

PROFICIENCY THROUGH PLAY

Board games in the EFL classroom



Today's session

1. Brief introduction ('5)
2. Learning through play? ('10)
3. Examples ('20)
4. Browse away! ('5)

INTRODUCTION

Roeland, board games & us

Introduction



Roeland



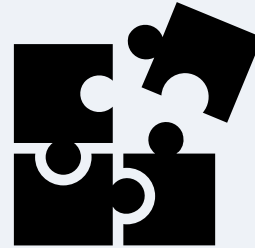
Roeland

The Roeland approach:



Immersion

Goal-oriented communication in the target language



Learning through play

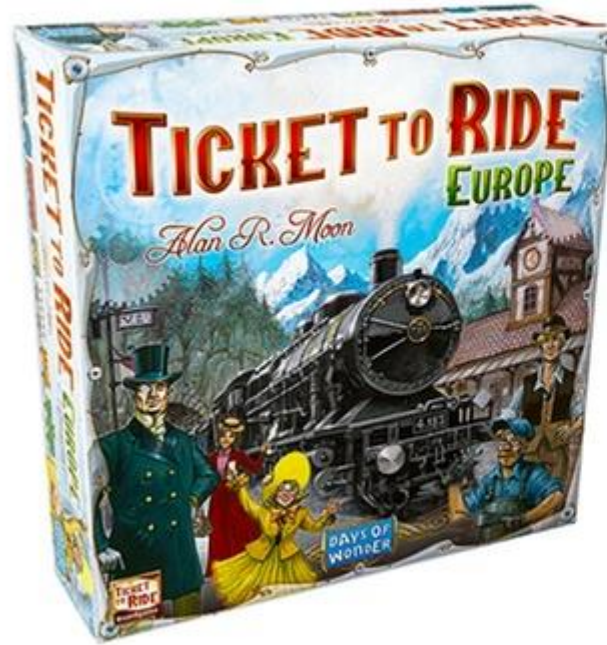
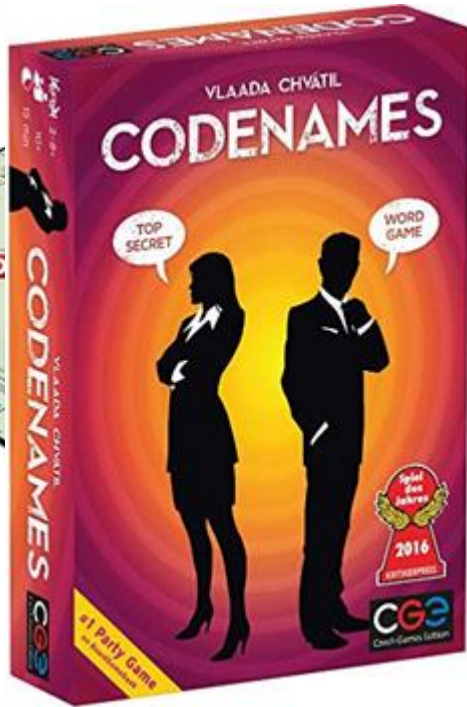
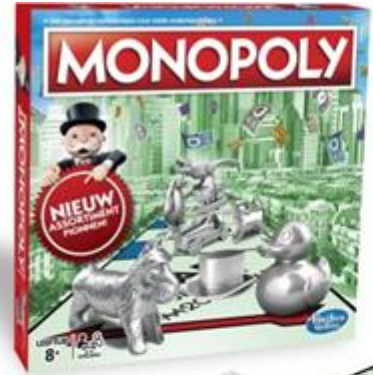
A research-driven creative *and* effective approach



Made to measure

Small groups offer ample opportunity to differentiate

Games, games, games!



Games, games, games!



Spiel @ Essen, 2019

LEARNING THROUGH PLAY

Board games as a teaching tool

Learning through play

A playful approach has obvious benefits...

