



Translanguaging Game

GAME DESCRIPTION

The game is set at the marketplace. Participants can take on one of two roles: as shopkeeper or as customer. For the game, you will need to assign five participants in the role of shopkeeper. Each will have their own shop and they will greet and do transactions with their customers in the shopkeepers' language(s). Each participant in the role of customer will have a shopping list and an envelope with 5 object cards that they must buy from the shopkeepers to gain points. There are additional points to be gained when the super-object is revealed. The winner is a player who gains the most points.

PLAYERS

5 shopkeepers
up to 28 customers

MATERIALS

All the materials necessary for this game are downloadable from our Language Kit online or are available in hard copy in the Language Kit at the Mitchell Library.

- Shopping list (for all your customers)

- Corner shop object cards

- Music shop object cards

- Hardware store object cards

- Fruit shop object cards

- Clothing shop object cards

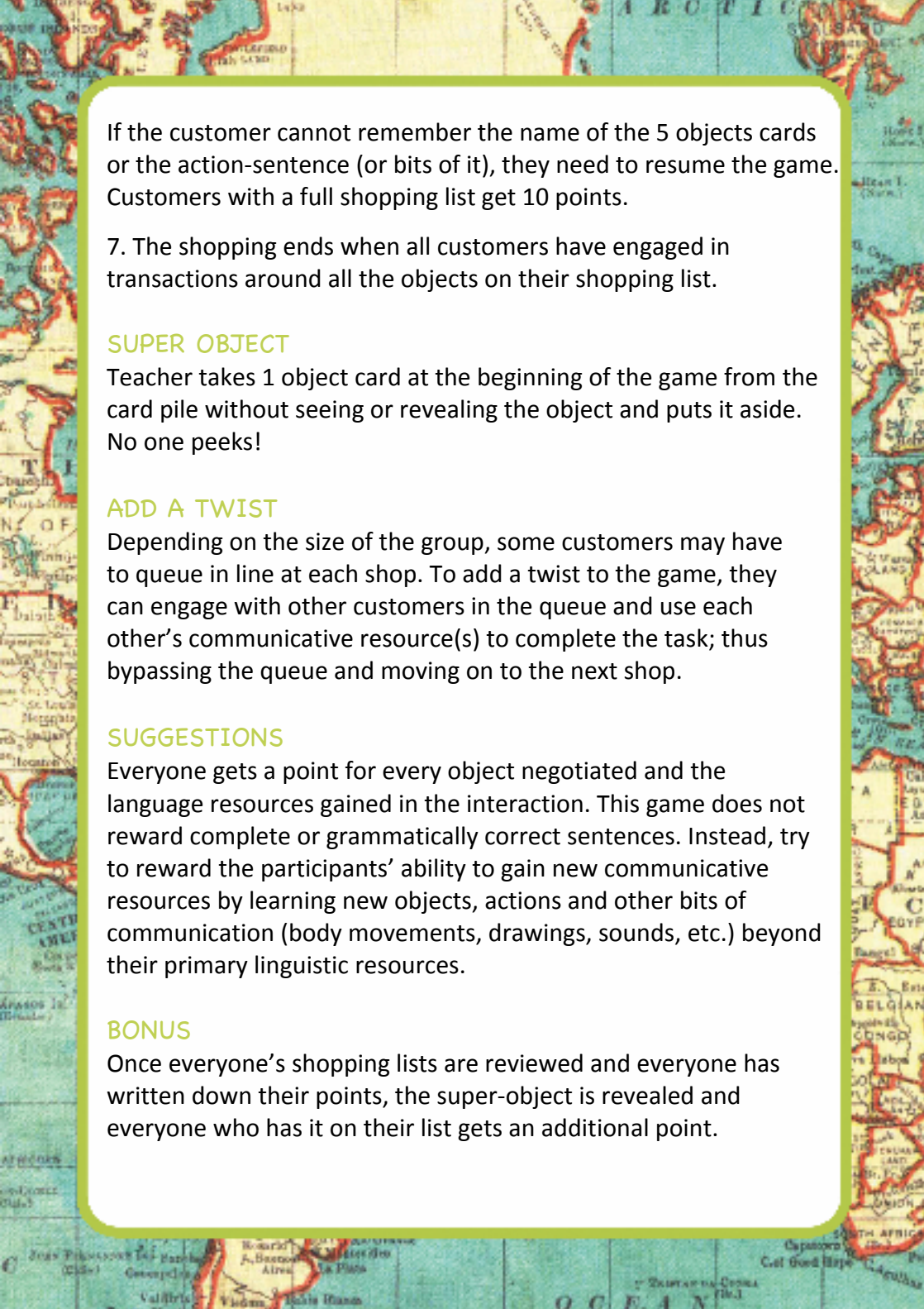
- A couple of spare cards

- 5 whiteboard markers in 5 colours



INSTRUCTIONS

1. Mix all the object cards, place them face down on the table or in a sack/hat/bowl.
2. Decide who the customers and the shopkeepers are in the game. Give the shopkeepers a complete list of the objects for their own shop and a colour marker, and make sure they know all the objects represented and the language(s) they will use with their customers. Shopkeepers can use more than one language during the game.
3. Each customer takes one Shopping List and randomly selects 5 cards from all the object cards.
4. Once all players have their shopping lists and 5 cards each, the shops open. Players look at their cards and go shopping.
5. To buy an object, a customer must learn the name of the object and an action associated with it. The level of difficulty depends on how advanced the learners are. Shopkeepers teach customers how to say the sentence and they can negotiate the learning in multiple ways (by using all their linguistic resources, gestures, body movements, etc.). Players can borrow the marker from the shopkeeper to write or draw things down on the shopping list; it's up to them how they do it; this is to help them remember as much as they can from what the shopkeeper shared with them.
6. To make the game more dynamic, you can use a timer for the entire game or for rotations from one shop to the next.
