

**Bingo Games for  
Connected  
Language Learning**

# Why Play?

Playing is literally the most natural way to learn. Children all over the world engage in imaginative play and while doing so, their brains are creating memory and reason pathways at a rate that is staggering. Anything we do that allows children to enter into a "bubble" that is free of the stress of real life, in a place where they can express themselves freely and are not worried about a "pass/fail"--these are the elements of play that support the brain functioning at its best, allowing children to learn as well enjoy a fun activity which will give them some problem solving skills.

## Who to Play With--

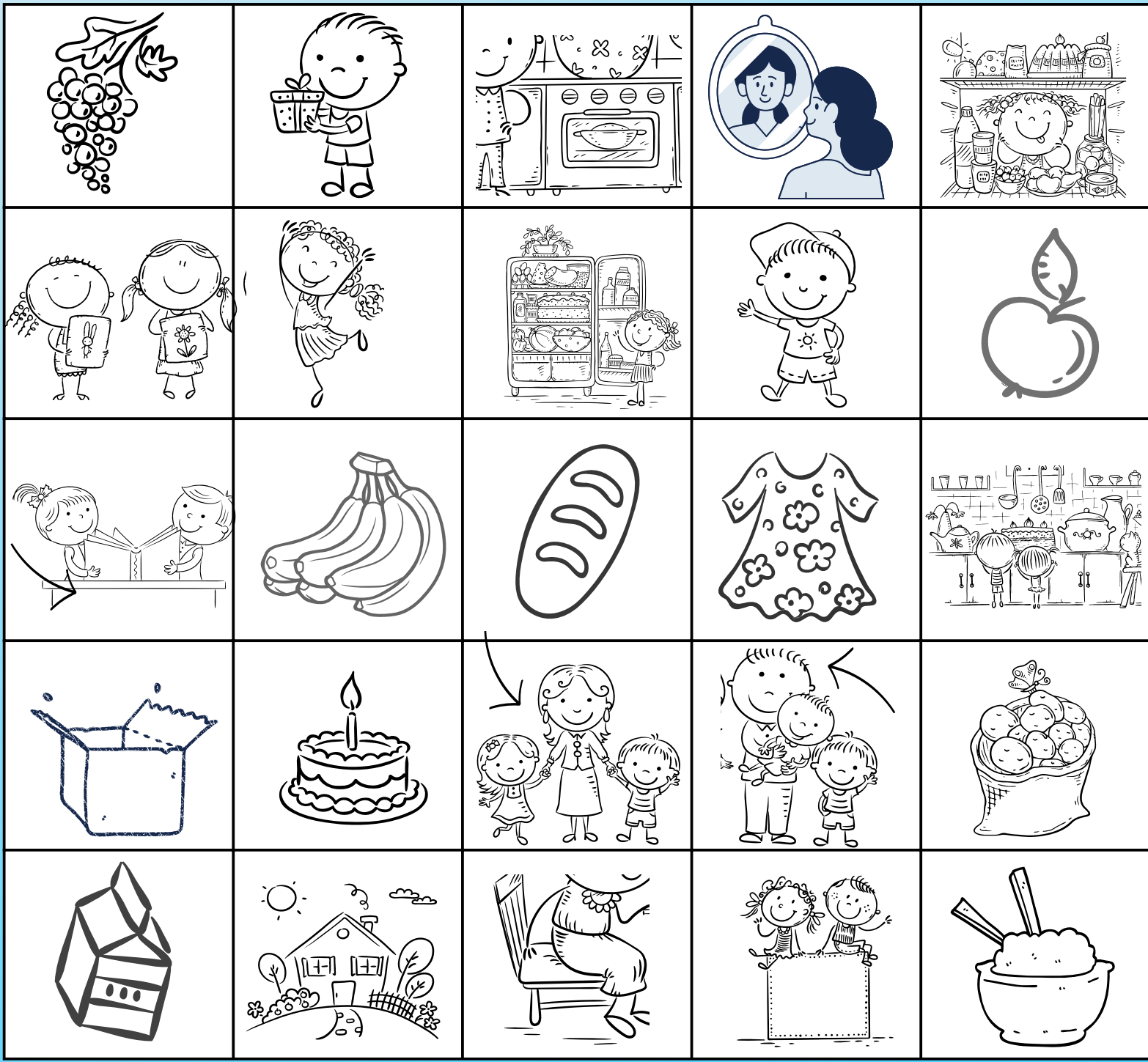
Playing with someone you know and trust is a winning combination. To get the best "performance" from your brain, you need to be with someone who is safe to you, someone you delight in and they delight in you. If that is not descriptive of your relationship with your child, then you really need to play together--play is one of the best ways to bond to other humans. Laughing together is one of the strongest forms of social connection. Don't let a teacherish, bossy, authoritarian teacher or language tutor interfere with the joy of playing games together. If you learn slowly but with delight that is a great outcome. You can also play these games with your children's friends if they speak the language you are wanting to learn--especially if that is the only way to communicate. You might be surprised to find out how a natural talent for teaching is something that children even at a young age can exhibit. Playing games with children using the language you want to learn or practice is a great way to learn.

