Good practices
LANG_903ABCD_EN

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Description of the problem / exercise: **Develop language skills**

The aim of the task is to develop thinking skills and language skills.

The aim of the game is to activate vocabulary, develop rule awareness, rule-keeping, to understand, distinguish between the sound, syllable, and word, to develop shared attention, the ability to pay attention to several different aspects (visual, linguistic).

It can be played with any form. Ideally, it is played by 2-4 players, but even more players can play it (there are fewer shapes for everyone in that case). The game is a modified version of the traditional word chain game.

The task: to build the patterns and the word chain in parallel.

Linking grammatical concepts to elements of the Poly-Universe:

- the whole element = the word (preferably compound words);
- the large shape = the last member of the compound word; if you are not playing with compound words, you must use all the sounds of the word to create a new word (e.g. winter — passed)
- medium shape = the last syllable;
- the small shape = the last sound.

Pl.: watercolor
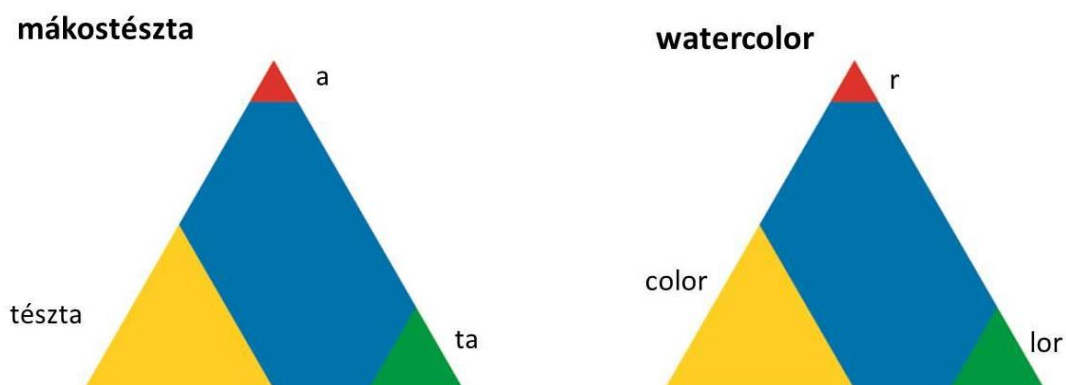
The word chain can be further built in two or three directions – according to the three colored triangles. The next player searches for an element that can be fully matched to the shape, and simultaneously says a word that begins with the last sound/syllable/suffix of the previous word.

If the last syllable and the afterword or the last syllable and sound are the same in the starting word, both join places can be used.

For novice players, 6-10-year old players are free to choose from the available shapes, there is no need to allocate them.

For advanced players over the age of 10, the shapes are distributed, and each player can choose only from their own elements, so they must continue the word chain (with letters, syllables, words) as they appear in the visual pattern.

Variations:

a) At the beginning, learning to play can be done in rounds. The first player puts out a shape, says a word, and the rest of the players have to 'build around' that shape one after another or in order of speed, while saying a word starting with the last sound/letter/afterword of the initial word. If someone can't fit a shape/say a word, they can pass. The next lap is started by someone else (next in the order or the fastest player).

b) It could be played as a competition. The one who runs out of the shapes will win.

c) The shapes must be placed in the order assigned.

d) It is not mandatory to continue with the last word, it is possible to use the one in front of it if the player remembers it (including a memory development game) and the fit location is empty.

e) It is possible to switch between different (pre-agreed) languages if you use different basic shapes (e.g. triangle for Hungarian, circle for English, square for German)

f) If it is played as a competition, you can count points. The one who collects the most points wins:

- if you insert a small shape/sound, you get 1 point;
- if you insert a medium shape/syllable, you get 2 points
- if you insert a large shape/afterword, you get 4 points

- *Why this exercise is good:* It activates vocabulary, develops rule awareness, rule-keeping. It helps understand and distinguish between sound, syllable, and word. It develops shared attention, the ability to pay attention to several different representations (visual, linguistic).

- *Which level is recommended for:* Elementary, secondary school, subject teacher

- *School subject(s):* Foreign and native languages

- *Comments:* For ages over 6-10 years, depending on the variant you choose. The teacher and the players have to discuss and decide the variation they play. They can also come up with new rules. For several languages it is easier to play with the latest/beginning one, two, three/four letters of the word.