



Best Practice -
Best Language Teaching Methods



PhyEmoc



GEAMA

Ionnsachadh Canain



An Clàr-tàileisg

Tha dà sheòrsa cluicheadair anns a' gheama seo: cluicheadairean dìreach (*direct*) agus cluicheadairean neo-dhìreach (*indirect*).

'S e geama spòrsail a th' ann le dà sgioba (cluicheadairean neo-dhìreach) a thèid an riochdachadh le dà character (cluicheadairean dìreach): an character math – an gaisgeach – agus an character dona – an *vampire*.

Feumaidh an dà sgioba brosnachadh agus òrdughan a thoirt dha na caractaran aca. Feumar seo a dhèanamh anns a' chànan a thathar ag ionnsachadh. Tha an geama stèidhte air an t-suidheachadh seo: tha vampire olc, fuilteach air a' bhana-phrionnsa a thoirt am bruid agus air a cur fo ghlas ann an fear dhe na lùchairtean dorch' aige; tha e airson gum bi i còmhla ris na bheatha neo-bhàsmhor, le bhith a' bìdeadh a h-amhaich'.

Feumaidh am prionnsa, an deagh ghaisgeach, a sàbhaladh ann an àm. Airson seo a dhèanamh feumaidh e aghaidh a chur air an vampire agus a chompanaich a bhios a' strì gus bacadh a chur air bho bhith faighinn a-steach dhan lùchairt airson a' bhana-phrionnsa ghràdhach a shàbhaladh.



AMASAN

1. A' toirt seachad/a' faighinn stiùiridh;
2. A' tuigsinn agus a' dèanamh rud an dèidh òrdughan fhaighinn;
3. Gad chur fhèin an aithne dha daoine eile;
4. Ag obair air a' mhodh àithneach; aontach agus àicheil

SUIDHEACHADH

Tha a' Bhana-phrionnsa ann an grèim aig Dracula a tha ga cumail ann an lùchairt fhalaichte. Feumaidh am Prionnsa a sàbhaladh, ach airson an caisteal a lorg feumaidh e a dhol thairis air a' chlàr-thàileisg gu sàbhailte.

Ìre 1.

Tha Dracula, a' bhana-bhuidseach agus an Dràgon a' feitheamh gus an tig e nas fhaisge, gus am beir iad air agus gum marbh iad e.

Ìre 2.

Tha Dracula a' ruith a' Phrionnsa air feadh an àite ach am faigh e faisg air. Ma sheasas e ann an ceàrnag ri taobh a' Phrionnsa, faodaidh e a ghlacadh agus a mharbhadh.



RIAGHAILTEAN A' GHEAMA

Prìomh riaghailt: Faodaidh caractaran a ghluasad ann an dòigh sam bith (air adhart, air ais, agus gu aon taobh), seach na loidhnichean trasda

Ìre 1

Am Prionnsa

1. Foadar am Prionnsa ghluasad taobh sam bith, aon cheàrnag a mhàin, ach chan fhaod e a thighinn nas fhaisge na aon cheàrnag air falbh bho a nàmhaid no a charaidean.
2. Thèid e a-mach air a' chlàr-thàileisg air aon taobh agus feumaidh e an clàr fhàgail air an taobh thall dheth.

Dracula agus a charaidean (a' bhana-bhuidseach agus an dràgon)

1. Thèid iad seo a chur air a' chlàr le Ceannard a' Gheama anns na h-àiteachan a th' air an stèidheachadh dhaibh (B4, E7, G3; B7,D3, G6; B5, E7, G3);
2. Aig an toiseach chan fhaod iad a' cheàrnag aca fhàgail. Bidh iad a' feitheamh gus an tig am Prionnsa nas fhaisge.



3. Ma sheasas e air ceàrnag ri taobh fear sam bith aca, faodaidh iad gluasad aon cheàrnag gus a ghlacadh agus a mharbhadh.

Ìre 2

Am Prionnsa

1. 'S urrainn dha a dhol a-mach air a' chlàr-thàileisg air taobh sam bith a thogras e. Bidh esan a' gluasad an toiseach.
2. Faodaidh e gluasad taobh sam bith aon no dà cheàrnag gach turas.
3. Feumaidh e an clàr fhàgail, gu sàbhailte, air an taobh thall.

Dracula

1. Feumaidh e a dhol a-mach air a' chlàr air an taobh thall bhon Phrionnsa.
2. Faodaidh e gluasad taobh sam bith, ach dìreach aon cheàrnag gach turas
3. Ma ruigeas e ceàrnag sam bith ri taobh a' Phrionnsa faodaidh e a ghlacadh agus a mharbhadh.

A' CUR A' GHEAMA AIR DÒIGH

Ullachadh

Bheir an tidsear am T teacher teaches the students the main vocabulary issues. First, he utters the directions and executes them himself, immediately after that, acting as a model.

Then, he performs the same/similar movements by physically moving one of the students around according to the directions being said.

The same procedure can be followed two or three times. After that, the teacher asks one of the students to replace him and perform the same activity accompanied by one of his colleagues.

The following directions will be used:

Go ahead! Go back! Turn left/right! Don't turn left / right! Stop! Don't stop! One step forwards / backwards! Two steps forwards/backwards!

A flip chart with written and illustrated directions can be used, in case some of the students might forget them during the game.



