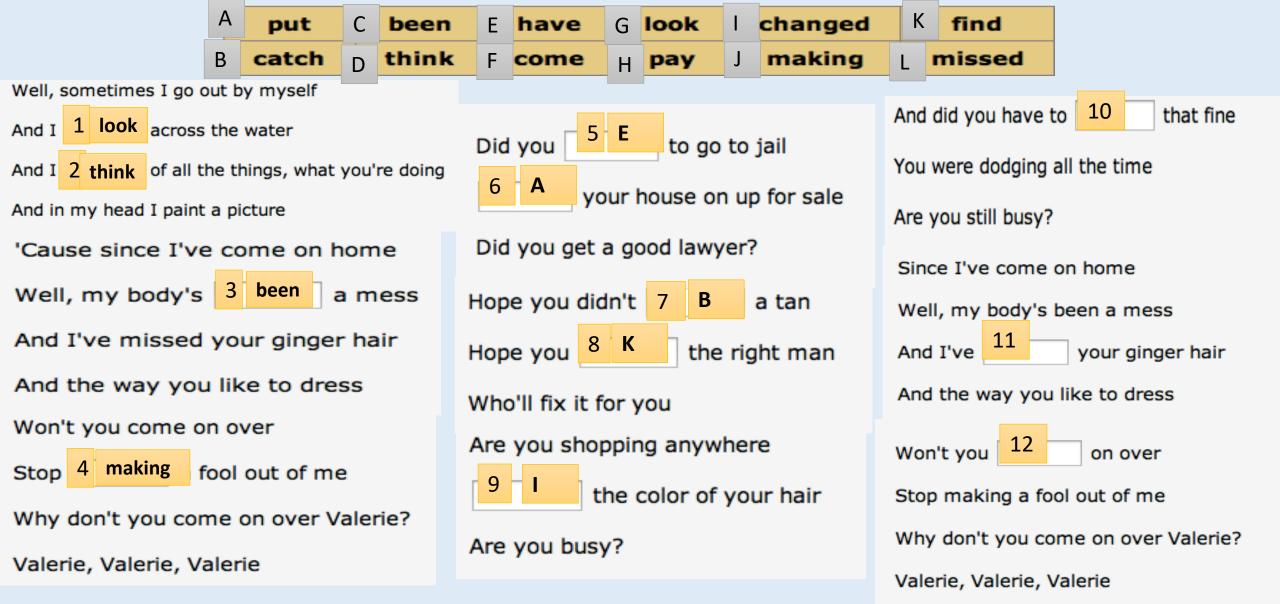
驼鹿tuólù

熊xióng



ACTIVITIES WITH SONGS: gap filling (is that the only option?)

VALERIE By Amie Winehouse taken from: http://www.esolcourses.com/content/topics/famouspeople/amy-winehouse/valerie.html





Reflections in small groups (5 minutes):

- 1. Feedback on games ideas: can you think of games which are suitable for adaptation for your Mandarin classroom from those presented here?
- 2. Which advantages/disadvantages do you perceive in using games in your classes?
- 3. Are there any game types you believe are not suitable for Mandarin teaching/learning?



Time to create your own game (20 minutes):



Discuss in your group the objectives of the activity, the type of activity you'd like to design



Create a draft of the game or an image to explain it in plenary

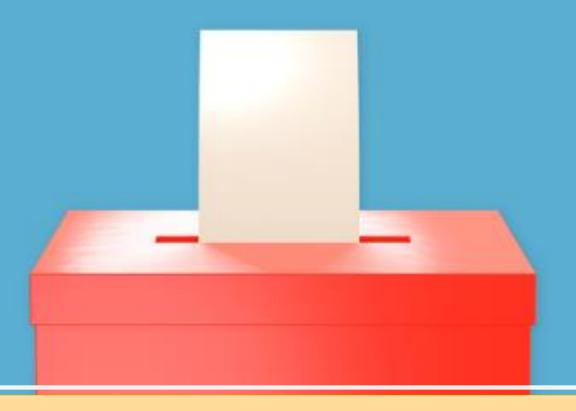


Present games

https://padlet.com/ximemcl/playfulness-in-language-learning-ou-workshop-upload-your-gam-4kvcsu33nf51f252







Voting for best game idea



Questions or feedback?

Sources:



Here are just a few articles readily available online:

- Chen, "Using Games to Promote Communicative Skills in Language Learning", The Internet TESL Journal, Vol. XI, No. 2, February 2005: http://iteslj.org/Techniques/Chen-Games.html, [accessed 03/04/2015]
- Jacobs, "Using Games in Language Teaching", http://www.pdflibrary.org/pdf/using-games-in-language-teaching-george-jacobs.html, 2006 {?}, [accessed 03/04/15]
- Simpson, "Why Use Games in the Language Classroom?", http://www.hltmag.co.uk/apr11/mart02.htm (2011), [accessed 03/04/2015]
- Sørensen and Meyer, "Serious Games in Language Learning and Teaching", 2010: <u>http://www.digra.org/wp-content/uploads/digital-library/07312.23426.pdf</u>, [accessed on 03/04/2015]
- Amy Talak-Kiryk, USING GAMES IN A FOREIGN LANGUAGE CLASSROOM, 2010: 2010.http://digitalcollections.sit.edu/cgi/viewcontent.cgi?article=1488&context=i pp collection, [accessed on 03/04/2015]



Thanks for attending this workshop





