

TU ESCUELA EN CASA

Ministerio de EDUCACIÓN



GOBIERNO DE LA PROVINCIA DE CÓRDOBA



Fun And Games

NIVEL DE EDUCACIÓN SECUNDARIA / 4.º, 5.º Y 6.º AÑO
LENGUA EXTRANJERA: INGLÉS

Palabras clave: games / listening / speaking / reading / writing



Fun and Games



Fuente: Pixabay

Presentación

Let's have a break! In this sequence, we will play different games, games that are very popular in English speaking countries. We suggest that you play these games with your friends using WhatsApp or with your family. Most of the games have an online version. We hope you really enjoy these activities.

¡Ahora nos tomamos un recreo! En esta secuencia vamos a recorrer distintos juegos muy populares en países de habla inglesa. Les proponemos jugarlos con sus amigos por WhatsApp o con sus familias. La mayoría de los juegos tiene una opción en línea. Esperamos que disfruten mucho de las actividades.

:: Parada 1 | Wheel of Fortune

“Wheel of Fortune” is an American television game show that features a competition in which contestants solve word puzzles to win money and prizes determined by spinning a giant carnival wheel. This popular game is also played at school and in Fun Fairs. You can play this game in pairs or teams.

ACTIVIDAD 1 | Spin the wheel!

Wheel of Fortune

Instructions

1. Print/copy and colour the template of the wheel (you can find it at the end of the sequence) to make your own wheel of fortune.
2. Write down in the different sections of the wheel the names of the different topics you have previously studied, such as Art, Music, Personality, Holidays and so forth.
3. Players take turns to spin the wheel. When it lands on a certain topic, the player has to speak non-stop for **five** minutes about that topic.
4. Only if you speak for five minutes about the topic you got you get 1 point.
5. The player (or team) with the most points wins!

You can also try an online version of this game: the **Wheel of Names** that appears below. Go ahead and design your own!



Fuente: [Wheel of Names](#)

:: Parada 2 | Rap Challenge

Do you like rap? If you do, who is your favourite rapper?

A rap challenge is a contest in which two or more rappers compete or “battle” each other using improvised lyrics.

ACTIVIDAD 2 | Let's Rap

In this activity, you will listen to different chants of irregular verbs (including the infinitive, the simple past and the past participle).

Try to repeat the chants as many times as you can as you listen to them. You will find the list of verbs used in the songs under the listening audio files. These lists will help you to remember and rap to the chants.

You can record an audio file or a video of your rap performance with your cell phone. Then, share it with your friends and teacher.

CHAT 1



<https://bit.ly/33YpMwX>

take - took - taken
put - put - put
tell - told - told
give - gave - given
read - read - read
keep - kept - kept
begin - began - begun
let - let - let
hear - heard - heard
cut - cut - cut
eat - ate - eaten
run - ran - run
bring - brought - brought
become - became - become
grow - grew - grown
draw - drew - drawn
show - showed - shown
mean - meant - meant

CHAT 2



<https://bit.ly/375hZ2d>

feel - felt - felt
hold - held - held
stand - stood - stood
understand - understood - understood
lose - lost - lost
catch - caught - caught
buy - bought - bought
spend - spent - spent
fall - fell - fallen
choose - chose - chosen
sleep - slept - slept
speak - spoke - spoken
meet - met - met
lead - led - led
bite - bit - bitten
hit - hit - hit
drive - drove - driven
break - broke - broken

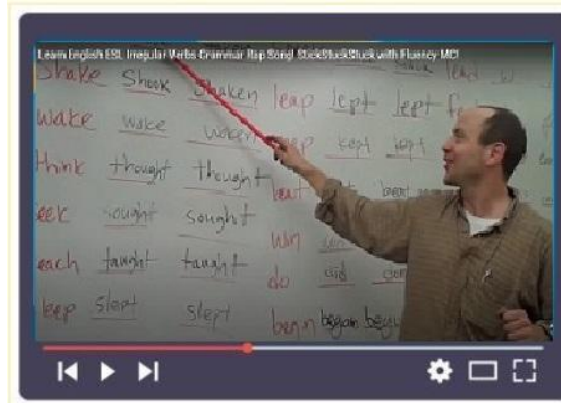
ACTIVIDAD 3 | Let's Improvise

Now that you are a rapper, you can create your own lyrics! Listen again to the chants and try to imagine what your rap would be like with the irregular verbs you have learned. Then, record it with your phone and share it with your family and friends. Below we share with you an example of a rap made with irregular verbs.