- Increased motivation
- Less stressful
- Strong focus on speaking skills
- Learn while having a good time

Learning through play

...and can serve as an effective teaching tool:

- Activate prior knowledge
- Active processing of new knowledge
- Active use of acquired skills
- Games as a tool for testing and spaced practice
- One of many possible formats for exercises
- Dual coding: word & image

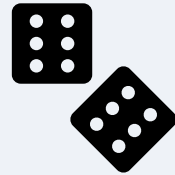
But... beware “the danger of cool things”!

Learning through play

A quick guide:



1. Set a goal



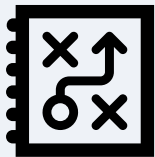
2. Which games fit my goal?
(not the other way around!)



3. Required
skills/knowledge?



4. "Scaffolding"
(provide support)

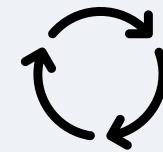


5. Provide clear instructions

Play away!



6. Evaluate: did I reach my
goal?



7. Spacing: another time,
another way

EXAMPLES

Learning goals and board games that fit them

Vocabulary

Game:

Just One

Level:

B1-C1

Easily altered!

Create your own cards!



LET'S PLAY!

Just One

Just One ("extreme sports")

1

Whiplash

2

Surfing

3

Injury

4

Climbing

5

Cliff



Vocabulary

Game:

Time's Up!

Level:

B1-C1

Easily altered!

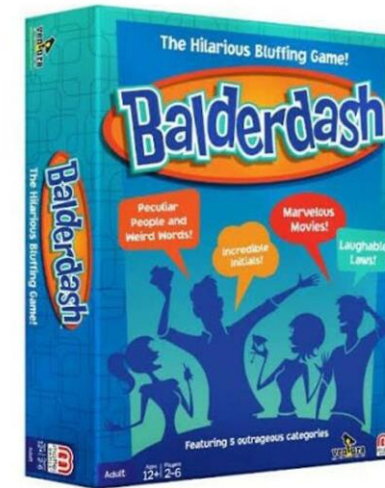
- Make your own cards
- Variant: use whiteboards to check on everyone
- Variant: use two teams instead of teams of two



Vocabulary

Other examples:

Codenames (and variants), So Clover!, Balderdash,
Memory, Heads up! (app),...



Numbers, dates & comparatives

Game:

Timeline

Level:

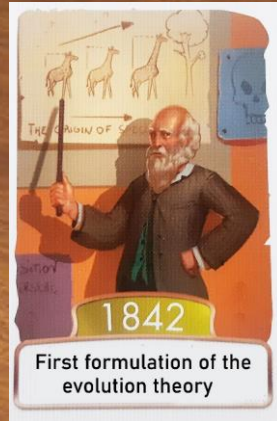
B1-C1, perhaps even A2

Easily altered!

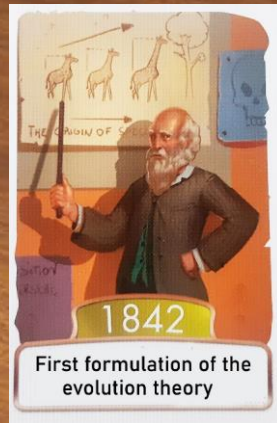
- Pick the dates / objects / events you want to talk about and make your own cards