7. Once a customer collects all their objects and marks them on their shopping list, they say STOP. The game stops and their shopping list is reviewed.



If the customer cannot remember the name of the 5 objects cards or the action-sentence (or bits of it), they need to resume the game. Customers with a full shopping list get 10 points.

7. The shopping ends when all customers have engaged in transactions around all the objects on their shopping list.

SUPER OBJECT

Teacher takes 1 object card at the beginning of the game from the card pile without seeing or revealing the object and puts it aside. No one peeks!

ADD A TWIST

Depending on the size of the group, some customers may have to queue in line at each shop. To add a twist to the game, they can engage with other customers in the queue and use each other's communicative resource(s) to complete the task; thus bypassing the queue and moving on to the next shop.

SUGGESTIONS

Everyone gets a point for every object negotiated and the language resources gained in the interaction. This game does not reward complete or grammatically correct sentences. Instead, try to reward the participants' ability to gain new communicative resources by learning new objects, actions and other bits of communication (body movements, drawings, sounds, etc.) beyond their primary linguistic resources.

BONUS

Once everyone's shopping lists are reviewed and everyone has written down their points, the super-object is revealed and everyone who has it on their list gets an additional point.



WINNER

The winner is the player(s) who gain(s) the most points.

YOUR GAME

If you would like to engage your participants' own cultural knowledge and resources, ask them to add cards to the deck representing objects that they care about and would like to learn how to express in other languages.

The game can also be adapted for other places of interaction. Instead of using the theme of shops, you can include other locations such as at the park, in the hospital, at school, at a friend's house, at the zoo, etc. You can engage your participants to draw their own objects or actions that they would like to engage with in their interactions with peers. To be a game creator is a bonus experience!

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For more activities, visit the Resources tab on our project website
<https://blogs.glowscotland.org.uk/gc/creativepracticestranslang/>

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