

Good practices

LANG_902ABC_EN

Author's name and institution:

Gordana Stankov, Subotica Tech – College of Applied Sciences, Subotica, Republic of Serbia

Description of the problem / exercise: **'Storytelling' game**

The game is played in four-member groups with one or two sets of square shape tiles. The four different base colors can represent four different verbs; colors of big squares can represent four different nouns; middle squares different adjectives and small squares different conjunctions. One of the players deals all the tiles to the groups. The aim of the game is to create a funny story by clubbing together.

The game starts with someone from the first group placing an item on the table and saying a word of the appropriate type, represented by that item. The second group has to create a sentence using this word.

Once they have done this, a member of the group reads out the sentence, then puts another item on the table and says the appropriate word. The next group puts this word into the second sentence of the story and so on. If a group gets a tile which is identical with one of the tiles on the table, then they will use the same word that was used previously. For this reason, the members of the group have to make notes of the key words. The game is over when all groups play their last tile. At the end of the game the players can analyze and discuss the created story.

- *Why this exercise is good:* It improves creativity, problem solving skills, communication skills, collaboration skills and organizational skills.
- *Level of teacher training:* Primary school, secondary school
- *School subject(s):* Foreign and native languages, communication
- *Comments:* For ages over 7 years