

The Multigame

From an idea by Pat Platteuw

MATERIALS REQUIRED

- A track - see next few pages: there are six versions:
 - two black and white versions which can be photocopied and enlarged,
 - three A4 coloured versions
 - a larger version over two pages
- A dice and counters
- **Either** a set of real objects (e.g. common classroom objects such as pencil, pen, rubber, book, etc.)
- **Or** sets of cards – these could be word cards, picture cards, question cards, etc. (see below)

BASIC IDEA

The basic idea of the Multigame is extremely simple. Players take it in turn to take a real object or a card. If they can respond to the object/card correctly, (e.g. if they can name the object or read the word) they are allowed to throw a dice and move their counters round a track. Either you or the group can judge whether responses are correct. The first person to complete the track is the winner. To make the game longer, go round the track two or three times.

USING REAL OBJECTS

Using real objects is particularly valuable especially for learners in the very early stages of learning English.

- Show the first learner one of the objects. If they can name it in English, they can throw the dice and move their counter round the track.
- Continue to show the objects to the other learners in the same way. The first player to get their counter around the track is the winner.

This can be varied, for example, you could put objects in bags and the learners could identify them by touch.

USING SETS OF CARDS

The cards that could be used are virtually endless. Here are just a few ideas:

- **Pictures** – when a learner picks up a card they have
 - to give the English word for the picture
 - or give the English **and** first language word
 - or use it in a sentence, etc.
- **Words** – when a learner picks up a card they have
 - to read the word
 - or translate it into their first language
 - or use the word in a sentence
 - or use the word in a question to ask another team (who can only move their counter if they answer correctly).

USING SETS OF CARDS cont.

- **Questions** – based on the content of the lesson the questions could be
 - yes/no questions
 - or literal comprehension questions or deductive questions
 - or some of the questions could be ‘tongue in cheek’, etc.
- **Half sentences** to be completed – e.g. ‘Viking warriors wore ...’
- **Numeracy/Maths questions** – these could be
 - sums (15 x 6)
 - or questions (e.g. How many things are there in two dozen?).

This activity works at a wide range of levels. I have used this game with young children on their first day at school and when training teachers (the cards had key words from the session on them and the teachers had to use the word in a sentence to show they had understood them).

INCREASING ORAL PARTICIPATION

In order to increase oral participation it is useful if learners play in teams of two or three and therefore have to discuss their responses to the cards. Often learners help each other; this promotes learning and social skills.

