LIVELY GAMES FOR THE LATIN (WORLD LANGUAGE) CLASSROOM

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Link to PowerPoint: bit.ly/2gahEzG
WHAT IS THE REASONING BEHIND GAMES IN THE CLASSROOM?

Approximate Ratio of Prime-Times to Down-Time During a Learning Episode

Lesson Length

<table>
<thead>
<tr>
<th>Time</th>
<th>Prime-time-1</th>
<th>Prime-time-2</th>
<th>Down-time</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 min</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>40 min</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>80 min</td>
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</tbody>
</table>

Figure 3.7 The proportion of down-time to prime-times for 20-, 40-, and 80-minute learning episodes, when taught as one lesson.

How the Brain Learns by David Sousa
WHAT IS THE REASONING BEHIND GAMES IN THE CLASSROOM?

Approximate Ratio of Prime-Times to Down-Time During a Learning Episode

Lesson Length

20 min 40 min 80 min

Prime-time-1 Prime-time-2 Down-time

Figure 3.8 By dividing each learning episode into 20-minute segments, there is proportionately more prime-time to down-time.

How the Brain Learns by David Sousa
CLASS GAMES

Beat the Teacher
Koosh Ball/Picturae Obscurae
Popsicle Stick Race
Serpens
Mini-Fly Swatter
Flash Card Rally
Memory Game
Verba
Clock Partners

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bit.ly/2gahEzG
BEAT THE TEACHER

What do you need to play?

Or and PowerPoint
www.practomime.com/picturae/  picturae by the Pericles Group
however
at last
once
very
both
never
your (sing.)
your (plural)
PICTURAE OBSCURAE/KOOSH BALL

What do you need to play?

KOOSH 3 Pack

and PowerPoint

bit.ly/2gahEzG
READY
SET
CENA
DEA
FILIA
FEMINA
SILVA
PUELLA
INSULA
ROMANCE LANGUAGE SPOKEN HERE?
POPSICLE STICK RACE

What do you need to play?

bit.ly/2gahEzG
POPSICLE STICK RACE

What do you need to play?

[Images of popsicle sticks with words written on them: "HERE", "MONEY", "WHY", "EGO", "FAMILIA", "TO BE", "ESSE", "PER", "TO BE", "ESSE", "TO LOVE", "I teach"]
SERPENS

What do you need to play?

bit.ly/2gahEzG
MINI-FLY SWATTER

What do you need to play?

4 sets of flashcards and PowerPoint (optional)
MINI-FLY SWATTER

bit.ly/2gahEzG
READY
SET
CENA
DEA
AQUA
FILIA
SILVA
PUELLA
SED
FABULA
NON
ITA
POETA
INCOLAE
NAUTA
FLASH CARD RALLY

What do you need to play?

bit.ly/2gahEzG
FLASH CARD RALLY

Important Points to remember:

• Remind the students that if their partner misses a card, they should put a missed card two or three back in the stack.

• Ding the chime after about a minute.

• If you have an odd number of students have the last in line keep time and ring the chime.
MEMORY GAME

What do you need to play?

PowerPoint
via filia aqua silva cena puella femina
What do you need to play?

[Images of VERBA products]

bit.ly/2gahEzG

practomime.com/content/verba.php
1. PUELLA ____________ SEMPER AMAT.
   ACC

2. FILIAE IN ____________ LABORANT.
   ABL

3. ____________ AGRICOLAS NON CURANT.
   NOM PL

4. AD ____________ SEMPER AMBULAMUS.
   ACC
Exercise 2 - Translate the following:

1. bellum  
2. caela  
3. verbīs (abl.)  
4. virō (dat.)  
5. in templō  
6. virum  
7. dominum  
8. discipulōrum  
9. virīs (dat.)  
10. filīi (nom.)
11. bella  
12. verbī

Liber Digitalis by David Jackson
GAMES FOR CENTERS

Connect the Dots
Puzzles
3 Tries

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CONNECT THE DOTS

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<table>
<thead>
<tr>
<th>Three Tries Latin IB</th>
<th>Student A:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>First try</td>
</tr>
<tr>
<td>1. trans</td>
<td></td>
</tr>
<tr>
<td>2. sub</td>
<td></td>
</tr>
<tr>
<td>3. sine</td>
<td></td>
</tr>
<tr>
<td>4. pro</td>
<td></td>
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<tr>
<td>5. post</td>
<td></td>
</tr>
<tr>
<td>6. de</td>
<td></td>
</tr>
<tr>
<td>7. ē</td>
<td></td>
</tr>
</tbody>
</table>
How the Brain Learns by David Sousa

Many of the Games are adaptations of games created or adapted by Alice Kosnik

bit.ly/2gahEzG
Thank you for attending

Session #: 1-6
Presented by: Phil Dillinger

Please take a few minutes to evaluate this session at:
https://goo.gl/forms/qhrZRkehbBUk7wuo2

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