

The two are a pair

<p>Target group:</p> <p>Immigrant students who need to learn professional vocabulary.</p>	
<p>Method</p> <p>Fun activity, card game related to occupations to learn lexicon related to occupations and to construct sentences using the vocabulary learned</p>	<p>Required time</p> <p>30 to 40 min</p>
<p>Background information for the teaching session:</p> <ul style="list-style-type: none"> - Vary the teaching tools to bring a playful dimension. - Enrich your teaching material. - Broaden your practices by opening up to other learning methods <p>Professional skills</p> <ul style="list-style-type: none"> - Be able to recognize obstacles and learning difficulties (from a cultural and linguistic point of view) - Know different types of teaching methods for non-native speakers. <p>Communication and language skills (part of social and personal competence)</p> <ul style="list-style-type: none"> - Be able to interact with migrant students. 	
<p>Learning Outcomes:</p> <ul style="list-style-type: none"> - Master lexicon related to occupational names. - To express oneself in a clear way with simple syntactic turns in which the studied vocabulary is used. <p>Intercultural and social cohesion (social competence)</p> <ul style="list-style-type: none"> - Respecting rules in the group - To take the initiative to speak with the teacher and his/her classmates (i.e.?) 	



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Short description of the lesson:

Vocabulary related to occupations has been studied beforehand: names of occupations, tools or clothing required for certain occupations, action verbs related to occupations...

Through this card game, the students will memorize and reinvest the vocabulary they have studied related to jobs. They will reinvest it orally in simple phrases that will be repeated throughout the game and thus assimilated.

This activity can be proposed independently if the teacher takes charge of another group, at the end of a lesson to have a more playful activity.

Equipment needed:

- 5 packs of 10 or more cards, pictured and (the more cards, the more interesting the game)
- 1 pack for the names of jobs, 1 for the names of instruments, 1 for the names of clothes, 1 for the names of qualities, 1 for the names of places.
- To avoid mixing up the cards, put a colored sticker for each pack.
- Arrange the tables in an island or U shape to encourage sharing

How to use:

The teacher keeps one deck of cards and after thoroughly mixing all four packs, distributes the remaining cards to the students.

- Once the cards have been distributed, the game can begin:

Game 1: oral comprehension

- The teacher names a card, without showing it.
- If a student has an identical card, he/she must show it to the whole group.
- The student will put the winning card to the side.
- Then the next card is played.
- At the end of the game, the "won" cards are counted to determine the winner or winners of the game.



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Game 2: listening and speaking

- Students take turns being "game leaders": a pile of cards is turned over, one student draws a card and names it without showing it.
- The other students look for an identical card in their deck - the student who has the identical card is the one who gets to name it.
- The student who has the identical card must name it. If the answer is correct, the student will put the winning card aside.
- The students then move on to the next card.
- At the end of the game, the "won" cards are counted to determine the winner or winners of the game.

Game 3: comprehension and oral production

The teacher only corners the cards with the names of the professions, he/she distributes to the students the other cards (tools, clothes, places, qualities)

- The teacher names a card the students look for a card in their deck that can be associated.

The student must create a sentence such as

When I am a mason, **I use** a trowel.

When I am a mason, **I wear** safety shoes (or overalls),

When I am a mason, **I have to be** precise.

When I am a mason, **I work** on a construction site.

If the student formulates the sentence correctly he wins the card

- Variation: Students have the opportunity to exchange one card at a time, blindly, i.e., without seeing their classmate's card. If the student shows the wrong card he/she does not get any points.

Additional information



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