

Initial situation

The target language is not present in the games the child plays.

Desired situation

The target language is present in the games the child plays.

Games that use props are probably among the most popular with children, for example, playing with cars, soldiers, soft toys and dolls. Using these games, you can introduce the target language in several ways. See the following cards for ideas.

{take the next card}

LANGUAGE

Technology 7 Playing with Objects

Introduce the target language **via a character** involved in the game:

- a soft toy may be a cartoon character that 'originally' speaks the target language (e.g. Monsters Inc.)
- a car may come from a cartoon made in the target language (e.g. Pixar cars)
- a soldier may come from Clone Wars

The procedure is similar to the one described in the *Technology 5 - Construction*.

LANGUAGE

Technology 7 Playing with Objects

Introduce the target language **via a story** that justifies the use of the target language:

When playing ***soldiers***, there may be an army that comes from the country where the target language is spoken.

During negotiations or battles, the soldiers will be using at least some of the target language.

LANGUAGE

Technology 7 Playing with Objects

Introduce the target language **via a story** that justifies the use of the target language:

When playing ***cars***, there may be a garage in another country or owned by a person from another country who speaks the target language.

Cars have to speak the target language when entering the garage.

LANGUAGE

Technology 7 Playing with Objects

Introduce the target language **via a language character** that has joined the game:

The language character will be playing along in the same ways as your child but talking in the target language. For example, cars will be making 'vroom-vroom' sounds, commands to robots and their replies will be in the target language, etc.

LANGUAGE

