





Kim's game

Target group:

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

Method Required time

Kim's game is a game to improve or to memorise vocabulary

30 /60 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

Short description of the lesson:

Students will learn vocabulary in teachers' chosen subject

Equipment needed:

10 flashcards



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 difficulty level can be adjusted for the students' skill level (number of words, difficulty of words)

How to use:

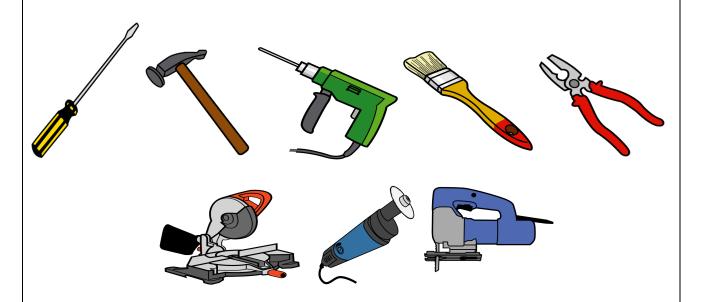
· explain the idea and rules to students

First game

- · show and name each flashcard, ask students to repeat the word
- ask students to memorise the flashcards
- adding or removing a flashcard (students have their eyes closed or the board is turned over)
- Students must say or write the name of the flashcard that has been removed or added.

Additional information:

Eg: tools



https://arasaac.org/pictograms/search



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