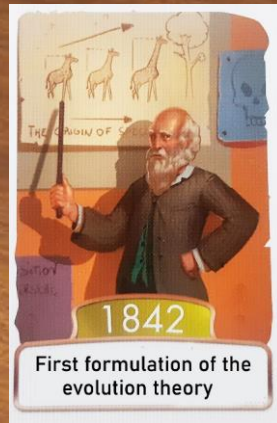
Timeline



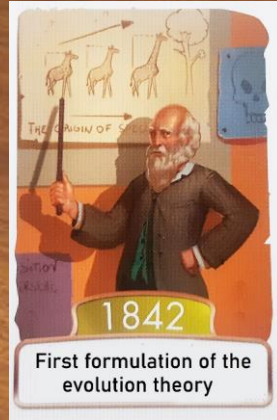
Timeline



Timeline



Timeline



Timeline



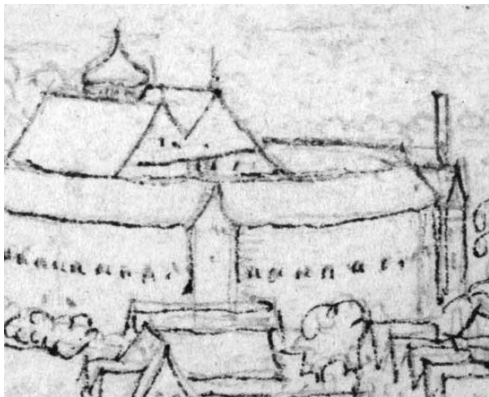
Practising?

- Years and numbers
- Simple past and past perfect
- Degrees of comparison (*earlier than...*)

Timeline

Variants & DIY

- Cultural background, e.g. Elizabethan Theatre



1613

Second Globe
Theatre was built



1660

Restoration of
King Charles II



1662

Women were
allowed on stage

Timeline

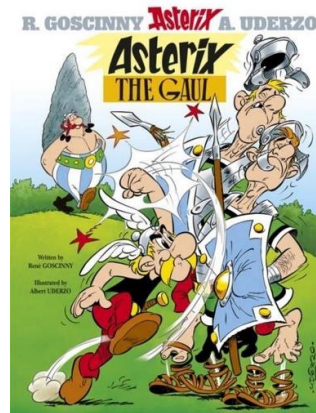
Variants & DIY

- Cost and prices of objects



€6,65

Ben & Jerry's
Ice Cream



€10,99

Comic book



€789

PlayStation 5

Grammar: tenses

Game:

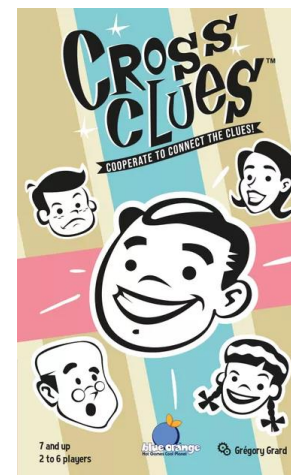
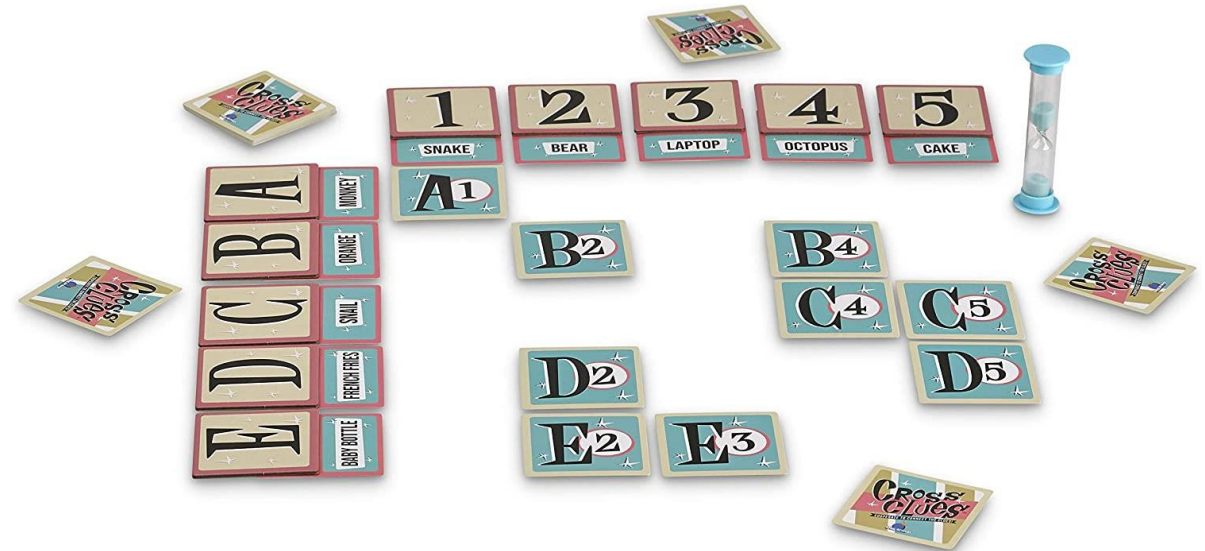
Cross Clues (variant!)

