

Jeux de classe

The 'Jeux de classe' have been designed for a quick interaction with elements of the 'Situation' dialogue(s). They are mostly group or class activities. These games are optional. Some may be more suitable for a class than others; some can be turned into class competitions. Some games can be played in conjunction with the 'Situation'; some would be better towards the end of the unit. As indicated, vocabulary revision would be a good preparation for some games, and to make this easier, reference language lists have been provided in some cases.

Unité 1 – Jeux de classe

Salut, c'est toi ?

Focus: The game is designed to find out who the students are, as Year 7 students may not know each other very well at this early stage. It can go on for about 6–10 greetings. If students already know each other, they can adopt imaginary (French) names.

Preparation: Make sure students understand *C'est toi ? Oui. C'est moi. Non.*

Jeu :

Divide the class into two teams (could give names, e.g. Paris, Nouméa).

Teams face away from each other.

Player A from one team (Paris) says to player B from the other team (Nouméa):

Salut, (name of player B). C'est toi, (name of player A) ?

If the player has been correctly named, s/he answers:

Oui, c'est moi.

The Nouméa team wins a point, which is marked by the teacher on the board.

It is then their turn to call out a greeting to a student from the Paris team.

If the player was incorrectly named, Player A from the Paris team says:

Non.

The Nouméa team forfeits a turn, and another student from the Paris team begins again with a greeting to a student from the Nouméa team.