

GAME “SPEECHDROME” (AGES 5+)

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GAME DESCRIPTION

Think, Compare, Speak

Game “SpeechDrome” is an excellent opportunity to learn in an engaging way the art of rhetoric and logical thinking. While working on simple game tasks, illustrated with colorful pictures, every participant will be able to find sincere joy in his/her results and achievements. A positive outlook is a first step in the learning process. And the communication skills polished during the game not only in Russian but also in the studied foreign languages will become a foundation for further learning.

Target Audience

The game is recommended for individual or group sessions, as well as for family game time, in youth exchange programs, and simply among friends. The rules are extremely simple, the game guarantees good mood and usefully spent time. The experienced players advise to play the “SpeechDrome” with the goal of facilitating language learning for anyone from pre-schoolers to the elderly.

The Game's Goal

The game “SpeechDrome” is aimed at speech development, activation of passive vocabulary (every-day life, professions and actions, time, instruments and joint action, etc). The game also mobilizes the participants’ brainpower to react to unexpected situations, facilitates development of creativity.

Materials Needed

Cards from the set, paper, pens or pencils. For Track 2 – time dice, for Track 3 – a globe or a world map.

RULES OF THE GAME

At the beginning of each round, the teacher/leader names the languages that the players can use, or gives them the freedom of choice.

Note: Despite the absolute freedom for creativity, the players must:

- *correctly use the words and their forms in the specified language(s) of the game;*
- *not mix the words from various languages; use no more than one word during the game;*
- *use the shared language during the game that every player speaks, if the players are native speakers of several different languages. If the players wish so, the names of animals may be given in other languages as well (for example, in the foreign languages the players study).*

The game may be played individually, where the player writes down sentences or text on paper or dictates them to a voice recorder; or in pairs or teams, pronouncing or writing down the sentences and texts.

What will become the result of the game – a text or a sentence, is decided by a teacher or a team leader. They also determine in which tense (past, present or future) and in which person (1st, 2nd or 3rd) the narration will be presented.

SPEECHDROME

Track 1 (played individually, 5+)

What, where, when do you do?

1. The cards are placed on the table face up.
2. Every player takes a turn throwing the hour dice and chooses among the cards the one that shows an action corresponding to the time drawn. For example, 10:15 am – the illustration showing “Garden” or “Lessons.”
3. The player describes, using the card, what he/she does during this time. The grammatical person for narration (I, you, he/she) is determined by the teacher/leader or the player him/herself.

The winners are the players who correctly and beautifully described their actions during the day.

Track 2 (played individually or in teams, 6+)

Compose the longest sentence or an entire brief story.

1. Cards are placed on the table face down.
2. The player(s) draw(s) the number of cards (3-10) determined in advance. The value of one card is 5 points, i.e. if the player has 3 cards, the point value is 15, while 10 cards give the value of 150 points at the beginning of the game.
3. The cards are placed in front of the player(s), who decide(s) if a sentence or a text should be composed based on them, without changing their order (the cards should be left in the order as they were drawn) or trading places (every time the cards' order is changed, one point is deducted from the player).
4. After leaving the cards in the order as they were or re-ordering them, the player (team) makes up a sentence or brief story based on the cards.
5. The results are evaluated using the following parameters:
 - all the details in the illustrations are used (- 1 point for omission of an important detail of place, time, the actor or the object);
 - the description of the action in the sentence/story is correct (- 1 point for violation of the time sequence or logic of events)
 - the grammatical forms are used correctly (- 1 point for breaking each rule, -.5 point for repeated mistakes)
 - the intonation of the sentence/story is correct in reading it out loud (- 1 point for incorrect intonation).

The winner is a player (team) that collects (or preserves by the end of the round) the most points.

Track 3 (played individually, 7+)

Compare how you spend time with how your peers in other countries of the world spend their time! Check your knowledge of geography and time zones in the language you are studying!

For this, along with the cards, you will need a map of the world or a globe.

1. Cards are placed on the table face down.
2. The player draws one card and tells what is depicted on it (making up a sentence or a brief story) from the first person. For example, *I brush my teeth every day at 6 o'clock in the morning and 9 in the evening.*
3. Then the player closes his/her eyes and points at random at a place on the globe or the world map (city, country) and names another player. The latter, in his/her turn, tells the others what his/her peer would be doing at the same time in that country/city. For example: *And Peter in Sidney, Australia is sitting in class and learning Russian at this time.*
4. The players are awarded 2 points for each correctly completed sentence. They also get one bonus point for an expanded or subordinate sentence.
5. The winner is the player with the most points. The cards that have been played are removed from the table until the next round.

“Young Scholars” (4+) (may be used together with the cards from “Tic-Tac-Toe”)

The leader chooses three cards from those that are laid out on the table. The cards can be laid out all at once or one by one after each round of answers by the players. All three cards should describe something that the leader thought of:

- an activity/concept (eg., vacation: a sun umbrella, a beach chair, coffee)
- a profession (eg., driver: a wheel, a mule, a road)
- a fiction character (eg., dandy Oblomov: an armchair, a book, a top hat)

The other players are to guess who or what concept is behind the set of cards. The player who made the correct guess becomes the next round leader.

A variation of the game, “Logical Scholars”: the leader draws a random sequence of three cards. The players are to find a common underlying concept.

“Orator” (7+)

The cards are placed on the table face down. The first player (leader) draws one card and (without showing it to the others) and using the word on the card tries to describe what is depicted on it, avoiding the words of the same root.

For example: with the card “bed,” the words “bedspread” and “bedding” cannot be used. But the words “to sleep,” “overnight,” “to nap” can be used.

The task may be made more complex if, for example, the prepositions are not allowed to be used.

The first player to guess the word on the card wins the round and becomes the new leader.

“Storytellers” (10+) (logic, attention, team-building)

The cards are placed on the table face down. Each player takes a turn to draw one card from the stock and shows it to the other players.

The players' objective: to line up quickly and silently, without saying a word, in the order of the actions depicted on the cards (at the beginning of each round it is determined which time period will be played, for example, from Monday to Sunday, or from January to December).

When all the players are lined up in the order of events on the cards (for example, first "bed," then "shower," then "tram," etc. for the order of the day), they are to come up with a shared story ("One day" or "One month," etc.). Every player tells one sentence for the entire story, describing his/her card. It is important that the story is connected and makes sense.

BONUS

The "SpeechDrome" time dice can be also used in the game separately from the cards. The teacher/leader throws the dice and tells what he is doing (was doing or will be doing) at the time that the dice show.

Come up with your own tracks! Enjoy the game!

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