



**Games without frontiers,
another way of learning**

European Classroom

Year 2

2014/2015

Maths and language games from all over Europe



Programme d'éducation
et de formation
tout au long de la vie

SUMMARY

Language Games

Cyprus – Plants and Animals

Czechia – Wild Wild West

Denmark – Change seats

England – Spelliarmus

Finland – Treasure Hunt (mathematic & language game)

France – The game of doubles

Germany – Simon says

Italy – Find the word

Mathematics Games

Cyprus – Bingo

Czechia – Quick Subtraction

Denmark – Monster

England – Catherine Wheels

Finland – Treasure Hunt

France – The account is good

Germany – Mathematic King / Queen

Italy – The Magic Words

Language games

Language game in Physical Sciences lesson

Class: A (year 1)

Name of the game: Plants and Animals

Description: Children had a chart with two main columns, plants and animals. Each time, they had to fill in a box with as many plants and animals they can think according to a letter, at a given time. They get a point for every correct plant and animal in the box.

1st way: A child rolls the die. So, when the die roll and stop at a letter, children write down plants and animals till teacher signal to stop. Then another child rolls the die and the game goes on. For example, when the die shows letter C children has to write down cactus for plants and cat, cock for animals and get 3 points for this effort.

2nd way: Children work in pairs. The first child says the alphabet, without sound, and the second children says stop. The first child announces the letter he stopped e.g. d. Both children start fill in the box with plants and animals starting from letter d. They start and stop when the teacher's signal sounds.

A few more details for this game: The game is popular with designation "Name, animal, object, ...". It is a classic game that all generations and especially children's parents and grandparents play with in their childhood. The game can be modified depending on the players and how difficult they want the game to be. The players can choose the categories they want like name, animal, plant, object, job, etc. They can also agree the game rules and procedure.

WILD WILD WEST

Requirements: a black or white board, writing tools, a piece of paper for each group of students

Preparation:

- divide students into at least 2 groups, (with few students, let each play for himself)
- prepare a table on the board (*Picture A*)

Picture A

Start:

The game is a team elimination. Every team is given a certain amount of lives and the last team “standing” is the winning team. The game is played in rounds. Each round consists of two stages, where both stages offer a task (same for every team).

If a team (can work together or individually within the team) completes the task correctly in the first stage, they get *bullet(s)*, which they later use to attack opposing teams.

If a team completes the task in the second stage, they get *shield(s)*, which blocks incoming bullet(s). (*Picture B*)¹

Picture B

After completing a round (two stages) and after students have gathered as many *bullets* and *shields* as they could, the game proceeds to a “shoot-out” phase (*Picture C*). Teams (in random order) shoot opponents of their own choice. Remember: One shield blocks one bullet. When a team has no shields, but is attacked, then it loses a life. The game ends when only one team remains alive.

Picture C

Cons of the game:

- time-consuming
- violent topic

Pros of the game:

- is popular with older students
- encourages working in groups and competing with others
- offers a wide variety of things you can practice (in other words, the tasks you set for gaining bullets/shields can be almost anything)

1 The number of bullets and shields gained depends on whether the team plays as a whole (correct answer = bullet/shield) or each member within a team answers for himself (each correct answer = one bullet/shield).

DENMARK

Language Game

Name: Change seats

Age: right from the beginning

Rules: The teacher says everybody with blue jeans change place. Everybody with white t-shirts change place, everybody with red socks change place.

Aim: This little warm game, has the focus on learning a specific item, here it is clothes. It can variate in items into what is in focus this period, for instance family, way of living food holidays, ect.

Spellarmus

A game for 4 or more players

You will need

A Spellarmus Spinner
A list of spellings
Pencils and paper

- 1) Split the players into 2 teams. In each team players take it in turns to be the spellcaster, who will duel, and the umpire.
- 2) The umpire from Team 1 chooses a spelling and spins the spinner.
- 3) Both spellcasters race to complete the task, using that spelling, with the umpires judging when they have completed it.

Spell It! - Spell the word correctly. After the attempt, if it is wrong, they must restart. The umpire is only allowed to say whether an attempt is right or wrong. **1 Point**

Spell It Race - Spellcasters have 1 minute to write the spelling as many times as possible. The winner is the one with the most correct spellings **1 Point**

Spell It Backwards - Spell the word backwards. After the attempt, if it is wrong, they must restart. **2 Points**

Dictionary Race - The spellcasters race to find the chosen word in the dictionary. When found, place a finger on the word. **3 Points**

Synonym Spot - The spellcasters must find 3 synonyms for the word. Thesauruses can be used to help. **3 Points**

Use It - Each spellcaster must use the word correctly in 3 sentences. The umpire is only allowed to say if an attempt is correct **3 Points**

Upon completing the task, Spellcasters shout 'Spellarmus' at their opponent, casting the spell with their magic wand (pencil). The first to do this wins the points for their team

- 4) After each duel, the spellcasters swap and another round begins, with Team 2 choosing the spelling.

Spellarmus

A game for 2 Players

You will need

A Spellarmus Spinner
A list of spellings
Pencils and paper

- 1) Player 2 chooses the spelling for Player 1.
- 2) Player 1 spins the spinner and completes the task.

