

French 1 Teacher's Guide

Description

Learn 56 French words that include colors, numbers, and furniture. They must use this vocabulary to find and decode the TNT. They will also hear correct pronunciations of each word from two native speakers. Will you cut the correct wire? It is colored *rouge*.

Learning Objectives

- Learn how to speak and read the basic numbers in French from 0 to 9
- Explore a rainbow of colors through speech and text in French along with pink, black, white, and brown
- Understand how to say and read 23 furniture items in French

Guiding ideas

The game is designed to be played by one child per computer. They will explore 12 levels, each one building on the vocabulary that they've learned before. A narrator guides them through this as they explore the world. He speaks French natively.

You may also play the game in a classroom on one computer. Have students raise their hands to help you answer the question. Have them repeat the French words individually or as a class, they come up in the game.

The first three levels teach colors and numbers. These are used to decode the TNT. Students must press the numbers in the correct order and then cut the colored wires in the correct order.

Levels 4-6 introduce a furniture component. Students must now enter a house and use a TNT detector to find the correct furniture that hides the TNT. They are only given three detectors. If they guess incorrectly the TNT goes off and they have to start that level over again.

Once this is accomplished, students are placed back in the TNT room to decode the TNT using numbers and colors in the correct order.

Levels 7-9 add new furniture types. Students are also placed in a brand new house. They must find where the TNT is hiding and decode it using numbers and colors in the correct order.

Levels 10-12 add the final furniture types for their vocabulary. Students are also placed in another house. They must find where the TNT is hiding and decode it using numbers and colors in the correct order.

We break the vocabulary down in learning halls before each new level (Students who fail the level are also placed back in this hall). Students will only hear the vocabulary relevant to that level. This is done by passing the object of that vocabulary word and automatically hearing the French pronunciation of it.

Students are then placed in a great room that grows larger and larger as they progress through the game. The room contains the objects of all of the vocabulary words they've learned so far. On level 12 this room will contain all 44 vocabulary words. Students are given a translator tool here. With the translator tool in their right hand they can right-click or, on a tablet, press and hold their finger over the object. At this point a native speaker will say the object in English then in French. Levels that have been unlocked are also replayable in this room.

Student activities

Have students play through the game on their own and learn all of the vocabulary words. Encourage them to quietly repeat the French words they hear.

Select a student to play the game on a large screen in the classroom. Vote as a class what the student should do. Every time a French word is spoken in the game, have the class recite it together. This also works in small groups that are assigned 1 computer each.

Play "I spy with my little eye" and add a color in French. If they find any object in the room that is in that color, they win.

Point to objects in the room that match the vocabulary words the students have learned. Ask them to say that word in French.

Hide a bag full of goodies in a piece of furniture that is in your classroom. Tell the students the name of that furniture piece. Can they find it in time? Can they also tell you the color of that item?

Teach them how to dial the phone number for the school. Give them the English words and ask them to recite it back to you using French words.

Performance expectations

Students will be able to read and speak French for all numbers between 0-9, 11 color types, and 23 furniture pieces.