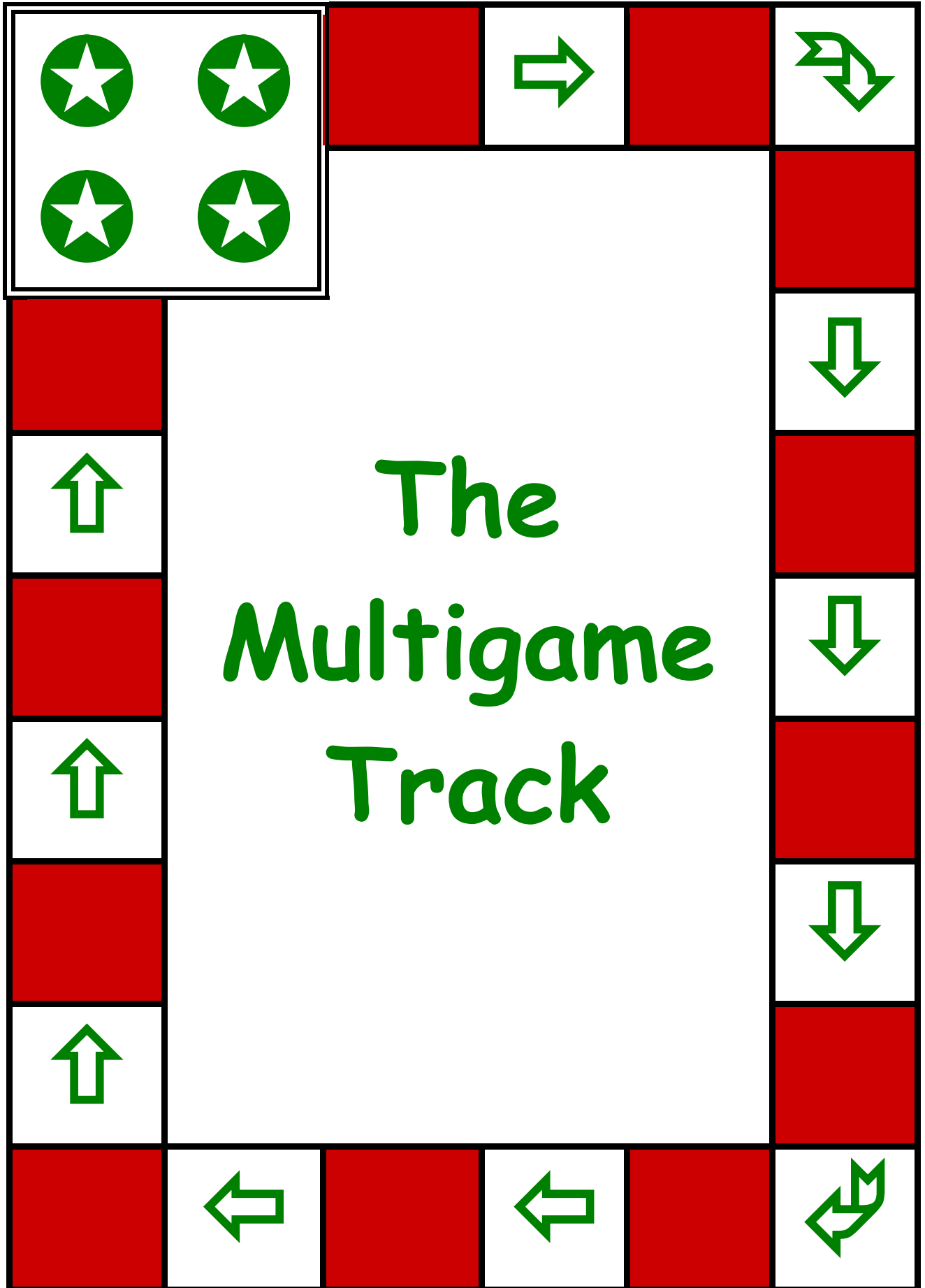
Another way to increase interaction is for learners to ask questions rather than just give answers. So the first learner picks up a card and asks the second ‘What’s this?’ etc. If the second learner can answer, they can throw the dice. **(NOTE: this is highly recommended!)**