The Whiteboard Rap



<https://bit.ly/3lNeBNK>



CLIC **AQUÍ** PARA VER EL VIDEO

TAKE (took, TAKen). You SHAKE (shook, SHAKen).
WAKE (woke, WOken) to the STYLE Im creAting.
THINK (thought, THOUGHT). SEEK (sought, SOUGHT).
LISten to the LESSon that I TEACH (taught, TAUGHT).
Don't SLEEP (slept, SLEPT). I CREEP (crept, CREPT).
I SNEAK (snuck, SNUCK UP). You LEAP (leapt, LEAPT).
I KEEP (kept, KEPT) HAVing FUN.
I'm never BEAT (beat, BEAten); I WIN (won, WON).
DO (did, DONE). BeGIN (began, beGUN).
SHOOT (shot, SHOT)—no, I DON'T own a GUN.
I LEAD (led, LED) so I can FEED (fed, FED).
the KNOWledge you NEED, STRAIGHT to your HEAD.
When I BRING (brought, BROUGHT) it, you CATCH (caught, CAUGHT) it.
Sit BACKreLAX. Don't FIGHT (fought, FOUGHT) it.
Please don't
FREEZE (froze, FROzen) when I SPEAK (spoke, SPOken).
It's REAL. You can FEEL I dont STEAL (stole, STOlEn).
I CHOOSE (chose, CHOSen) the VERY best RHYMES and
WRITE (wrote, WRITten) them INto my LINES and
INto your MIND. When we MEET (met, MET)

I'll BET (bet, BET) I won't LET you forGET
(forGOTforGOTten). I GET (got, GOTten)
EVERY head NODding. Don't THINK about STOPping
just COME (came, COME).
THIS is hip hop. I don't SING (sang, SUNG).
I STING (stung, STUNG). I CLING (clung, CLUNG).
On EACH and every WORD, you HANG (hung, HUNG).
It's not enough to
DREAM (dreamt, DREAMT); you've got to SPEND (spent,
SPENT)
TIME on your GOALS. Please LEND (lent, LENT) me your
EAR. Come NEAR and I'll LAY (laid, LAID)
DOWN this new SOUND that I MAKE (made, MADE).
I HOPE you don't SAY that you THINK its JUNK.
I HOPE you don't THINK that I STINK (stank, STUNK).
If you're THIRSTy for ENGLISH, come DRINK (drank, DRUNK).
because I SINK (sank, SUNK) ALL compeTition when they
HEAR (heard, HEARD) that I GIVE (gave, GIVen)
encouragement when I SPIT (spat, SPAT).
Never QUIT (quit, QUIT); don't SIT (sat, SAT).
Yeah, I LIKE it like THAT. I'll even KNEEL (knelt, KNELT).
and BEG you to exPRESS what you FEEL (felt, FELT).
I RISE (rose, RISen) when I DRIVE (drove, DRIVen) through
the BEAT; tap your FEET as you RIDE (rode, RIDden).
Those that HIDE (hid, HIDden) I FIND (found, FOUND).
If you FLEE (fled, FLED) then I'll TRACK you DOWN.
Now you SEE (saw, SEEN) that I MEAN (meant, MEANT)
every WORD of the MESSage that I SEND (sent, SENT).
I SHOW (showed, SHOWN) I can FLY (flew, FLOWN).
Now you KNOW (knew, KNOWN) I SHINE (shone, SHONE).
I'll THROW (threw, THROWN) you the BALL. It's your TURN.
GROW (grew, GROWN) with the VERBS that you've LEARNED.
GRAMmar through LYRics I DRAW (drew, DRAWN).
PEACE to eLLS, now I GO (went, GONE)!

:: Parada 3 | Trivia Game

A trivia quiz is a type of game where the competitors are asked questions about interesting facts in many subjects. The competitors have a certain amount of time to give an answer before the next question is asked.

ACTIVIDAD 4 | Jeopardy!

