

# THE AMBASSADORS



## GOAL

- Language acquisition
- Unblocking

## TARGET GROUP

All groups

## NUMBER OF PARTICIPANTS

8-30 participants

## DURATION

Flexible  
Minimum 15 min

## EQUIPMENT

Break-out rooms  
Pencil and paper  
(participants should be warned in advance they will need this)

## TECHNICALITIES

A webcam is required.  
Before the activity, the break out rooms should be tested. Participants must be able to return to the main room, and the time they stay in the break-out rooms must be set depending on the length of the activity. Before starting, it should be explained how to leave the break-out rooms (and not leave the whole meeting) and how to get back to the main room.

## EXERCISE DESCRIPTION

The participants are divided into several teams who are each sent to a different break-out room. When the game starts, one participant leaves their group to go to the main room.

The participant receives a word in the private chat from the facilitator. They return to their group and must make them guess the word by drawing it (it can be drawn on a sheet of paper, which is then shown on the screen via the camera, or by using the whiteboard). If the team guesses the word, they have to say it in the mother language of the person who is drawing. To do so, they can use an online dictionary to help or come up with other strategies. The answer will be given orally and/or in writing.

If the person who is drawing hears the correct word in a language other than their mother tongue, they are not allowed to confirm it, at least not until the word is said in their language. As soon as the correct answer has been found, another person from the group leaves the breakout-room to go to the main room and give the answer in a private message to the facilitator, who then gives them the next word, and the process repeats itself.

The game ends either after a set amount of time, or once a set amount of words have been guessed.

This activity can be used very flexibly. It is possible to use facial expressions or any other expressions to guess the word.

In the case of a bilingual group, the instruction can be given that the word must be found in both languages in order to get the next word. It is possible to do this activity on wonder.me, which enhances it as you can really see the participants "running" when they get the next word, which creates a greater dynamic.