

# Magic Eye Game

## Target group:

Migrant students who need to learn or to memorise vocabulary (suitable for non-reading students).

## Method

Magic eye is a game to improve or to memorise vocabulary (oral language)

## Required time

30 /40 min

## Background information for the teaching session:

- use different kind of pedagogical tools in order to teach the immigrants
- develop new kind of materials to use while teaching

### *Professional competence*

- ability to recognize barriers and difficulties in learning (from a cultural and linguistic point of view)
- knowledge of different kind of methods on how to teach non-native speakers

### *Communication and language skills (part of social and personal comp.)*

- knowledge of teaching professional vocabulary
- ability to interact with immigrants
- knowledge of different communication tools

## Learning Outcomes:

- student will learn specific vocabulary
- student will learn to work in a group
- student will learn to wait for one's turn

### *Intercultural and social cohesion (social competence)*

- ability to enhance mutual understanding
- ability to develop group building, belonging



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### Short description of the lesson:

- Students will learn vocabulary in teachers' chosen subject
- The game can be used for a part of the group, while teaching something else for others, or with faster students, while they are waiting, as a break activity or as a repetition.

### Equipment needed:

- two sided laminated cards (on one side :picture ,on back side : neutral pattern)
- difficulty level can be adjusted for the students' skill level (number of cards, difficulty of vocabulary)
- amount of the games depends on the amount of the students, if there is a big group, it's better to prepare several games and split the group into smaller groups
- flat surface for each group

### How to use:

- explain the idea and rules to students

#### First game

- place some cards (eg:10) on joined desk or on floor (visible for all players).
- name each card and ask students to repeat 2 or 3 times.
- turn over the cards.
- one player shows one card, the next player must name it without seeing the picture
- if the answer is correct, the player scores 1 point and turns over the card. In turn, the player shows a card and asks the next player to name the card.
- Change the cards and start the different phases of the game again.
- Playing 2, 3 rounds...

#### Second game

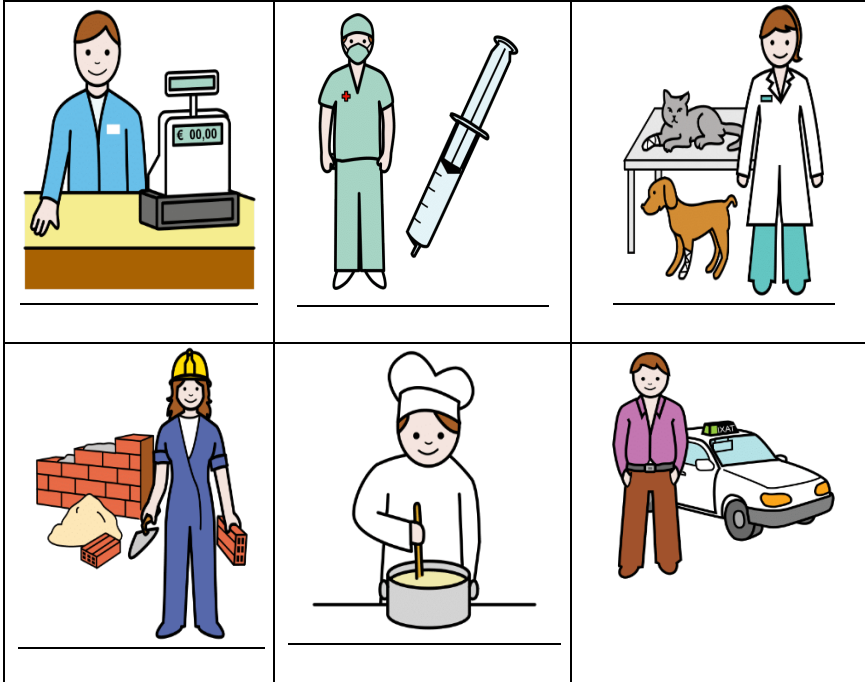
- give a pile of cards, The vocabulary should already be known by students
- One player takes a card and must name it.
- if the answer is correct, the player keeps the card. If the answer is wrong, he puts it back under the pile. The next player takes a card and must name the card.
- the winner is the player with the most cards.
- You can play in teams(two teams play against each other)



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## Additional information

Eg: jobs



To create cards

<https://arasaac.org/pictograms/search>



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