

### **COLOR RUN**

#### GOAL

Unlocking

Language acquisition

#### TARGET GROUP

Multilingual group

### NUMBER OF PARTICIPANTS

5-25 participants

**DURATION** 

10-15 min

#### **EQUIPMENT**

Preparation: paper and markers to make the visual support document

#### **TECHNICALITIES**

Screen sharing

## EXERCISE DESCRIPTION

#### Introduction of the vocabulary

The animation will start by going together through the vocabulary we are going to use during the game:

- 1. Share a visual with the vocabulary involved. For this we need to share our screen on zoom.
- 2. The persons presenting the words should be native speakers, so that the group gets to hear them with the correct pronunciation.
- 3.It is advisable to learn all the words in one language before going to the other, to avoid confusion between the different pronunciations.
- 4. Make the group repeat each word at least three times. For the first two times the group can repeat while keeping their microphones on mute, while for the third one everyone can unmute themselves so that we get to hear one another.
- 5.It is of course possible to ask for volunteers for this phase, it will help to show that we all share the responsibility of this learning process.

#### **Activity**

The first person will announce a colour, and everyone will have to look around in the room they're in to find an object in this colour and show it to the camera. The person who is on can announce a couple of colours, to help the dynamic of the game, and then pass the ball to someone else. If we are mixing all the languages while playing this activity, then we have to remind our participants that they will have to announce a colour in another language than their first language.

It is important that the participants are able to see everyone in the group, and that is why it is preferable to stop sharing the visual on the screen when we start playing. However, we can share the vocabulary through the chat so that the group can still have access to it.

# OTHER Version

Another version would be to play the game exactly the same but with everyone's microphones on. That way, the participants would have to go look for the objects and also repeat the word that was announced, in the same language that it was announced.

Since we are asking people to move around, it is important that we make sure that this activity is available to all. We could let participants know that we will be asking them to show objects with different colours so that they can prepare and leave them close by. In that case, the challenge could be to show the right object as fast as possible in front of the camera.