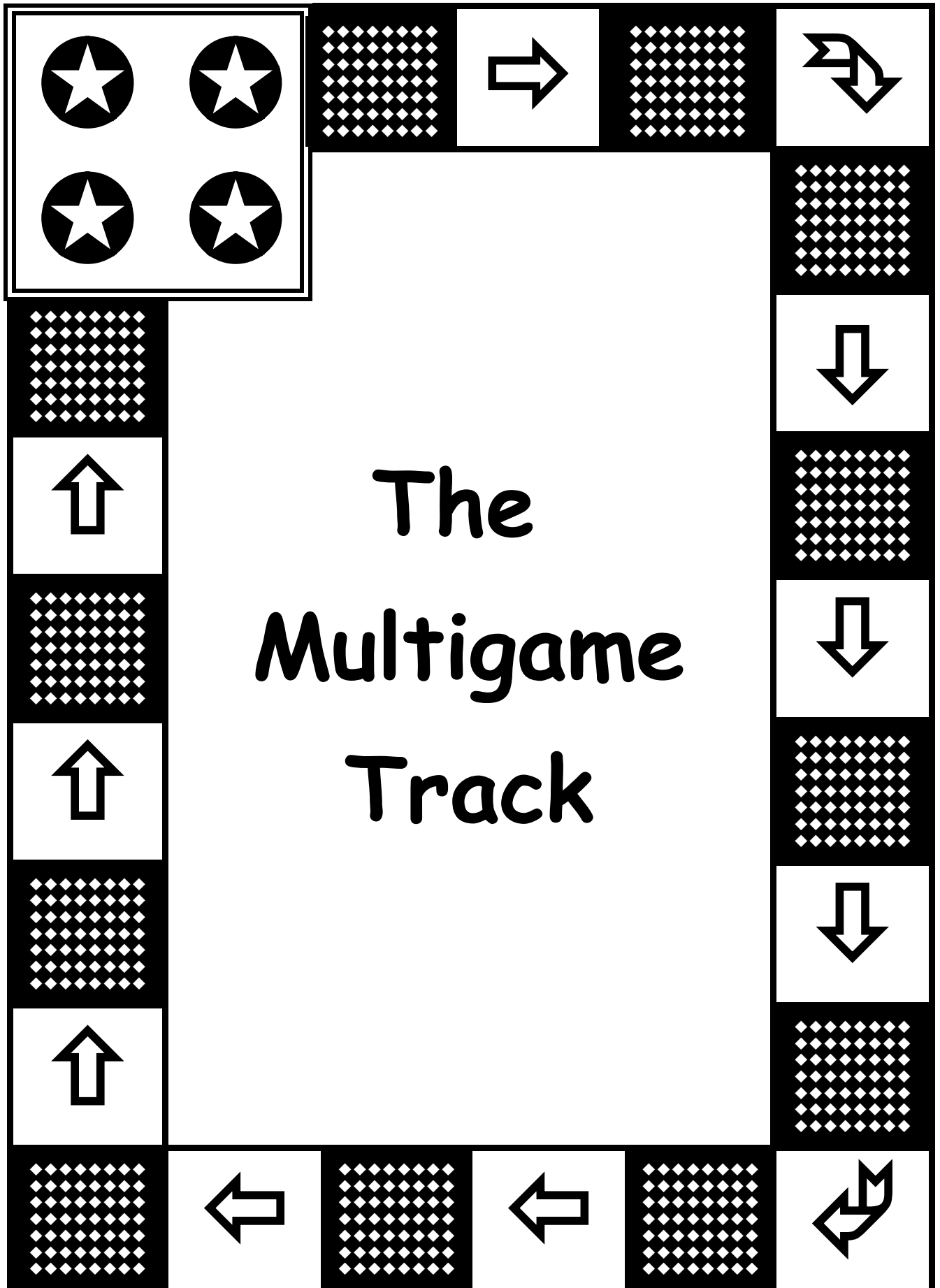
You could also ask one learner to take your place to ask questions of all the other players.

DIFFERENTIATION

- Each team or each player could have a different set of cards to respond to – the cards could be at different levels or practise different skills, so that the work can be adjusted to individual levels and needs.
- There could be two sets of cards – one to pick up when the counter lands on a black square, the other when the counter lands on a white square – or a track with three or more colours could be used to allow for a greater variety of cards.