Spell It! - Spell the word correctly. **1 Point**

Spell It Race - Both players have 1 minute to write the spelling as many times as possible. The winner is the one with the most correct spellings **1 Point**

Spell It Backwards - Spell the word backwards. **2 Points**

Dictionary Race - Both players race to find the chosen word in the dictionary. When found, place a finger on the word. **3 Points**

Synonym Spot - Both players race to find 3 synonyms for the word. Thesauruses can be used to help. **3 Points**

Use It - Both players must use the word correctly in 3 written sentences. **3 Points**

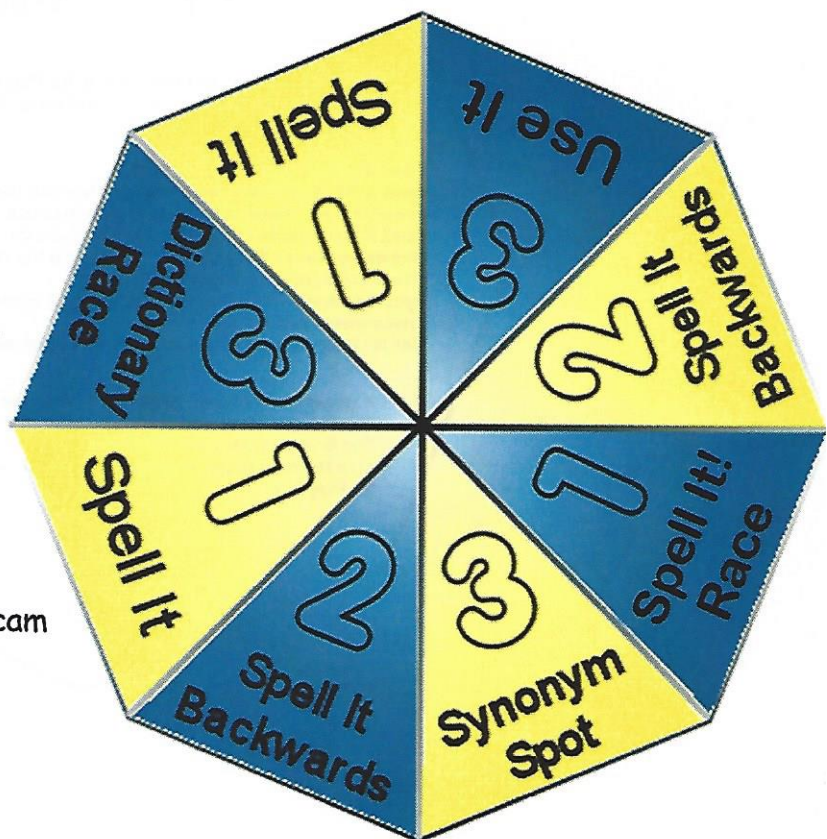
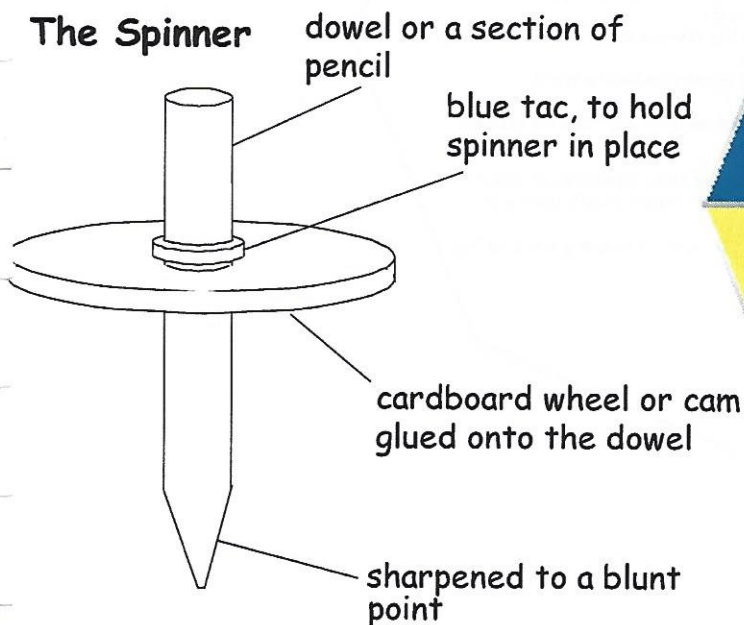
If players are racing, upon completing the task, Spellcasters shout 'Spellarmus' at their opponent, casting the spell with their magic wand (pencil). The first to do this wins the points.

- 5) In the next round, players swap with Player 1 choosing the spelling for Player 2.

The Spellarmus Spinner

Cut out, laminate, and make a small hole in the middle.

The Spinner



Alternatively, the rules can be stuck on the back of the spinner, prior to laminating.

Spellarmus

4 Players

- 1) Split the players into 2 teams. In each team players take it in turns to be the spellcaster, who will duel, and the umpire.
- 2) The umpire from Team 1 chooses a spelling and spins the spinner.
- 3) Both spellcasters race to complete the task, using that spelling, with the umpires judging when they have completed it.

Spell It! - Spell the word correctly. After the attempt, if it is wrong, they must restart. The umpire is only allowed to say whether an attempt is right or wrong.

Spell It Race - Spellcasters have 1 minute to write the word as many times as possible. The winner is the player with the most correct spellings

Spell It Backwards - Spell the word backwards. After the attempt, if it is wrong, they must restart.