Jeopardy! is a popular board game in which contestants are given clues about general knowledge in the form of answers and they must phrase their responses in the form of questions. We will play an adapted version of this game that you can play with your friends, using WhatsApp or with your family. You can play it in teams or you can play it alone.

Jeopardy!

Instructions

Set up

1. Choose the **categories** that will be included in the game (missing prepositions, world capital cities, spelling, languages, nationalities, idioms, name three..., trivia, things which are yellow, clothes, vegetables, fruit, music, etc).
2. For each category you will need different **questions** (easy to difficult) ranging in difficulty from easy (\$100) to difficult (\$600). Below you will find pre-written cards with Jeopardy keywords which you can use as an example to form questions.

\$	Name three:
100	Sports
	Vegetables
300	Items of furniture
400	Dangerous animals
500	Things you can write with
600	Parts of a House

\$	What is it used for?
100	Fork
200	Lighter
300	Mug
400	Corkscrew
500	Spade/shovel
600	A pair of scales

\$	What is the opposite of:
100	Cheap (expensive)
200	heavy (light)
300	soft (hard)
400	dangerous (safe)
500	polite (rude)
600	deep (shallow)

\$	Say the numbers
100	55
200	127
300	1.000.000
400	9.475
500	10.768
600	1.657.895

\$	Prepositions (fill in the blank)
100	I will meet you ____ (at/in) the cinema at 7pm.
200	Last weekend I went ____ (to) a party.
300	It's unlucky to walk ____ (under) a ladder.
400	I read it ____ (on) the internet.
500	I crashed ____ (into) a tree.
600	Go ____ (along/down) the corridor and up the stairs.

3. To keep a record of the points each contestant gets, you can draw a grid as the one below. Each player (or team) will need one grid to keep their scores.

	\$100	\$200	\$300	\$400	\$500
Name three...					
What is it used for?					
What is the opposite of...?					
Say the number					
Prepositions (fill in the blank)					

How to play

1. One team or player chooses a category and an amount (\$) depending on how confident they are in being able to answer the question.
2. One player (who is not part of the team) reads out loud the question. If the other team/player answers correctly, they put a tick in their own grid in the square that corresponds to the question asked.
3. If the team answers incorrectly, the square stays open and another team or the same team can attempt to answer it in a later round.
4. Do the same until all questions have been answered.
5. The team/player who collects more money is the winner.

Important!

If you play it alone, you should first ask your teacher or a friend for a set of cards (and the answers should be on a separate piece of paper). Draw the grid and complete with your answers.

ACTIVIDAD 5 | Taboo

Taboo is a board game in which a player leads another player to guess a secret word. The player that holds the card has to give the other player clues as to what the secret word is. We will play an adapted version of this game. Read the instructions below and get ready to play!

Taboo

Instructions

Set up

1. Make a list of vocabulary items (around 25 words). You can choose the words that you know or are related to a topic you have studied (Food, Clothes, Numbers, Objects in the house, Objects in the classroom, and so forth).
2. Write each word on separate small squares of paper. Below, you will find some vocabulary cards that can help you create your own.
3. Put all the squares in a box.

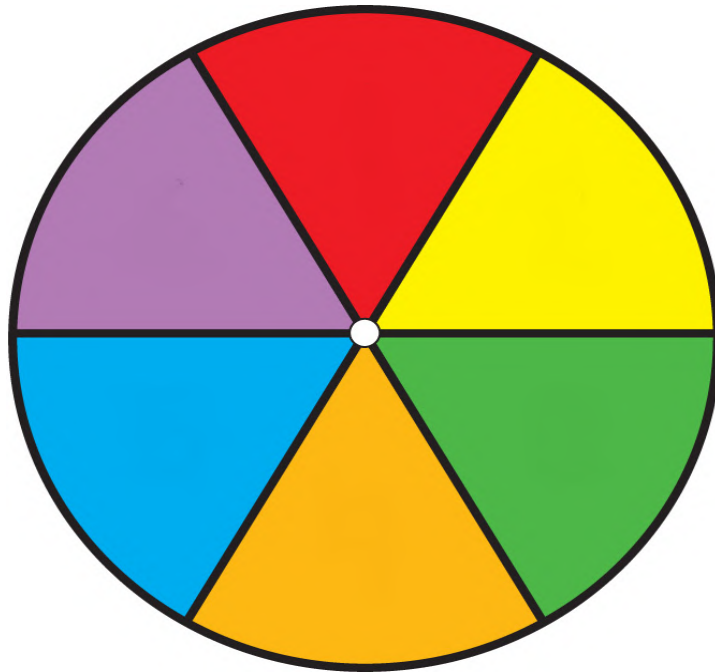
AIRPORT	ASTRONAUT	BANK
BISCUIT	CAKE	CARROT
DAUGHTER	DICTIONARY	EASY
EVENING	FACE	FESTIVAL
GLASSES	GYM	HILL
HORRIBLE	ISLAND	JOKE