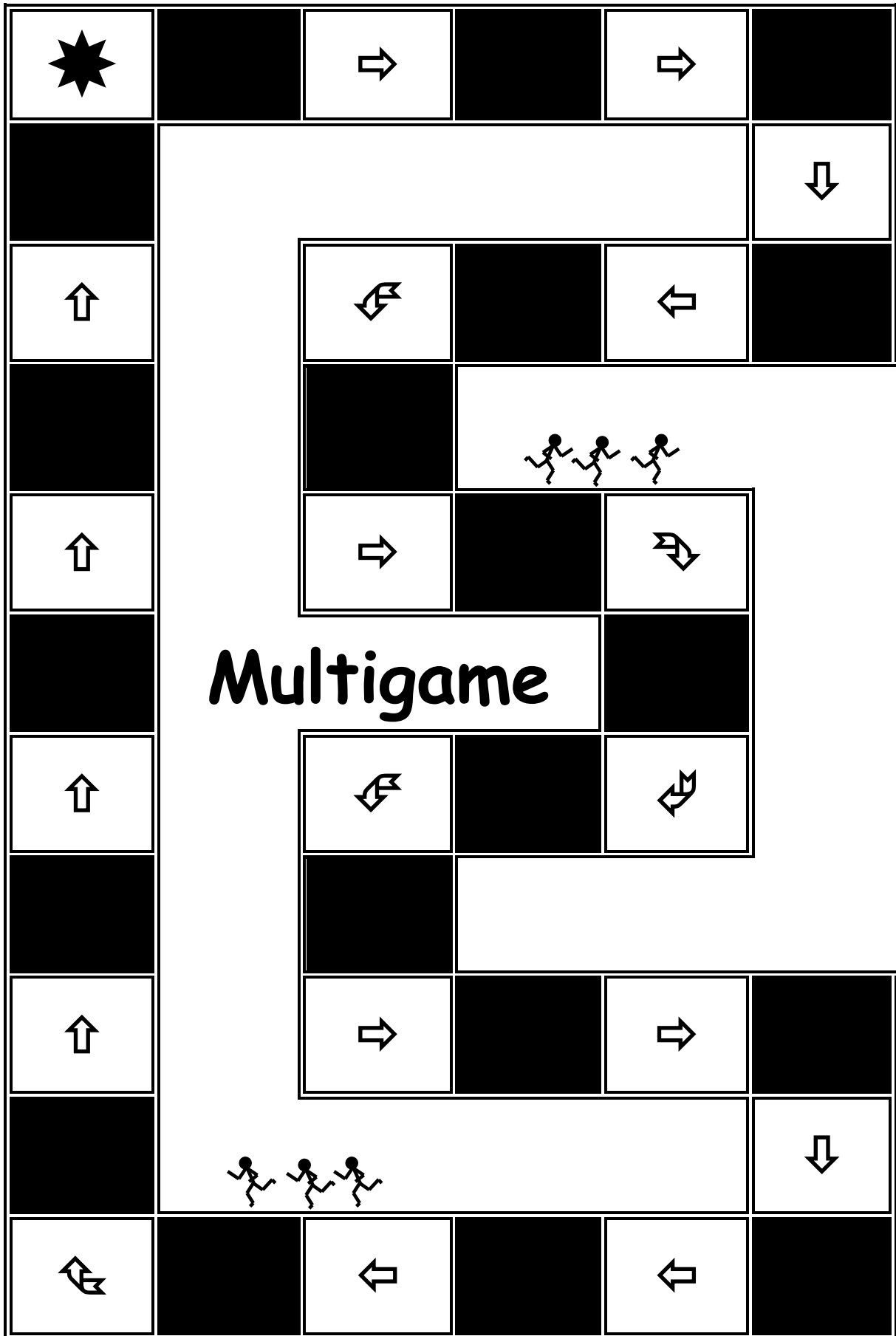






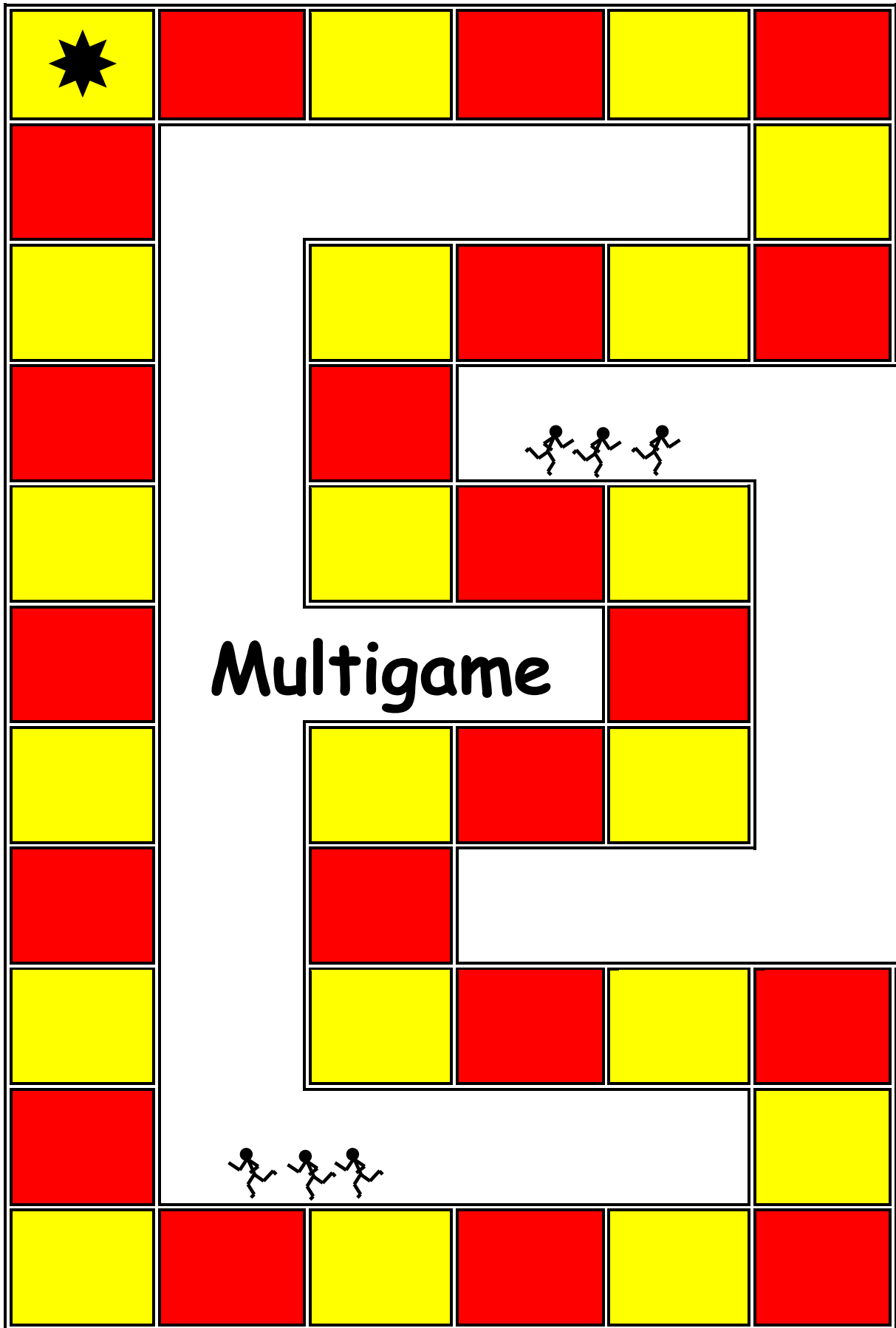
The Multigame Track



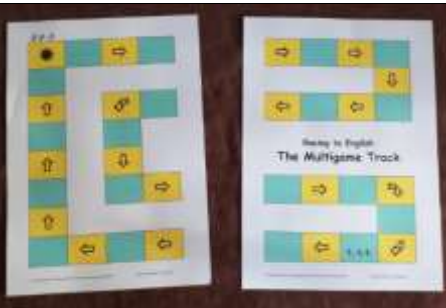




