

Exploring Gender - Kim's Game

Purpose

Kim's Game is a great way to introduce new vocabulary. It gives children a chance to think about how they could go about memorising unfamiliar words and it builds confidence in their own ability to retain vocabulary.

Objective

- ✓ to identify strategies for memorising

Preparation

A basket containing about 10 or 12 items relating to the story.
These could be:

Some sugar	Du sucre
Some flour	De la farine
Some butter	Du beurre
Some eggs	Des œufs
Some spices	Des épices
Some milk	Du lait

A bowl	Un bol
A plate	Une assiette
A knife	Un couteau
A spoon	Une cuillère
A fork	Une fourchette
Weighing scales	Des balances

Starter

Ask pupils to close their eyes and imagine they are in the little old lady's house. She is about to make the gingerbread man and thinking about what she needs. Ask them to think about the things she might go and get before she starts.

Activity 1

Now tell pupils that you are going to place some items on the table which you think the old lady will need.

Tell class that you would like them to try and remember the objects.

Take out the objects one at a time. It can be useful to say the name of the object, and add an appropriate action before placing it on the table. This often becomes part of the memorisation process for different types of learners.

Give about 30 seconds for looking at all the objects together on the table, then cover up or put away.

This is not a race or a competition.

Give pupils about a minute to recall as many objects as possible. Note: do not tell them how this should be done. They often assume that it must be done alone – if they choose to work with someone else do not stop them.

Ask individuals to call out items that they remember. As an item is mentioned, take it out and place it on the table.

Debrief

Ask pupils what strategies they used to remember the objects. Write the various strategies on the board. Discuss the nature of the different strategies and what it would be like to adopt a different one.