

LANGUAGE NEEDS...

Get an item and describe how it feels!

... MATERIAL & MEDIA

Children "take in" the world around them.

... EMOTIONALITY

How I feel ... that's also how I express myself.

What is your favourite food and what does it taste like?

... AWARENESS & ATTENTION

Explore the world with increased senses.

Get four coloured pencils. What colours do they have? What is your favourite colour?

... DIVERSITY

Similarities and differences make life colourful.

Say a sentence that the others can copy!

... ROLE MODELS

Children hear everything and imitate a lot.

Create a funny word that does not exist!

BACK TO

... OPENNESS & CREATIVITY

Children have a thousand ways of expressing themselves.

Sing or clap your favourite song!

... MUSIC & RHYTHM

Music makes it easy to the ear.

Tell me what you like doing best at home!

... REFERENCE TO LIFE

Children like to talk about themselves and their experiences.

What are the names of your parents and friends?

... FRIENDSHIPS & FAMILY

Together we reach the goal.

How do you welcome someone?

... EVERY DAY

The things children say everyday are no hassle to them.

Perform a movement, repeat it a few times and the others count along!

... MOVEMENT

With verve, dynamism and momentum through to enthusiasm for languages.

Language is the **START** and language is the **GOAL**

The PUMA game creates **independent motives for speech** from the first things children say. This is to support

- the joy of storytelling, singing and chatting
- self-assurance when speaking
- getting to know other languages
- solidarity

The **aim** of this **cooperative** game is that all players play together as a team in order to fill the **treasure chest** with as many linguistic treasures as possible.

Players

- 4 children max.
- Suitable for children for whom the tasks in the PUMA squares both present a challenge and are manageable

Equipment

- 1 die with 3 or 6 dots
- Player figure for each player
- Linguistic treasures in the form of collected material (e.g. pearls, shells, small stones) in order to count the tasks performed by the children
- Linguistic treasure chest (e.g. cardboard box, wooden box) in order to collect the linguistic treasures that are won in the game, together as a group

The treasure squares

- For each treasure square, the Puma gives the child a task which he/she has to perform in his/her language.
- If the child does not want to complete the task immediately, he/she will receive another chance on the next round.
- If a treasure square is already occupied by a player's figure, add your own figure and complete the task.
- For each task that is performed, there will be a „linguistic treasure“ that will be placed in the common language box.
- Instead of the tasks that are described, other suitable tasks can be considered.

Other squares

- Orange squares are playing squares on the way to the goal.
- Blue squares: The player moves forward to the adjacent treasure square.
- Green squares: The player moves back to the adjacent treasure square.

The START square is "Language is the START"

- Place the players at the start square
- Decide who will start
- Roll the die and move forward
- Perform the tasks on the treasure squares

The END is reached when someone lands on "Language is the goal"

- The game ends when all the players have reached the end destination.
- Now the treasure chest is emptied and the shared treasures are counted.

In the world there are many languages and ways of writing:

For example, "Yes" can be said as:

- ① jī hǎn (Urdu)
- ② ne (Modern Greek)
- ③ da (Russian)
- ④ na'am (Arabic)
- ⑤ shì (Chinese)