Multigame

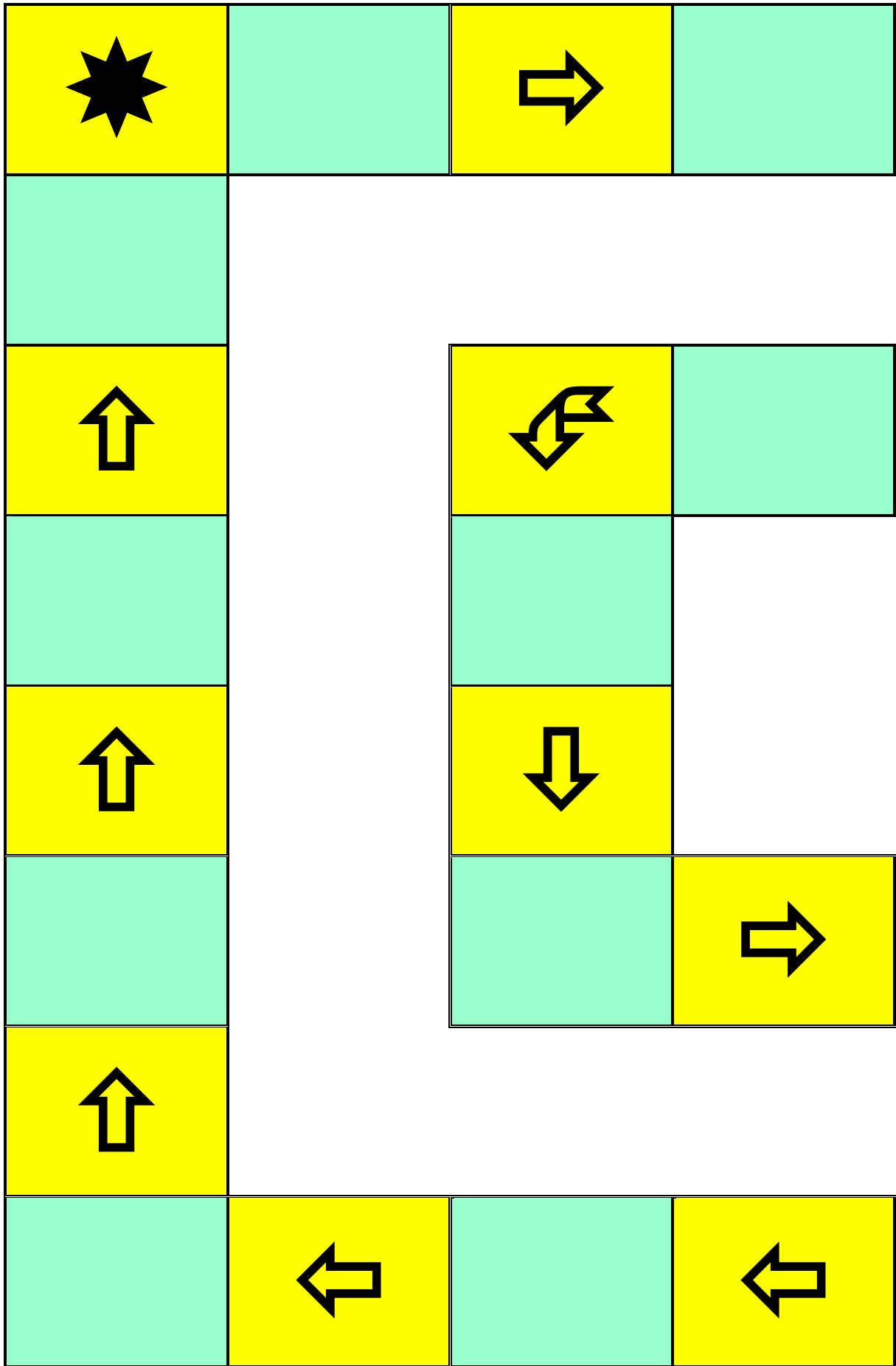


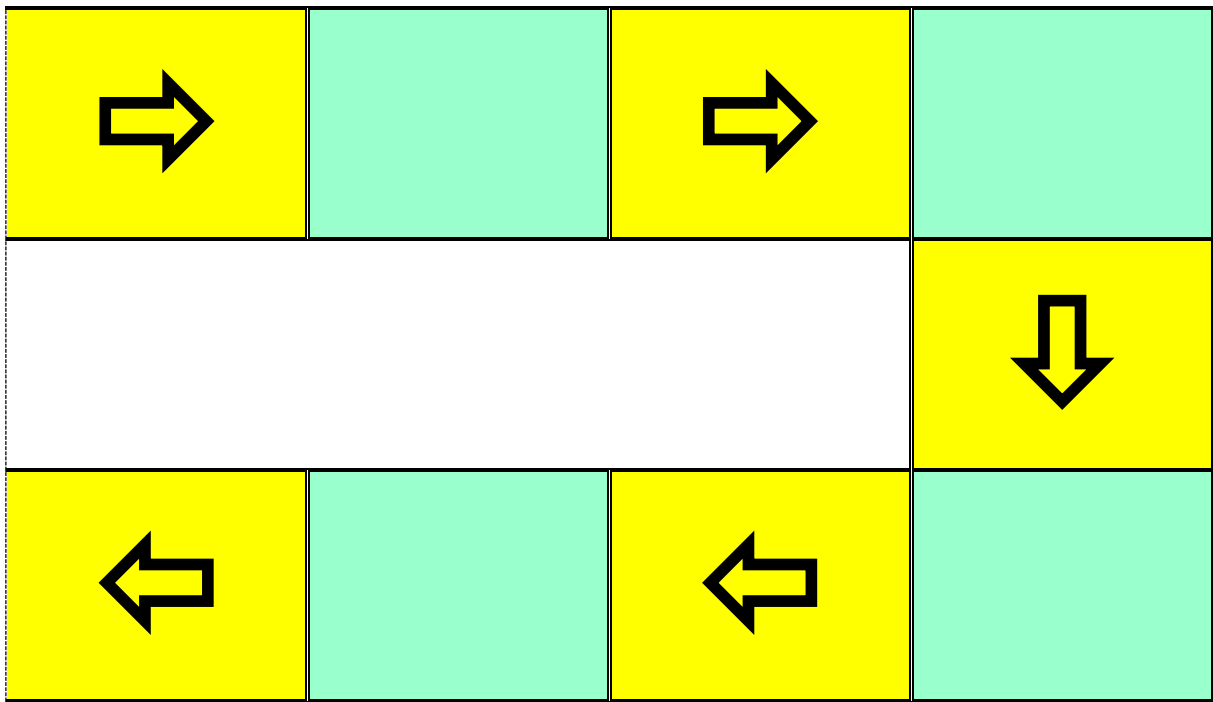


MULTIGAME LARGE VERSION