Dictionary Race - The spellcasters race to find the chosen word in the dictionary. When found, place a finger on the word.

Synonym Spot - The spellcasters must find 3 synonyms for the word. Thesauruses can be used to help.

Use It - Each spellcaster must use the word correctly in 3 sentences. The umpire is only allowed to say whether an attempt is right or wrong.

Upon completing the task, spellcasters shout 'Spellarmus' and cast the spell using their magic wands (pencils). The first to do this wins the points for their team.

- 4) After each duel, spellcasters swap and another round begins, with Team 2 choosing the spelling.

Spellarmus

2 Players

- 1) Player 2 chooses the spelling for Player 1.
- 2) Player 1 spins the spinner and completes the task.

Spell It! - Spell the word correctly.

Spell It Race - Players have 1 minute to write the word as many times as possible. The winner is the player with the most correct spellings

Spell It Backwards - Spell the word backwards.

Dictionary Race - Both players race to find the chosen word in the dictionary. When found, place a finger on the word.

Synonym Spot - Both players race to find 3 synonyms for the word.

Thesauruses can be used to help.

Use It - Both players race to use the word correctly in 3 written sentences.

If players are racing, upon completing the task, spellcasters shout 'Spellarmus' and cast the spell using their magic wands (pencils). The first to do this wins the points.

- 4) In the next round players swap, with Player 1 choosing the spelling for Player 2.

The game of doubles

Each student has a few features, only one student in the class has the same as him. To find their double, students move into the class and ask questions, exchange in English, and when they found will sit in pairs to a free place (and the return of calm is almost automatic).

Nationality : English
Come from : Scotland
Live in : London



Nationality : French
Come from : Canada
Live in : Dublin



Nationality : Irish
Come from : USA
Live in : Dublin



Nationality : American
Come from : USA
Live in : Paris



Nationality : Canadian
Come from : Canada
Live in : London



Nationality : French
Come from : Canada
Live in : Dublin



Nationality : Canadian
Come from : France
Live in : Paris



Nationality : American
Come from : USA
Live in : Paris



Nationality : Canadian
Come from : Canada
Live in : London



Nationality : English
Come from : Scotland
Live in : London



Nationality : Canadian
Come from : France
Live in : "Paris



Nationality : Irish
Come from : USA
Live in : Dublin





Nationality : American

Come from : Australia

Live in : Washington



Nationality : American

Come from : Australia

Live in : Washington



Nationality : Scottish

Come from : England

Live in : Washington



Nationality : French

Come from : Scotland

Live in : Canberra



Nationality : French

Come from : Scotland

Live in : Canberra



Nationality : Irish

Come from : Canada

Live in : Dublin



Nationality : Irish

Come from : Canada

Live in : Dublin



Nationality : Australian

Come from : England

Live in : Ottawa



Nationality : Australian

Come from : England

Live in : Ottawa



Nationality : English

Come from : France

Live in : Ottawa



Nationality : English

Come from : France

Live in : Ottawa



Nationality : Scottish

Come from : England

Live in : Washington



Nationality : Indian

Come from : India

Live in : London



Nationality : Indian

Come from : India

Live in : London



Nationality : British

Come from : Wales

Live in : Cardiff



Nationality : Italian

Come from : Italy

Live in : Roma



Nationality : Welsh

Come from : Wales

Live in : Edinburgh



Nationality : Welsh

Come from : Wales

Live in : Edinburgh



Nationality : Irish

Come from : Ireland

Live in : Paris



Nationality : German

Come from : USA

Live in : Berlin



Nationality : German

Come from : USA

Live in : Berlin



Nationality : British

Come from : Wales

Live in : Cardiff



Nationality : Italian

Come from : Italy

Live in : Roma



Nationality : Irish

Come from : Ireland

Live in : Paris

Simon says

This game is to get the children into action (and to practise our English vocabulary).
First you have to introduce different actions, like

Stamp your feet.
Shake your hands.
Turn around.
Clap your hands
Jump up.
Sit down.
Get up.
Shout "hooray".
Touch your nose.
Bend your knees.

Once the pupils are familiar with the commands you can start the game.

Simon is the boss.

You only do what the boss says.

If a command starts with "Simon says: ... you do the action.

If the command is just e.g. "Clap your hands." (without "Simon says"), you don't do anything.

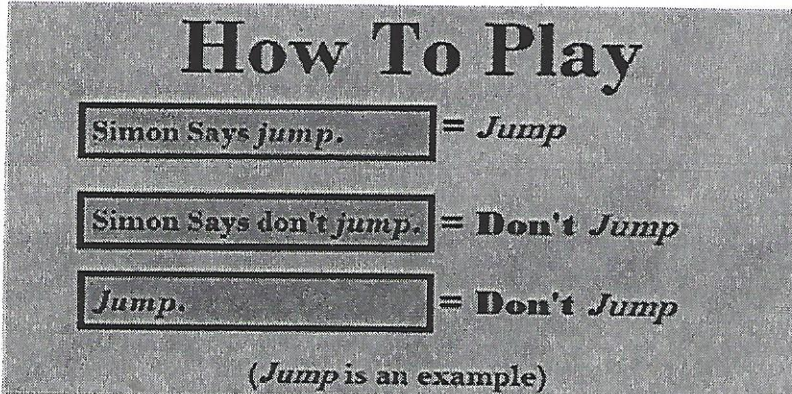
If a child performs an action although the command didn't start with "Simon says ..." or performs the wrong action, the child is out of the game. He or she has to sit down and wait, until somebody else makes a mistake. Then the child will take part in the game again.

