

Appendix 4a

Jeu du serpentin

The game described below can be used throughout the school year and with any theme. The key is to prepare the students by modeling the games and by using the linguistic structures that the students have already used and reused on numerous occasions. It is important that students are already experiencing success with the targeted linguistic structures required to play any game. Games are not a tool for teaching French; they are a way for students to show what they already know.

PREPARATION:

1. Enlarge the image of the snake game board found on page 65 or use an interactive white board.
2. Prepare pictures of thematic vocabulary that students can use in complete sentence and place one in each square (use sticky notes). If using the images from the guide *Au Manitoba, on s'amuse*, be sure to cut off the written word. This is a learning situation for oral communication, not reading.
3. Find a spongy dice to play the game.

DAY 1:

1. Model how to play the game by having the class play against the teacher.
2. Slowly introduce some of the game vocabulary found in the box to the right (not all at once).
3. Throw the dice and take your turn.
4. Count the spaces *en français*.
5. Use the illustrated vocabulary word in a complete sentence, in the context of a linguistic structure that students have already been using and reusing. (e.g., *Voici le chat. C'est un chat brun. J'aime les bananes. Je n'aime pas les pommes.*)

DAY 2:

1. Explain student expectations (e.g., *J'écoute bien. Je parle français*).
2. Remodel how to play the game with two student volunteers who will use the thematic vocabulary in complete sentences.
3. Replay the game; however this time, guide the students as they play in two teams.
4. Remind the students to use the game vocabulary. Each time that the game is played, a new game word can be introduced.



GAME VOCABULARY

Passe-moi le dé, s'il te plaît.

Merci.

De rien.

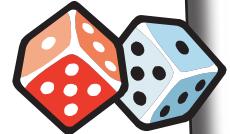
C'est mon tour.

C'est ton tour.

Lance le dé.

Avance.

Recule.



J'ai gagné.

Bravo!

Zut! Dommage.



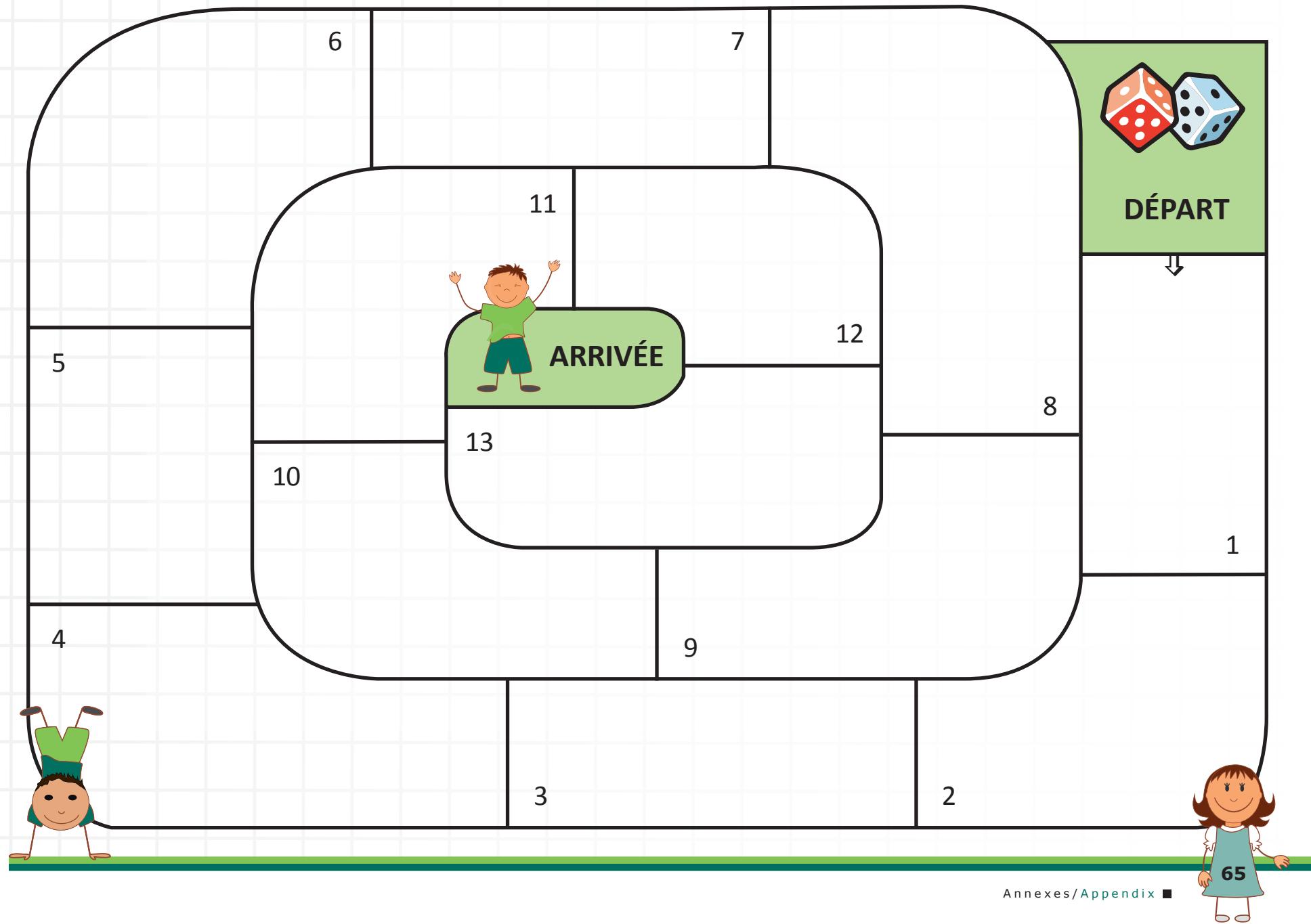


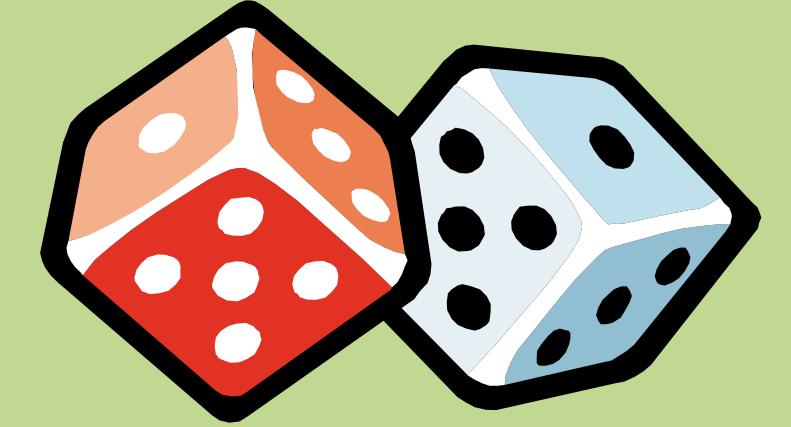
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DÉPART