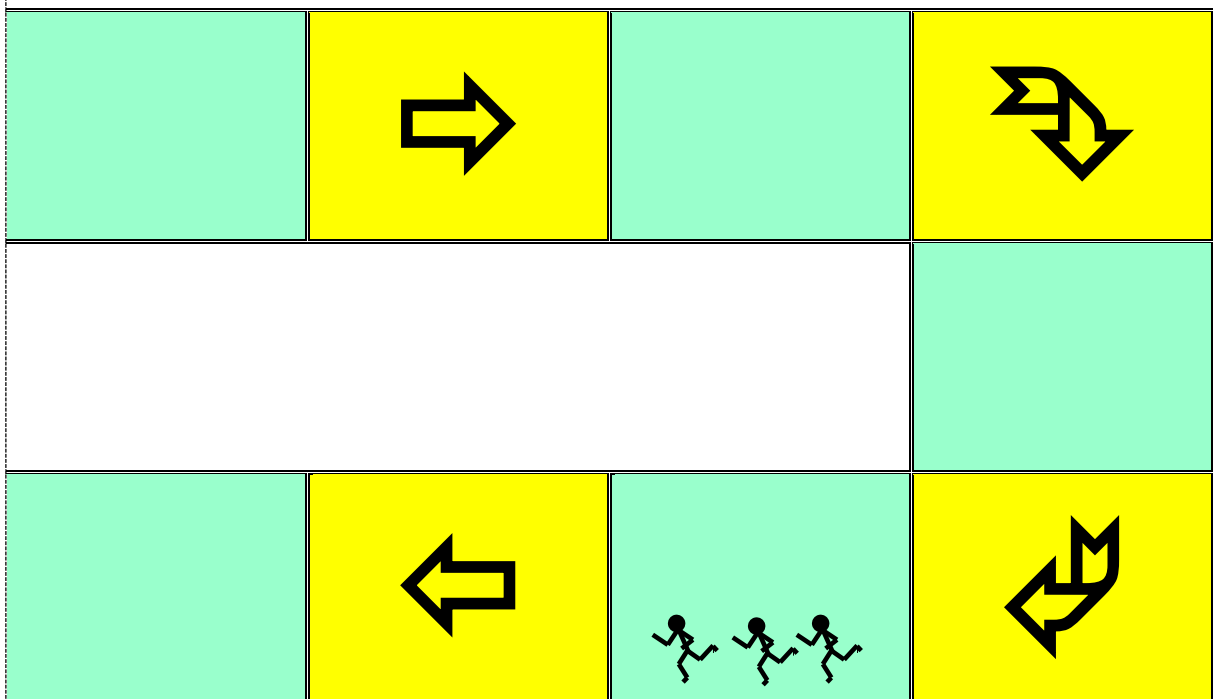
<p>On the next two pages are two halves of a Multigame board.</p>	
<p>Cut down the dotted line</p>	
