UNIVERSIDAD NACIONAL AUTONOMA DE MÉXICO
ESCUELA NACIONAL PREPARATORIA
PLANTEL 6 “ANTONIO CASO”

PROPUESTA DE JUEGO PARA ALUMNOS DE INGLES IV (NIVEL A-2)

Diseñado a partir del curso “Matrices lúdicas y elaboración de secuencias de aprendizaje de una lengua extranjera” impartido por la Dra. Haydee Silva durante el periodo interanual 2006-2007 por las profesoras:

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RISKY

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AIM OF THE GAME
The players give as much information as possible about famous places, constructions and works of art, describing them and giving their own personal opinion.

TYPE OF GAME
It is a game in which the players associate images with previous knowledge about them. This game allows the players to speak freely and give their personal opinions.

AGE AND LANGUAGE LEVEL
This game is suitable for teenagers and adults who have an A-2 level of the foreign language.

PEDAGOGICAL OBJECTIVES
The objective of the game is to recall adjectives and practice describing different kinds of images. The game also gives the players the opportunity to practice speaking, and thus it is useful to become more fluent.

STAGE SEQUENCE
This game is for systematization; it is suggested for a review class of about 40 minutes.

GROUP ORGANIZATION
6 teams of 2 or 3 players

PREVIOUS KNOWLEDGE FOR THE GAME
Vocabulary the players will need: words pertaining to

- Nationality and country
- Weather
- Appearance
- Personality traits
- Dimension, position
- Materials
- Numbers
- Geographical places
- Colors, and so on

Some information about the images
This can be done using something like a guessing game with the same images and short texts related to them.

GAME DEVELOPMENT

1. Material:
    a) 12 natural-place-cards (green)
    b) 12 work of art-cards (blue)
    c) 16 building and monument-cards (yellow)
    d) 8 jokers (red)
    e) 12 question cards (4 green, 4 blue and 4 yellow cards)

f) A bag of colorful beans

2. Goal:

The winner is the player who answers more questions correctly and, therefore, gets the highest number of beans.

3. Questions:
   - Yellow cards:
     - *What is the name of the construction*
     - *Where is it?*
     - *When was it built?*
     - *Why do you think it is considered interesting nowadays?*
   - Green cards:
     - *What is the name of the scenery?*
     - *Where is it located?*
     - *What is the weather like there?*
     - *Why is it famous?*
   - Blue cards:
     - *What is the name of the work of art?*
     - *Who is the author?*
     - *What is the artist's nationality?*
     - *What does it represent?*
4. Corpus:
   a) Scenery
      - Niagara Falls
      - The Amazon River
      - Mountain of Kilimanjaro
      - Sahara Desert
      - Iguazu Falls
      - Grand Canyon
      - The Antartic
      - Ixtacihuatl Volcano
      - Valley of Death
      - Fujiyama Volcano
      - The Andes Mountains
      - Cathedral of Rocks

   b) Works of art
      - Un paseo por la Alameda by Diego Rivera
      - El entierro del Conde de Orgaz by Velásquez
      - El David by Michaelangelo
      - La Catrina by J.G. Posadas
      - Tutankhamon by some Egyptian artist(s)
      - La Mona Lisa by Leonardo da Vinci
      - The three musicians by Picasso
      - A painting from Altamira by some prehistoric artist(s)
      - Self portrait by VanGogh
      - The disc thrower by Mirón
      - Rind by Escher
      - The kiss by A. Rodin
      - The thinker by A. Rodin

- Woman leaving the psychoanalyst by R. Varo
- Several circles by Kandinsky
- Figures and dog in front of the sun by Miró

c) Buildings and monuments
- The Great Wall
- The Roman Colisseum
- Chichen-Itzá Pyramid
- An Atlante
- The Alhambra Palace
- The Sacred Family Cathedral
- Stonehenge
- The Sphynx
- Taj Mahal
- The Opera House
- Saint Basil's Cathedral
- The Eiffel Tower
- The Statue of Liberty
- The leaning Tower of Pisa
- Notre Dame's Cathedral
- Big Ben Tower
- Tlaloc
- Twin Towers
- The Parthenon
- Kings' Valley

5. Instructions
   a) Decide which image is the risky card (a risky card is any card the players choose before starting the game).
   b) Put the 6 sets of cards face down on the table: the scenery, the work of art, the building and monument cards, and the 3 matching color sets of question cards.
   c) Put the beans near the cards and give 5 of them to each player or team.
   d) The youngest player starts the game turning over the first card of each set of question cards, so everybody can see them.
   e) The first player chooses a card from the set of images he prefers and answers the question.
   f) If the player answers correctly, he gets the number of beans marked on the question card. And the player on his left continues the game.
   g) If the answer is incorrect, the player loses 1 bean, and then it is the next player´s turn.
   h) When somebody draws the "risky card", he loses 3 beans and, if the answer is incorrect, he loses 2 more beans (a total of 5).
   i) When somebody draws a joker, he wins 1 bean but he has to answer the question he gets.
   j) When this round is over (all the players have answered the firs question from each set), the players shuffle each set of image cards and choose another risky card. The second youngest player turns over the next question cards and starts the round.

k) The game is over when all the questions have been answered (after four rounds), and the winner is the player who gets the highest number of beans.

OTHER OPTIONS

1. A guessing game:
    - Matching text and image;
    - Matching oral description and image;
    - Matching written description and image.
2. Finding adjectives (The player who gives the highest number of adjectives wins, in a time set previously).
3. The best description (The player who can describe the image more accurately is the winner.)