

# INTELLECTUAL OUTPUT 01

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## LINGUISTIC CREATIVITY

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TASK 1.8: System of advisers training





## INTRODUCTION

The aim of FCREATIVITIES project is to improve the teachers' abilities to generate a creative education, leading to the creation of students who are able to think, analyze and solve daily problems. We **will develop new linguistic skills** and competencies through the incorporation of new proposals, spaces, methodologies, and resources that will increase the students' ability, creativity and the skills for innovation. These activities will be used **with 10 to 12 years old students**, promoting their motivation and creativity. The activities will be composed for **six working activities** which will contain the different activities that we will elaborate with our students.



### Title of the activity

#### *My faulty fairy tale*



### Description

Writing is one of the most important skills language learners must master, particularly for students. That's because unlike in speaking exercises, when you write you leave a lasting record of your language. Mistakes in spelling, grammar and word choice are immediately evident.

Fortunately, the more often students write freely in a non-forced way, the easier it will be to access the language skills you as a teacher and they as learners are looking for and express accurately and fluently. Researches show that if you are a strong writer in your first language, chances are you will also be a strong writer in a foreign language.

Games are always a funny and easy way to teach students grammar, vocabulary, rules, spelling etc. and give them the feeling they can manage with difficult tasks. Moreover learning rules in isolation way won't help to develop good speaking and writing skills. Vocabulary and grammar should be taught or learned in a structural, meaningful and contextual way. My teacher's experience shows that games and entertainment are very successful ways to manage boredom in class and the massive amount of rules.

The following activity is one of the numerous ones to make students learn languages in an easy and amusing way. Moreover students can experiment freely with the potential of random simple sentences, phrases and words.



## Aims

1. Enriching vocabulary
2. Practicing sentence structure.
3. Improving punctuation.



## Steps we must follow

This game requires paper and a pencil, but it could be played on the classroom board, too.

All the players are given a very well-known fairy tale. The main parts or characters have to be changed. The goal is the students to discover the mistakes and to correct them.

Directions:

- Give the students a fairy tale which is “corrected” in advance by the teacher;
- Leave the children to read the text, to find and correct all the wrong characters and facts ;

In the end read the two tales simultaneously;

The story

### **Big Green Riding Hood**

Once upon a time there was a big boy who was loved by every one who looked at him, but most of all by his grandfather, and there was nothing that he would not have given to the child. Once he gave him a little cap of green velvet, which suited him so well that he would never wear anything else. So he was always called Big Green Riding Hood.

One day his father said to him, "Come, Big Green Riding Hood, here is a piece of cake and a bottle of juice. Take them to your grandfather, he is ill and weak, and they will do him good. Set out before it gets hot, and when you are going, walk nicely and quietly and do not run off the path, or you may fall and break the bottle, and then your grandfather will get nothing. And when you go into his room, don't forget to say, good-morning."

I will take great care, said Big Green Riding Hood to his father, and gave him hand on it.



The grandfather lived out in the wood, half a league from the village, and just as Big Green Riding Hood entered the wood, an elephant met him. Big Green Riding Hood did not know what a wicked creature he was, and was not at all afraid of him.

"Good-day, Big Green Riding Hood," said he.

"Thank you kindly, elephant."

"Whither away so early, Big Green Riding Hood?"

"To my grandfather's."

"What have you got in your backpack?"

"Cake and juice. Yesterday was baking-day, so poor sick grandfather is to have something good, to make him stronger." ...

Etcetera



### **Materials (if needed)**

- paper or classroom board;
- a pencil or marker;



### **Tips**

- Divide the class into two or more groups – they can compete for an award (you choose whether it is material or moral one);
- Every correctly spelled word gives a point;
- You can give students time limits (not recommended in the beginning);