



THE GUIDE



GOAL

- Language acquisition
- Orientation and getting to know each other's space

TARGET GROUP

All groups

NUMBER OF PARTICIPANTS

Min 2 participants

DURATION

10-30 min

EQUIPMENT

Preparation: paper and markers to make the supporting document

TECHNICALITIES

The participants need use smartphones because they'll have to move a lot in their surrounding space. It's also possible to use a laptop. A teamer should be able to create and manage break-out rooms.

EXERCISE DESCRIPTION

At the start of the activity, it is important to learn words to give direction orders in different languages, such as "left", "right", "stop", "forward", "up" or "down", "watch out". The teamer should prepare a supporting document with the directions in the project's languages. It could be also useful to prepare them to sentence like "What is that?", "It's a/an ..." in each language.

The participants are divided into intercultural pairs. In each pair, one person will be leading and the other one following the directions. The guide will give instructions in their mother language to their partner, to explore the room surrounding their partner. If the participants are on their phones, it's better to use the back camera.

During the exploration the guide can also ask about some objects they can see, by saying "What is that?". The other person answers in their own language. For example, in the case of a French/German duo: "Was ist das?" "C'est une chaise". The guide can repeat several times what the partner said in order to learn this new word. After a few minutes they switch roles and repeat the same process.

When everyone has finished, the entire group meets back in the main room. The teamer can ask about their experience and feelings during the activity and use the whiteboard to let participants write the new words they learned.

This activity offers a lot of possibility. Instead of speaking in their mother tongue the participants could be asked to speak in the language of their partner.

If the participants have a good flat rate connexion on their phones, the teamer can ask them to be in another place than the one they use to be before, like another room, their favorite place in their district/city/school... This could be related to the goals of a specific project, like visiting famous places in the case of partner cities, learning names of objects in a specific area, etc.

Participants could be outdoors or indoors.

If they feel like doing it, the participant who is following the guide can close their eyes and let the guide giving the instructions. In this case the activity is rather a game about trust than vocabulary acquisition. But they have to be really careful and to walk slowly, because the guide can't see everything on the video.

OTHER VERSION