We use this game for practising our English vocabulary. For new words we always find actions or / and noises. E.g. for "banana" we mime peeling a banana, for "cow" we shout "moo", for "happy" we make a happy face. If all (or most of) our vocabulary is connected with actions you can play "Simon says" to practise the words.

It's best that the children themselves recognise their mistakes and call "I'm out!", since it is impossible for the teacher to watch every single child at the same time. Once the children know that they aren't "out" for the rest of the game, it's easier for them to admit a mistake.

We also never discuss a cheating child, because it's much more fun to play the game than to spend the time discussing if somebody is out or not.

Have fun with "Simon says"!



How To Play

Simon Says jump.	= Jump
Simon Says don't jump.	= Don't Jump
Jump.	= Don't Jump

(Jump is an example)

ITALY

Language Game

Find the word

Children use to do this game very often, and it is very interesting because helps the students to remember and learn new words: names common and own, verbs.

Instructions:

-Player 2, 3, 4,....

-On the first paper write four- six columns and then you can write: THINGS (name common and own), ANIMAL (name common and own), PEOPLE (name common and own).

But you can change every time.

-On another paper write the letters of the alphabet. One player closes their eyes and chooses one letter.

With this letter must begin every words. For example if they choose R every word to must start with R.

When the first player finish, the others stop, so everybody read and write: for the correct words 5 point, if the word are the same 2 point, if you didn't find nothing word – 5 point.

The winner is, who has got most point when finish, the match.

COSE(things)		ANIMALI(animals)		PERSONE(people)	
COMUNI	PROPRI	COMUNI	PROPRI	COMUNI	PROPRI

A d E

C N f m

G h k x

L i j

Y b o Q

P R s

T v U

Mathematics games

Math gameClass: E (year 5)Name of the game: Bingo

Description: Children had a card (3 rows by 9 boxes) with 15 numbers. Children had to delete the numbers that fulfil teacher's commands. The child who deletes first all the numbers called out "bingo". Immediately, the game stops and the teacher verified the result. If the numbers that were deleted match with the teacher's commands, the child is the winner. Otherwise the game goes on.

A few more details for this game: Bingo is a game of chance. However, in math case, Bingo is modified in order to be the mean of developing thinking and implementing knowledge. The children, in year 5, had to deal with prime numbers and criteria of divisibility. Their aim is to distinguish the numbers divisible by 2,3,4,5, 8, 10, and 11 and, discern prime numbers from composite.

Czech Maths game

Quick Subtraction (-)

The point of the game is to **be** the fastest „calculator“. (Not to be the fastest with calculator ☺). There is a set of numbers written on the board (numbers can be different according to the age of the students):

Example:

10	11	15	17	12	14	18	13
----	----	----	----	----	----	----	----

Then teacher gives a number (*example: 9*). The goal is for the students to write a similar table on their papers, but they must write the subtraction of the numbers on the board (10,11,15,...) and the given number (9). As in example:

9:

1	2	6	8	3	5	9	4
---	---	---	---	---	---	---	---

In other words, students write the results for following equations:

10 - 9	11 - 9	15 - 9	17 - 9	12 - 9	14 - 9	18 - 9	13 - 9
--------	--------	--------	--------	--------	--------	--------	--------

Or they can think about it this way: $9 + ? = 10$ $9 + ? = 11$ $9 + ? = 16$

The game is time-limited. A student, who is finished, calls out his rank (*first, second, third, fourth, ...*). The teacher sets a limit of order.

Example: The game stops when 7 students are finished. The *seventh* student does not call his rank, but the word STOP (*first, second, third, fourth, fifth, sixth,*

STOP!). At this point, everyone stops writing and the class checks the numbers together.

DENMARK

Mathematic Game

Name: Monster

Year 2 – 6

Rules: Roll a dice and you can take as many centicubes as shown on the dice. If you get the monster you steal all the others centicubes, apart from the ones which have been made into a 10 stick.