Level:

A2-B2

Easily altered!

- Use cards that feature verbs and tenses



Grammar: tenses



1

to cook

2

to do

3

to pass

4

to give

A

*present
continuous*

B

*past
simple*

C

*future
simple*



Grammar: tenses



1

to cook

2

to do

3

to pass

4

to give

A

*present
continuous*

B

*past
simple*

C

*future
simple*

“I am doing the dishes”



Grammar: tenses



1

to cook

2

to do

3

to pass

4

to give

A

*An ongoing
action in the
present*

B

*A future
action*

C

*Something
that
happened in
the past*

B
4



Grammar: tenses



1

to cook

2

to do

3

to pass

4

to give

A

*An ongoing
action in the
present*

B

*A future
action*

C

*Something
that
happened in
the past*

*“He will give me his books
after class.”*

B
4



Grammar: tenses

Variant:

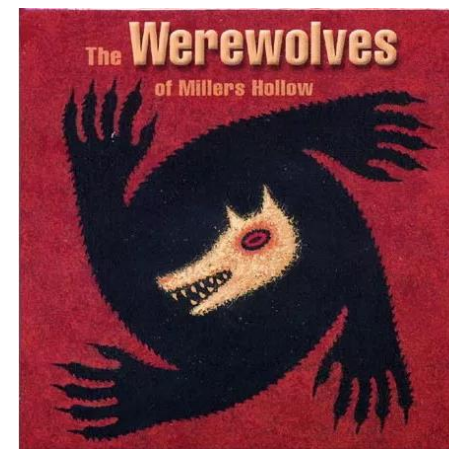
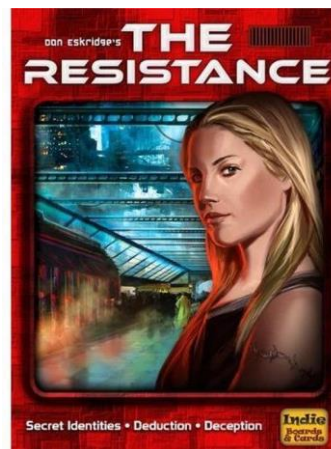
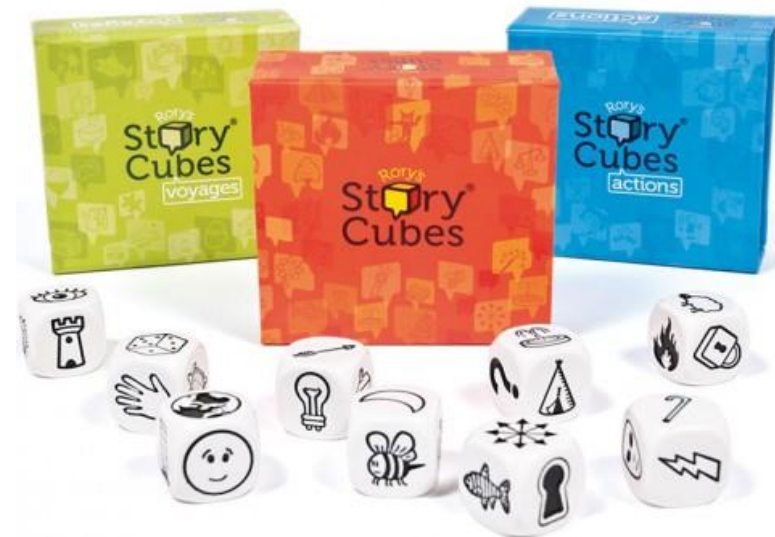
Four in a row, battleship

Other examples:

Story Cubes, various other storytelling games (Once Upon A Time,...) and social deduction games (Werewolves, The Resistance,...)

