

INTELLECTUAL OUTPUT 01

LINGUISTIC CREATIVITY

TASK 1.7: 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 sweet cookie story



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. First of all the class needs to be divided into two or more teams. The teacher draws a jar on the board and writes some (it's better to choose five) words which are parts of compound words in it. The number of the teams has to be equal to the number of the pairs of jars with words. The first player is told to choose one word which resembles a cookie from jar A and find its pair in jar B in order to make a compound word. The definitions of the words have to be written on the board or on the paper. The words then need to be matched to the definitions. The action is repeated until the "cookies" run out. After that the teams must create a story including the new words. All the words have to be used. A student from every team then has to read their "sweet cookie story" to the class. If there isn't enough time to create the story in class, it could be given for homework.

Directions:

- Choose a word from A and find its pair in B in order to make a compound word.
- Find all the words;
- Find the definition which matches to the new word;
- Tell a little story;
- Use all the new words;



An example:

Compound words:

- airport
- blacksmith
- candlestick
- dishwasher
- eyeglasses
- fishbowl
- grandmother
- horseshoe
- ironwork
- jellyfish
- keyboard
- lifeguard
- moonlight
- notebook
- overcoat
- passport
- playground
- rainbow
- schoolbag
- teapot
- upset
- weathercock

Definitions:

- A place where aircraft regularly take off and land, with buildings for passengers to wait in.....
- A person who makes and repairs iron objects and horseshoes.....
- An object that holds a candle.....
- A machine that washes dirty plates, cups, forks, etc.
- A device used to correct defects of vision or to protect the eyes.....
- A round glass container for fish that you keep as pets.....
- The mother of a person's father or mother.....
- A U-shaped piece of metal that is attached to the bottom of a horse's hoof to protect it.....
- Things made of iron such as gates, especially if made in a decorated way.....
- A sea creature with a soft, oval, almost transparent body.....
- The set of keys on a computer or typewriter that you press in order to make it work.....
- A person on a beach or at a swimming pool whose job is to save the swimmers' lives
- The pale light of the moon.....
- A book of paper with lines, for writing on.....
- A long thick coat worn in cold weather.....
- An official document containing personal information.....
- An area designed for children to play in outside.....
- An arch of different colours seen in the sky when rain is falling and the sun is shining.....
- A bag that is used for carrying books, etc. for school.....
- A container for making and serving tea.....
- To make someone worried, unhappy, or angry.....
- A device for showing which way the wind is blowing.....

A

**black
candle
horse
weather
moon**

B

**light
shoe
stick
cock
smith**



The story

- Once upon a time there was a poor but very hardworking **blacksmith**. One night the man, who was working in his smithy, heard a strange noise. He took the **candlestick** and went out to check what was going on and found out a horse without a rider. On the **moonlight** he noticed that the poor animal was extremely tired. The good man gave it food and water and left it to take a rest. In the morning the blacksmith went to see the horse but the animal was missing. At the doorstep there was a **horseshoe**. It was a magical horseshoe - if you rub it, it gives you food and gold. The man thought that the horse left him a present for his kindness and smiled. He tried to clean the horseshoe and suddenly food and gold appeared on the table. The man was so happy that he went up on the roof of the house, sat next to the **weathercock** and started singing. And he lived happily ever after.



Materials (if needed)

- paper or classroom board;
- a pencil or marker;
- flashcards with pictures of the new compound words to learn;



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;
- The flashcards should be without words written on;
- You can give students time limits (not recommended in the beginning);