<p>Stick that sheet to the other to make a larger version of the Multigame.</p>	

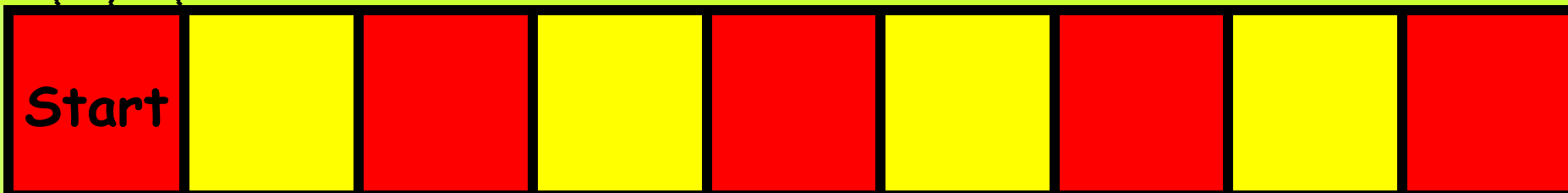




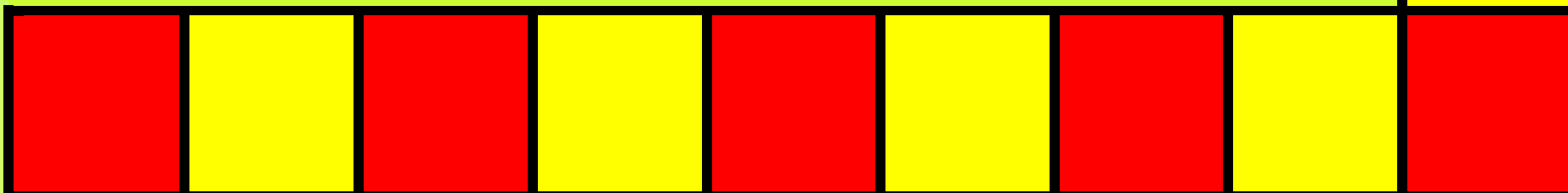


Racing to English
The Multigame Track





Racing to English



The Multigame Track