Level:

(mostly) B2 - C1



Questions (Yes/no)

Well-known examples:

Guess Who (variant: “real-life” Guess Who), Am I a Banana?, Black Stories,...



Questions (Question words)

Game:

Spyfall

Level:

B2-C1

Scaffolding / modelling

Provide sample questions. E.g. “Have you ever been here before?”; “Don’t you think it’s loud in here?”; etc.

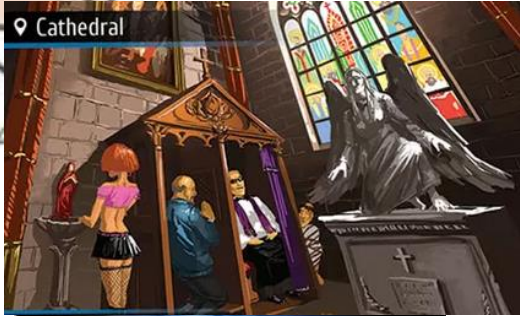
Easily altered!

- Use cards referring to the school, the city,...





📍 Cathedral



📍 Cathedral



📍 Cathedral

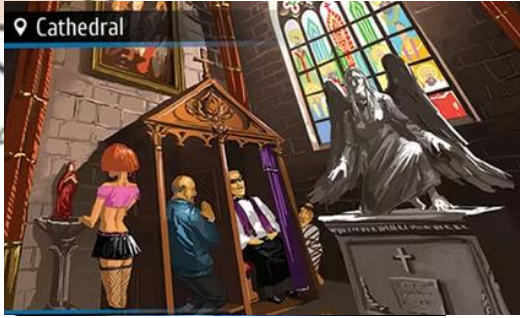


📍 Cathedral



📍 Cathedral





Tips & tricks

Tips:

- Try everything beforehand
- Teaching the rules may take longer than you expect; keep things simple
- Cooperative games often work well
- Avoid longer games, unless you slot in plenty of time

Looking for more information?

www.boardgamegeek.com

[Watch It Played](#)

QUESTIONS?

Ask away!

WANT TO KNOW MORE ABOUT ROELAND?

Visit our booth or ask us!

YOUR TURN!

Browse away!

EXTRA SLIDES

More games

Memory

Goal:

Vocabulary, basic reading/writing skills

Level:

A1-B1 (depending on the variant)

Easily altered!

Simply make your own memory game. Including word/image pairs and asking the participants to write down the word first is a simple way to test basic spelling skills.

CUTE ANIMALS *memory game*



Print out two copies of this printable. Cut out each card, mix them up and place face down. Each player takes turn, turning over two cards, trying to make a match.

Illusion

Goal:

Comparatives, (colours), (shapes)

Level:

B1-C1 (A2 might work?)

Scaffolding / modelling:

Go over relevant vocabulary and grammar beforehand + provide sample sentences, e.g. "I think blue is bigger than red"; "No, I actually think yellow is the biggest!"

Example:

Use this as a quick exercise in a class on comparatives or leave it lying around in the common room!



Wavelength

Goal:

Comparatives; oppositions; discussion

Level:

B2-C1 (B1 might work?)

Scaffolding / modelling:

Go over relevant vocabulary and grammar beforehand + provide sample sentences.