How to play

1. You can play in groups or in pairs.
2. The first group chooses the first player that will pick a word from the box.
3. The player has to describe **in one minute** the word to his or her teammates without actually saying the word or using their native language.
4. If the word is successfully guessed, the team/player keeps the card. If the word is not guessed, the card goes back into the box.
5. Continue until all the words have been guessed.
6. The team that guesses more words is the winner.

Appendix

Wheel of Fortune Cut Out Template



Fuente: Pixy.org

Tip: To spin the wheel you can try one of these ideas:



Fuente: Tea Time Monkeys

Referencia

Charles Kelly (s.f.). Interesting Things for ESL Students. *ManyThings*. Disponible en <https://bit.ly/3nGvslA>

ORIENTACIONES PARA EL O LA DOCENTE

Les proponemos en esta ocasión hacer un recreo y disponer de un tiempo para disfrutar de actividades lúdicas que tienen como ejes el trabajo con la oralidad y la escucha comprensiva. Vale destacar que en este espacio de recreación se recuperan unidades léxicas, estructuras gramaticales y contenidos temáticos que se pueden adaptar o cambiar atendiendo los contenidos que se hayan abordado en clases previas.

Las actividades ofrecen distintas opciones para poder llevarlas a cabo, se pueden realizar en grupos, de a pares o de manera individual. Atendiendo a las limitaciones que nos impone este tiempo, hemos incluido juegos que se pueden realizar en diversos espacios presenciales, que involucran trabajo con manualidades y que pueden realizarse de manera colaborativa con varios integrantes de una familia. Además, incorporamos opciones para realizar las mismas actividades en línea.

Es posible combinar este recorrido de juegos y actividades con las propuestas en la secuencia de ciclo básico. También es posible adaptar los juegos y realizarlos con mayor o menor complejidad. Esperemos que estos juegos sirvan como disparador para fomentar la práctica oral en un contexto de esparcimiento.

FICHA TÉCNICA:

Secuencia: Fun And Games

Nivel: Ciclo Orientado del nivel Secundario

Cursos sugeridos: 4.º, 5.º y 6.º año

Asignatura: Lengua Extranjera - Inglés

Ejes curriculares:

- Oralidad
- Escucha comprensiva

Objetivos:

- Explorar el aprendizaje y la práctica de la lengua extranjera desde una perspectiva lúdica.
- Utilizar el enfoque comunicativo para el desarrollo de la escucha y el habla.
- Recuperar unidades léxicas, estructuras gramaticales y contenidos trabajados en clases previas.

Aprendizajes y contenidos:

- Desarrollo de estrategias de producción de textos orales de acuerdo con el contexto, las audiencias y los propósitos comunicativos.
- Fortalecimiento de estrategias para la comprensión de textos orales relacionados con la propia experiencia o con temas de otros espacios curriculares que sean significativos.
- Uso de expresiones transaccionales para interacciones en debates y expresión de opinión.
- Monitoreo de las producciones propias orales a partir de la reflexión metalingüística y metacognitiva

Sobre la producción de este material

Los materiales de *Tu Escuela en Casa* se producen de manera colaborativa e interdisciplinaria entre los distintos equipos de trabajo.

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COMUNIDAD DE PRÁCTICAS: **La clase en plural**

La Comunidad de prácticas es un espacio de generación de ideas y reinención de prácticas de enseñanza, donde se intercambian experiencias para hacer escuela juntos/as. Los/as invitamos a compartir las producciones que resulten de la implementación de esta propuesta en sus instituciones y aulas, pueden enviarlas a: tuescuelaencasa@isep-cba.edu.ar



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