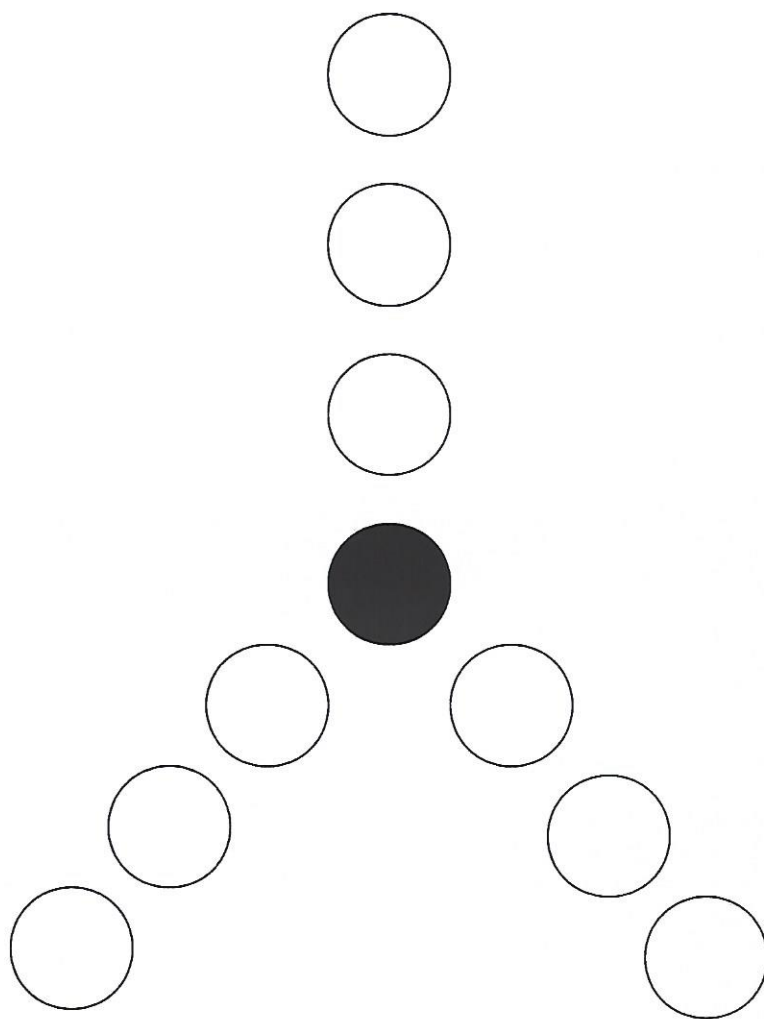
Aim of the game: The aim of this game is to make the students aware of making tens. This is important when you add in math.

So when you for example add 5 to 7 you can make one 10 and then you have an extra 2.

This game makes them capable of understanding the system by securing their 10 stick, because if they do not make their ten stick when it is their turn, they risk losing all their Centi Cubes.

Catherine Wheels

Put the numbers 1 to 9 into the circles so that they total the same along each spoke and along each spiral. See what solutions you can find.



ENGLAND

Mathematic Game

1

2

3

4

5

6

7

8

9

Make 100

Write down the digits 9 to 1 in descending order and by suitably interposing '+' and '-' signs, form a sum which totals 100.

For example,

$$98-7+6+5+4-3-2-1=100$$

How many ways can you find to make 100?

Can you achieve 100 using only four signs?

Solution - Make 100

Here are some solutions. Have you found any others?

