



SHOW ME YOUR FACE



GOAL

- Unlocking
- Language acquisition

TARGET GROUP

Multilingual group

NUMBER OF PARTICIPANTS

5-25 participants

EQUIPMENT

Preparation: paper and markers to make the visual support document

TECHNICALITIES

Screen sharing

DURATION

10-15 min

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

We will be going from one person to the other until everyone in the group has been called at least once. The first person will call someone, and announce one part of the face. The person who was called has to react to this by showing the part of the face which was announced, and that should be done by hiding all other parts of the face (ex. if the first person says "eyes", the second person has to try to hide the rest of their face so that only their eyes are visible). It will then be up to this second person to call the next one and announce a new face part, and so on. 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 face part in another language than their first language. If not, we can do one round per language.

EXERCISE DESCRIPTION

OTHER VERSION

If we want more dynamism, we can start by asking everyone in the group to put a number in front of their names, so that they know who to call next and they do not lose time thinking who wasn't called yet. Each participant can simply do this by clicking on the "participants" button and then clicking on their name. The option "rename" will then appear. For participants on their mobile phone, this may be done by double tapping on their own image or going to "participants" and tapping their name. As a second version, we will still be going from one person to the other of the group. However, the person who is on will be naming a face part and then everyone in the group will have to react and show only this part. Once everyone has succeeded, the person will pass the ball to someone else and so on. The last version is much like the second version but will be switching it around. That means that the person who is on will have to show a part of their face and everyone else will have to say the word for it. It is important that everyone has their microphone on for this, to create a group feeling. If you are playing while mixing all the languages, then it will be up to each individual to choose the language they want, but always a language that is not their first language.