The Rehearsal

The teacher and some of the students will simulate some of the movements and the dangerous situations to give an example to the participants in the game.

The Game

The group of students is divided into two equal teams. One team will be on the side of the positive character of the game and the other one the negative ones. Roles will be changed after each game.

The two teams decide the number of games they are going to play. Then, the teacher asks each team to select their representatives according to the level of the game.



Level 1:

Team A will select Prince Charming and a Captain. The Captain is going to give directions and Prince Charming will follow them.

Team B will select three representatives to act the roles of the bad characters.

Level 2:

Each team selects two players. Team A: the Captain and Prince Charming. Team B: the Captain and Dracula. Each captain will direct the movements of his player.

The teacher introduces himself as the Game Master, and the other characters of the game: Prince Charming, Dracula, the Witch and the Dragon:

May I introduce myself? I am the Game Master. I rule the game. This is count Dracula and his friends, the Witch and the Dragon.

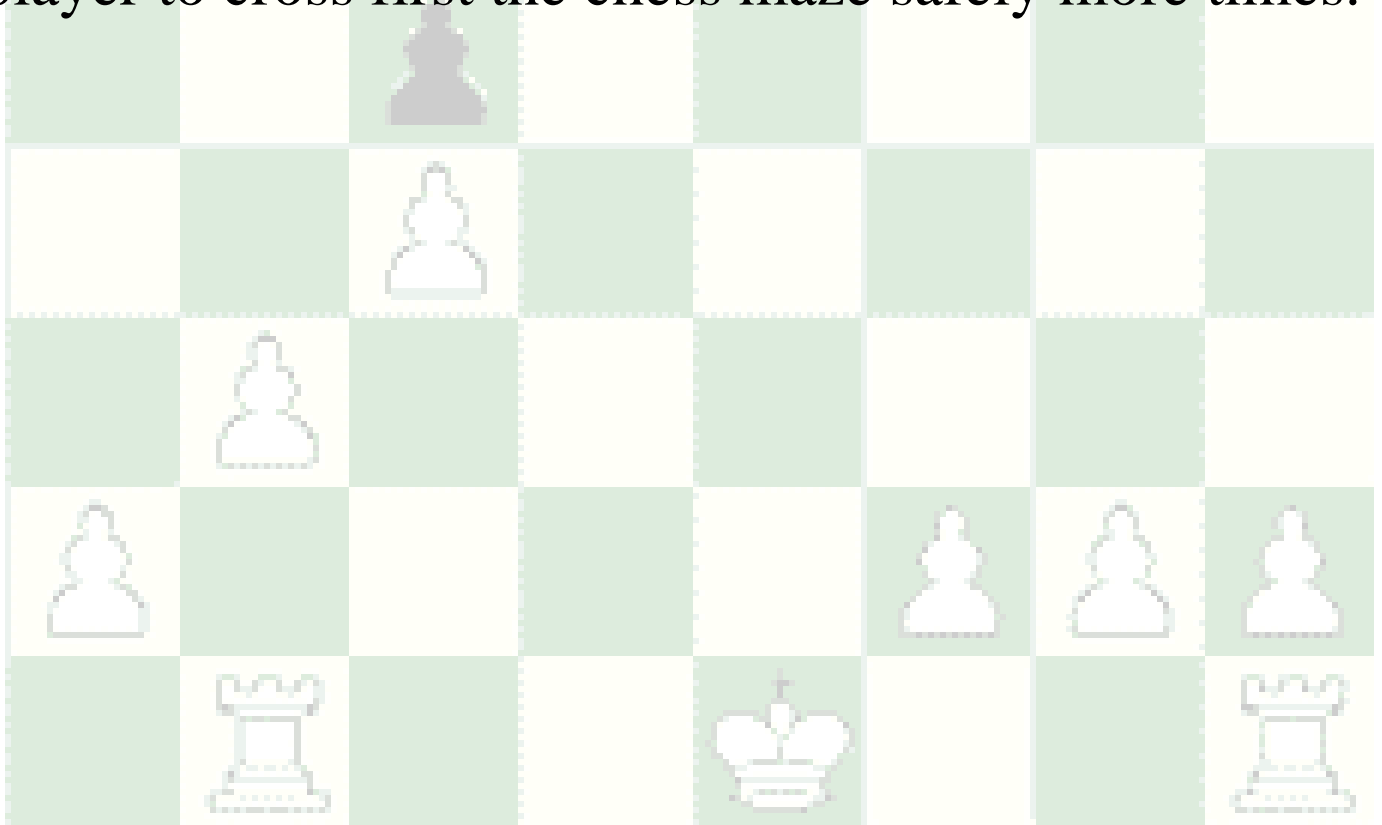
Dracula, the Witch and the Dragon receive the corresponding masks from the Game Master.

The Game Master asks each of the characters to put on their masks and introduce themselves. They may say: *I am count Dracula and I am a vampire. I am the Dragon and I am very hungry, etc.*



The Game Master invites each actor to play his/her role, taking care that exactly each character follows the rules of the game. He can stop the game any time he considers it necessary.

The two teams can help the captains direct their players and encourage them during the game. Roles will be changed after each game. The winning team is considered to be the one that manages to direct their player to cross first the chess maze safely more times.



INTRODUCING YOU: *THE FANTASTIC CHESS TEAM*



CHESS MASTER



THE END