$$98 + 7 + 6 - 5 - 4 - 3 + 2 - 1$$

$$98 + 7 - 6 + 5 - 4 + 3 - 2 - 1$$

$$98 + 7 - 6 + 5 - 4 - 3 + 2 + 1$$

$$98 + 7 - 6 - 5 + 4 + 3 - 2 + 1$$

$$98 - 7 + 6 + 5 + 4 - 3 - 2 - 1$$

$$98 - 7 + 6 + 5 - 4 + 3 - 2 + 1$$

$$98 - 7 + 6 - 5 + 4 + 3 + 2 - 1$$

$$98 - 7 - 6 + 5 + 4 + 3 + 2 + 1$$

$$98 - 7 - 6 - 5 - 4 + 3 + 21$$

$$98 - 76 + 54 + 3 + 21 \text{ (only four signs)}$$

$$9 + 8 + 76 + 5 + 4 - 3 + 2 - 1$$

$$9 + 8 + 76 + 5 - 4 + 3 + 2 + 1$$

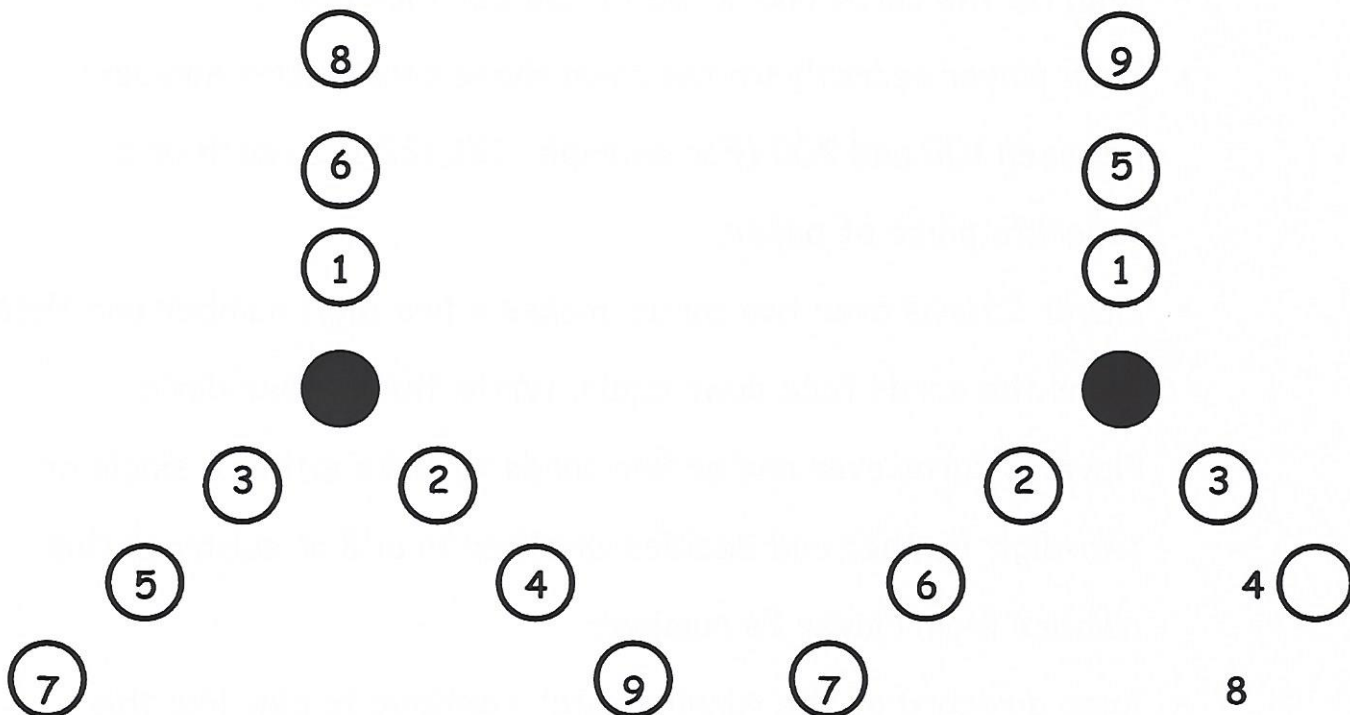
$$9 - 8 + 76 - 5 + 4 + 3 + 21$$

$$9 - 8 + 76 + 54 - 32 + 1$$

$$9 - 8 + 7 + 65 - 4 + 32 - 1$$

Solution - Catherine Wheels

The two solutions shown are the reverse of each other; the numbers along the spokes of the one on the left are the numbers along the spirals of the one on the right, and vice versa.



Adding Strings

A game for 2-4 players.

You need:

- One set of 0-9 digit cards
- Paper and pencil each

How to play:

- Shuffle the cards and spread them out face down.
- Each player secretly writes down three consecutive numbers between 100 and 200 (For example, 121,122,123) each on a separate piece of paper.
- Player 1 turns over two cards, makes a two-digit number and then turns the cards face down again. Write the number down.
- Player 2 turns over one or two cards to make either a single or two-digit number and decides whether to add or subtract this number from Player 1's number.
- Keep a record of the running total, continue to play like this.

- If the running total gets to one of your secret numbers, show your number and cross it off, you can do this even if it's not your turn.
- Stop playing when one player has crossed off all three of their numbers, they are the winner.

Number Hex

A game for two players.

You need:

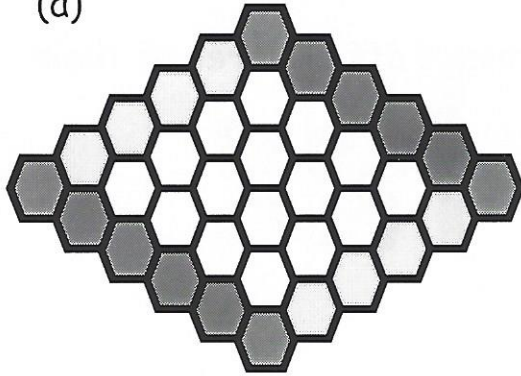
- The Number Hex game board
- A supply of black and white counters
- Two dice, +/- and 4-9

How to play:

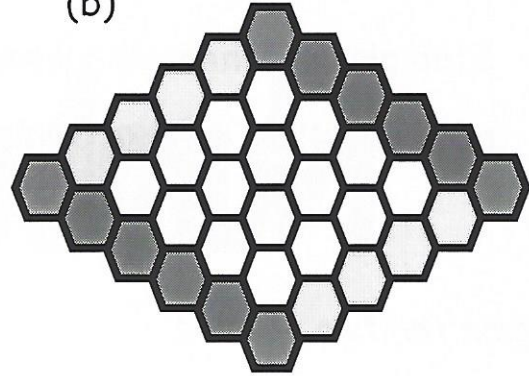
- Players choose black or white counters. 'Black' plays from dark edge to dark edge and 'white' plays from light edge to light edge.
- Players take it in turn to put one of their counters on any unoccupied hexagon, to complete a continuous chain from one edge to the other .
- To claim a hexagon space: state the number in the hexagon, throw the two dice and either add or subtract the number shown on the dice to/from the number in the hexagon.
- If you get the sum correct you place your counter on the space, get it wrong and your opponent's counter goes on it.
- Each player, as well as trying to complete his own chain, naturally tries to block his opponent's attempts.