## How to Play Our Bingo...

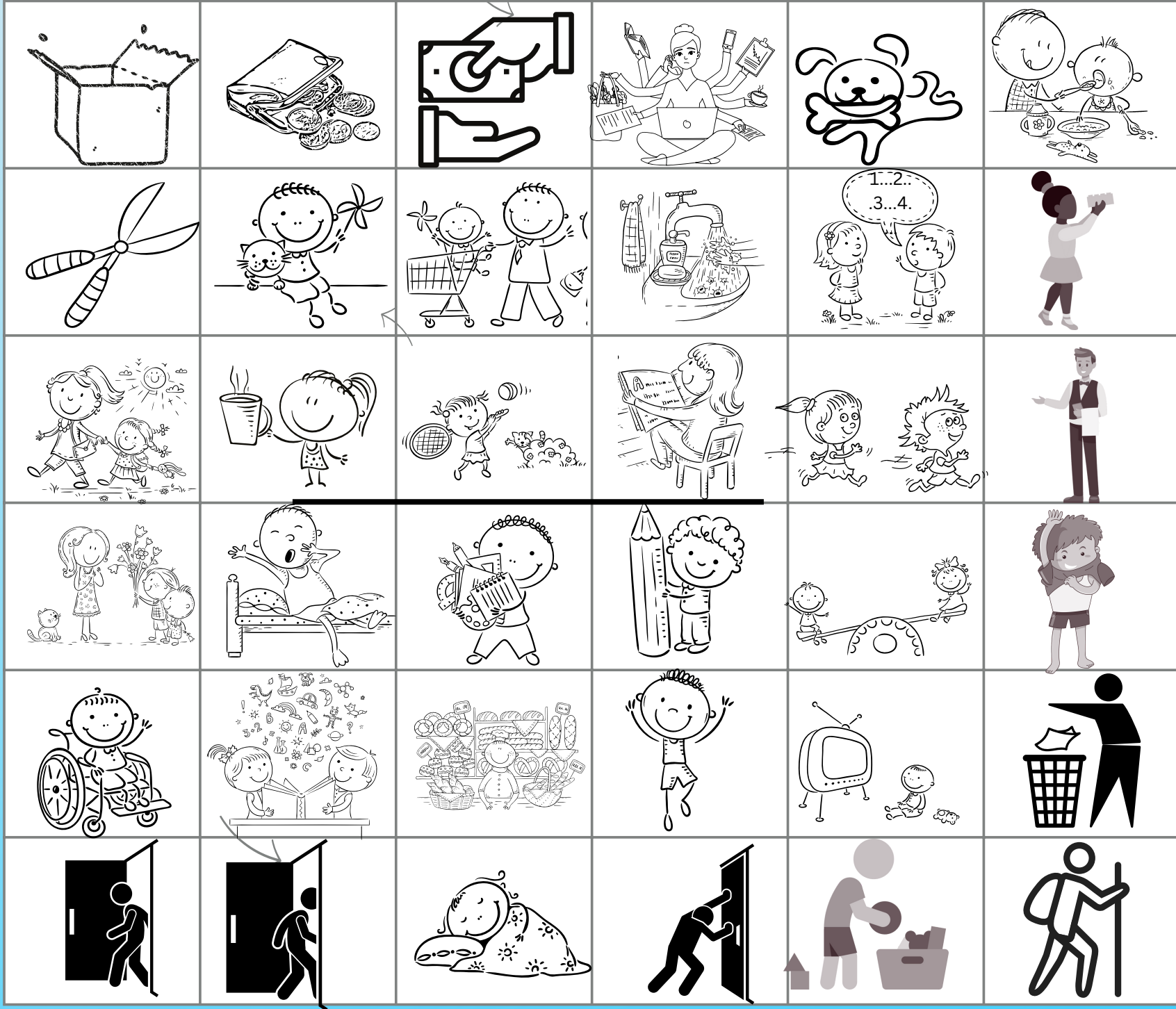
We play Bingo in different ways with the goal being to cover as many squares as possible, working together (no one wins, but as a group we triumph). There are three ways to select the next square to be covered (taking turns as players).

- Throw two die and use one number to determine the column (1-5) and the other to determine the row (1-5). You can choose either way--this teaches a bit of strategy. If you can't find a free square, roll again. (Always have a roll again option in every game. Its a great motivator). Roll a six means you can choose any square.
- Start the "man" anywhere on the board. Determine the next square to cover with a token by using Heads or Tails with a coin. Heads you go across, Tails you go up or down. and when you hit the edges you go back where you came from.
- Make a second copy of the Bingo card and cut it up so you can put the cards into a bag and pull one out for each "plya. Put a token on the board to cover the square you have matched.

# Multilingual Family Games: Level 1&2



# Multilingual Family Verbs: #1



# You Can Say That Again

## Describe and Find the Match

In this level of language acquisition, you and your children should have an understanding of quite a few words as you hear them. You may not use them fluently in sentences (or at all) yet. But "knowing words" begins with understanding their meanings and this comes before speaking them. Now you want to practice all the understanding that you have, and expand on it. But you should not feel pressured to say them yet. Your children will naturally begin to speak as their confidence grows.

These activities offer a chance for a communication gap. Make two copies of the sheet and cut one of them up into cards. The player with more vocabulary chooses a card from a bag and describes it to the other player until they can identify which picture is being described. You can prepare for this activity by spending some time describing various pictures and putting those descriptions into a recording if the gap is too big when you first start out. Each time you do a sheet, you will find more detail that can be used for these gap activities. Do whatever it takes to keep the activity light hearted and free of stress. One player describes and the other puts a token or rock on the pictures as they are completed.

When you are done with these cards you can make your own by drawing them, by cutting photos out from magazines or by using photos you have. You can also use "busy books" like Where's Waldo (lots of other options as well, I love Anno books) to do an activity very similar to this.

# You Can Say That Again

Who, Where, What? Bonus Card #1

