

## Steal the bacon

### Learning objectives

- Language acquisition (numbers)
- Reinforcing the group dynamics

### Number of participants

Minimum: 20

### Duration

Approx. 20 minutes

### Material

Flipchart; hat / scarf / plastic bottle

### Description

Prior to the beginning of the activity, the numbers are spelled out on a poster, in all the languages of the seminar and respecting the colour code. Before the game starts, the whole group practices pronouncing the words as two or three participants read them in their respective mother languages (at least 2 or 3 times, in varying tones). The game must take place in a safe room, or outside, also in a safe outdoor space.

The game leader divides the group into two even teams. Each member of each team receives a number that is written on the poster; the opposing team can't know who has been given which number. The teams face each other, separated by approximately 10 meters. In the middle is a „hat“. The game leader calls out a number and the two persons (one from each team) who have this number must catch the hat before their opponent and bring it back to their team. The person who



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succeeds wins a point for their team. Once each participant has been called, the language changes.

The poster remains on the wall of the seminar room for the whole duration of the project and can be a source of inspiration for other games related to numbers.

### Observations

In the case of groups where the language level is already quite advanced, it is possible to mix the language from the beginning. However, this option should be left for the end of the activity for beginner groups.

This is also a competition game. Therefore, the facilitating team must keep an eye on the rules and make sure they are followed, serving as a referee. No one should get hurt, it is just a game.