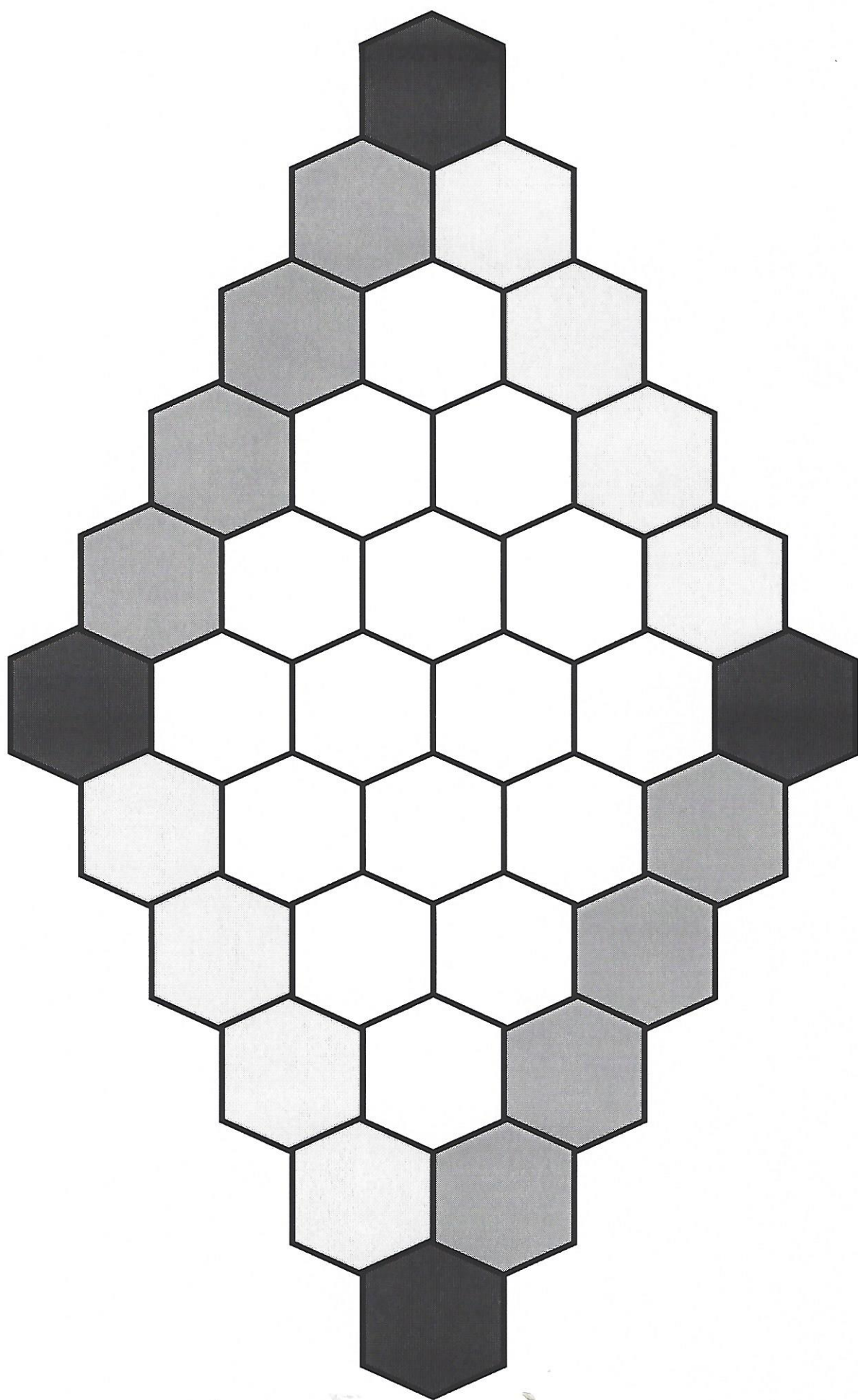
Drawings (a) and (b) show the result of two games. Note that the corner hexagons can either be excluded or counted as being on the edge for both players.

(a)



(b)





TREASURE HUNT

Both players has they own gaming platform. A player marks the upper grid five treasure chests each of size two squares.

Treasure chests can't touch each other. Idea of the game is to find other player's treasure chests by asking for example: *-Is the treasure in the square number six ?* If the square is empty, player says *-Empty*. And the turn will change. If the part of the treasure chest is in the square, player says *-You hit the treasure chest* and colors the square.

When a player hits to the second part of the treasure, the other says: *-You found the treasure* and also colors the square. To the lower grid the player marks those squares that he has asked of his partner. All hits must be colored. If the guess doesn't hit, it will be marked with a cross The player who first find all the treasure chests, is the winner.

A tip: You can play this game with your own language or in English, in French etc...

