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| INSPECTORATUL ŞCOLAR JUDEŢEAN COVASNA Kovaszna Megye Tanfelügyelőség | PROCEDURA OPERAŢIONALAEVALUAREA ŞI SELECŢIA RESURSELOR EDUCAŢIONALE DESCHISE (RED) | Ediţia INr. de exemplare  |
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| Exemplar nr. |

**Anexa 1**

**FIŞA DE IDENTIFICARE**

Nume şi prenume autor: **Vulpe Mihaela**

Denumirea resursei educaţionale propuse: ***Wh-Questions Fun Board Game***

Tema/scurtă descriere: Activitatea propusă constă în alcătuirea de întrebări folosind pronume și adverbe interogative sub forma unui joc de societate.

Scopul materialului propus:

- didactic (de utilizat la clasă /cu elevii): X

- pentru elev (de utilizat de către elevi): X

- de documentare pentru cadrele didactice

- altele

Nivel de învăţământ/clasă: gimnazial cls. a VI-a, liceal a IX-a (nivel de competență A2)

Aria curriculară/disciplină : Limba engleză

Material extracurricular: planșă de joc, zaruri, pioni, proiector, telefon inteligent

Competenţe vizate: dezvoltarea abilităților de construire a propozițiilor interogative, stimularea transferului de informație din alte domenii de studiu, dezvoltarea memoriei de lungă durată, consolidarea atenției și a abilităților de concentare.

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Str. Victor Babeş nr. 15/C, 520004,

Sfântu Gheorghe

Tel: +40 267 314 782

Fax: +40 267 351 482

Email: office@isj.educv.ro

Web: <http://isj.educv.ro>

**Wh-Questions Fun Board Game**

**Level A2**

* **Purpose**: to revise question words and practise making questions in a fun and challenging way, to stimulate students to transfer information acquired from various sources/learnt in other school subjects, to activate their long term memory, to increase focus and attention
* **Materials needed**: a copy of the boardgame for each pair/team, dice, tokens
* **Instructions**: Group the students in pairs or teams of 3-4 members depending on the size of the class. Give each pair/team a copy of the **Wh-Questions Fun Board Game,** show it on the overhead projector or send it on their phones. Students choose tokens to represent them and place them on the START square. (If played on the phone or from the projector, students can improvise a blank chart with 21 squares). They take turns to throw the dice (the first is the one with the highest number) and when they land on a square they have to make a question using a wh-word. The answer to the question is provided as a clue together with a picture. The first student to reach the ‘FINISH!’ square is the winner!
* Suggested Answer Keys:
1. Who is Spiderman?/What’s Spiderman’s real name?
2. How do you/most children get to school?
3. Who is Harry Potter’s enemy at Hogwarts?
4. When is Independence Day/ America’s national day?
5. Where do elephants live?
6. How high is Mount Everest?
7. Why is the baby crying?
8. How often should/do you brush your teeth?
9. What time/When does the train leave/arrive?
10. How many lives does a cat have?
11. How much is the/that car?
12. Whose favourite food is lasagna?
13. How old are the pyramids?
14. How long can (some) turtles live?
15. How often are the Olympic Games held?
16. Which/What is your favourite chocolate flavour?
17. How far is it to Bucharest?
18. How tall is Burj Kalifa/al Arab?
19. How deep is the Pacific Ocean?
20. How many seconds are there in an hour?/ How long is an hour?
21. How much is a foot?