Story Cubes

Goal:

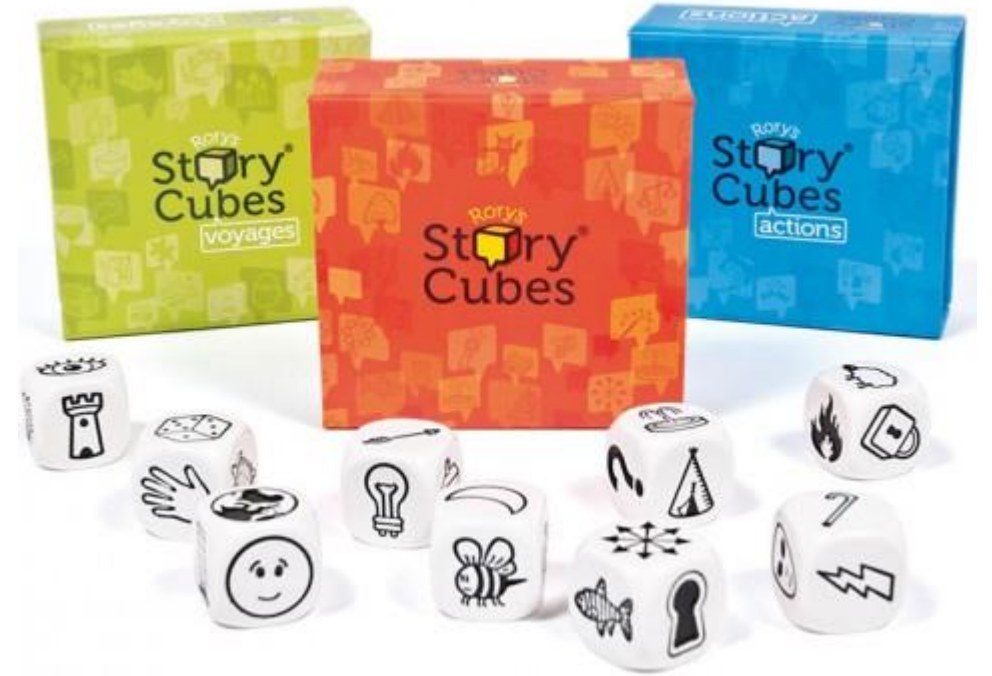
Tenses; narrative and chronological structures

Level:

B2-C1 (B1 in certain variants?)

Examples:

- Have participants roll X dice. They then have to tell a story using those symbols in a specific tense. (Put the tenses on cards they have to draw.)
- Have participants come up with a story by replacing some of the dice after each roll. If you want, you can ask them to write the story down as well.



Sherlock Holmes: Consulting Detective

Goal:

Shared reading; discussion; argumentation

Level:

B2-C1



Social deduction games and escape games

Goal:

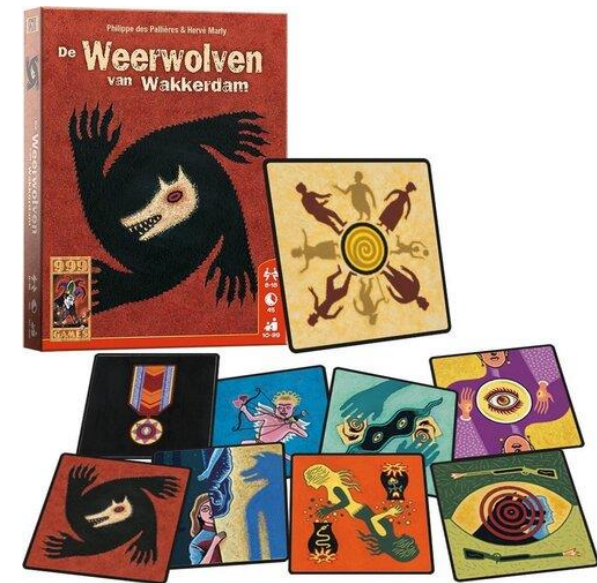
Discussion; argumentation

Level:

B2-C1

Examples:

Werewolves, The Resistance & The Resistance: Avalon,
Two Rooms and a Boom!, BANG! The Dice Game,
Chronicles of Crime, various escape room series (Exit,
Unlock, Pocket Escape Room)



...and more

Thematic games:

Pandemic, Viral, historical games

Cooperative games:

Pandemic, Horrified, Forgotten Island,...

Mathematics:

Various card games, Ohanami, Nidavellir,...

Note:

Many of these will require fairly advanced speaking skills.