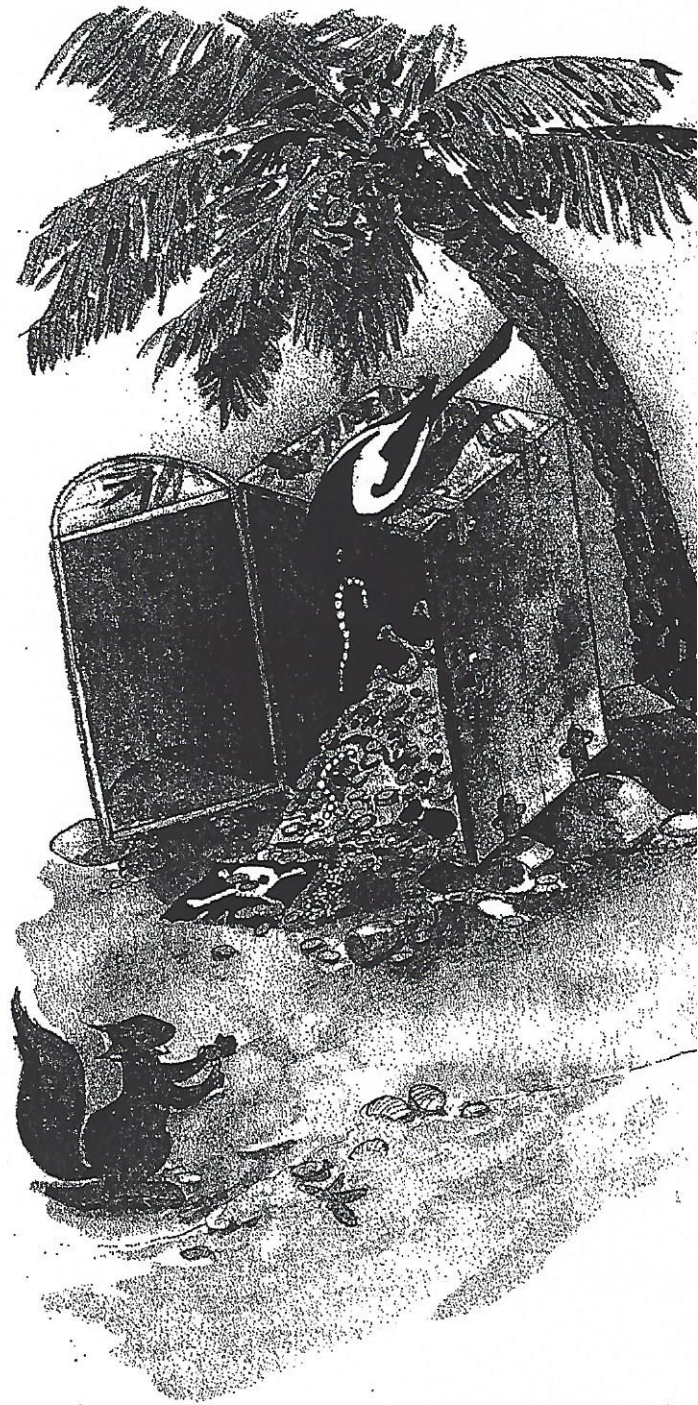
TREASURE HUNT

MY TREASURE

1		3		5		7		9	
	12		14		16		18		20
		23		25		27		29	
31			34				38		
	42		44		46		48		50
51		53		55		57		59	
	62				66			69	
		73		75		77			80
	82		84				88		
91				95					100

MY GUESSES

1		3		5		7		9	
	12		14		16		18		20
		23		25		27		29	
31			34				38		
	42		44		46		48		50
51		53		55		57		59	
	62				66			69	
		73		75		77			80
	82		84				88		
91				95					100



Le compte est bon - The account is good

This game is for pupils from 8/9 years.

The teacher chooses 6 numbers. There will be 4 or 5 lower than 10, 1 or 2 bigger (like 10, 25, 50, or 100, which will make things easier).

Example : 4/7/ 3/ 8/ 25/ 1

Then the teacher gives the target number, which is a three-digit number, between 99 and 999.

Example : 343

Now, the pupils have to go to the target number with the 6 given numbers (they can only use it once, but it is not compulsory to use all of the given numbers), and they can use 3 operations : +, - or x.

The winner is the first who finds the way.

For the example, the way was :

$$4 + 3 + 7 = 14$$

$$14 \times 25 = 350$$

$$350 - 8 = 342$$

$$342 + 1 = 343$$

PS : you can add division (/) if you like.

Easy, quick and very interesting to develop the pupils' searching skills.

Mathematic King / Queen

This is a game to train the calculation skills of your pupils. They like it and there is no preparation necessary.

You can also play it as a language game (Vocabulary King) or in other subjects such as science.

One pupil starts and goes to another child. He/she stands behind the chair of this child.

Now both get a calculation to solve. They may shout the answer (All the other pupils are not allowed to speak!). The one who knew the correct answer first, goes to the next pupil. The other one remains where he/she is and sits down there.

The winner of the game is the pupil who moved the furthest.

The magic words

Classes 3A-3B, Primary School "De Gasperi", Noicàtaro

It is played with 24 logical cards and 4 nuts, in groups of four children or four teams ... children each.

The **logic cards** are divided for:

-**Form** (dog, cat, fish, bird)

-**color** (red, yellow, green)

-**sized** (large, small)

The **four nuts** are:

- **nut animals** on the six faces presents the words: **dog, cat, fish, bird, nothing, nothing;**

- **nut color** has six faces so colorful: **red, green, yellow, red, green, yellow;**

- **nut size** on the faces presents the words: **big, big, big, small, small, small;**

- **nut magic words** on the six faces presents the words: **no, no, and, and, or, or.**

make the game ...and begin to play.

-**Throw** at every turn the **nut** of the **magic words** and **another nut** that you can choose between the nuts of **animal / color / size**.

-For example in the first group "**Marco**" chooses **animals**, **throw the nut** and **appears the cat**; **on the second nut (magic word) is not: take all the cards that aren't cats.**

"**James**" **launches nut** and **appears birds**, **launches the second nut (magic words)** and **appears, and;** must **then launch a third nut**, choose **size** and looks **big**: "**James**" takes all the birds that are also **big**.

- If you **launches the first nut** and **appears cat** and on the nut of the **magic words** appears "**o**", **on the third nut** for example **red**, **the player takes all cards of the cat and the all cards of the animal reds.**

To be continue the game until all the cards finish. The winner is who have most card.