

## Good practices

### LANG\_907BCD\_EN

Author's name and institution: **Andrea Bordás**, Partium Christian University, Oradea, Romania

Description of the problem / exercise: **Puzzling and talking roles**

The game is played by 2 teams of at least 3 people. Team A creates a multi-element image. The full fit, offset, symmetry are possible to use in the display of the image. Based on the narrative and instructions of a member of Team B, Team B will attempt to make the same picture. In the next game, Team B will create a multi-element image, and team A will be tasked with making the image based on the teammate's instructions.

Variations:

- a) The speaker sees the original image and the image displayed by his team.
- b) The speaker only sees the original image, does not see the work of his own team, while giving instructions.
- c) The speaker has half a minute to memorize the original image, after which he sees the work of his team while giving instructions.
- d) The speaker has half a minute to memorize the original image, he does not see the work of his own team while giving instructions.
- e) In the first round the image consists of 2 elements and in each round more elements will be involved in the task.
- f) The team that created the puzzle enters taboo words: one more taboo word with each round, e.g. red, triangle, etc.

- *Why this exercise is good:* It develops visual memory, communication and cooperative skills.
- *Which level is recommended:* 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 which variant they play. Make sure that all team members are in all roles: puzzling and talking roles. After the game, let's discuss the experiences. Which role was harder for whom, why? How did they overcome the difficulties, what strategies did they use for each challenge?