

## Arme Anna – Ein Spiel Projekt

**Objective:** To teach the class your assigned chapter's vocabulary words and to have some fun at the same time☺ You may also include information about the characters and other questions about the plot/story to make sure students have comprehended the chapter.

**Requirements:**

- Review the vocabulary words with the class using visuals and saying the words aloud. **You must include visuals for all the words that you teach.** (Each group member should be responsible for a certain number of words.) (You should easily have 15-20 words!)
- Make a vocabulary list (typed) of the 15-20+ key words that you have picked. This list will be distributed to the class during your presentation.
- Teach the class for 5-7 minutes. (Every group member must teach.)(Hint: Each key word should be repeated at least 5-6 times for the class to begin to learn it!) **You must include visuals for all 15-20 words that you teach.**
- As a group, develop and create a board game for 3-5 players that reinforces the new vocabulary words. It should be playable in 10 minutes with students mainly using German.
- Each group member must know and be able to explain the rules of the game. (Each group member will be responsible for "running" one game session.)

**Due Date:**

\_\_\_\_\_ The group will present all vocabulary to the class and turn in the final game.

**Engagement and Participation**

6-5	4-3	2-1
The group reviews the vocabulary from their chapter using visuals for each word. (Every group member speaks during this time.)	The group attempts to review the vocabulary from their chapter using visuals for each word. (Every group member speaks during this time.)	The group does not review the vocabulary from their chapter using visuals for each word.
The visuals are colorful, easy to see from anywhere in the classroom, and represent the vocabulary word clearly.	Many of the visuals are colorful, easy to see, and represent the vocabulary word clearly, but not all.	Few visuals are colorful or easy to see, or do not represent the vocabulary word clearly
The board game is easy to understand and rules are clear. The game runs smoothly and everyone can participate mainly in German.	The board game is mostly understandable and most rules are clear. The game runs smoothly at times and everyone can participate mainly in German.	The board game is not understandable and few rules are clear. The game does not run smoothly or few can participate mainly in German.
The game reviews all vocabulary words in a clear and creative way.	The game reviews the vocabulary words that were assigned.	The game fails to review most of the vocabulary words assigned.
As a group there is enthusiasm about the project. Work is divided equally among group members. All problems are resolved peacefully.	As a group there is some enthusiasm. Work is usually divided equally among group members. Most problems are resolved peacefully.	As a group there is no enthusiasm. Work is divided unequally among group members. Some problems cause conflicts or are left unresolved.

