

A large, stylized graphic of a bicycle is centered on the page. The bicycle is white and is set against a large, circular orange background. The word 'SMILE' is written in a white, bold, sans-serif font across the middle of the bicycle's frame. Below 'SMILE', the words '& PLAY' are written in a smaller, white, sans-serif font. The entire graphic is set against a background of overlapping, torn-edge shapes in shades of blue, yellow, and green.

Teacher's Manual

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Erasmus+



Co-funded by the
Erasmus+ Programme
of the European Union

SKOPJE, 2020

DISCLAIMER

SMILE and PLAY is an initiative project partnership, funded through the European Commission, Erasmus+ Programme (Strategic Partnership for school education, 2018-2020). This publication reflects the views only of the author, and the European Commission cannot be held responsible for any use which may be made of the information contained therein.



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ABOUT THE PROJECT

SMILE and PLAY is a project aiming at development of a new and innovative educational approach that is expected to be used in formal settings in primary schools and hence contribute in creating a more sustainable and environmentally responsible European society. This project will use the created learning modules for teachers and students in the previous SMILE project as a basis for development of an educational board game and a series of workshops in primary schools.

The main objective of SMILE and PLAY is promoting the topic of cycling and sustainable transport through language based learning and teaching as part of informal education practices. Also, foreign language will be learned through the theme of sustainable development or sustainable transport and mobility.

The project coordinator is “Eco-Logic” from North Macedonia, and the project partners are "OU J.H.Pestalozzi" from North Macedonia, “Susivienijimas Žali.LT” from Lithuania, and “ReBike ALTERmobility” from Italy.

SMILE and PLAY is a project that started in 2018, and it reaches its completion in 2020.

Teach English to students in a fun and involved way with the Smile and Play game. Smile and Play is a game for two to four teams (with a recommended team size of 2-4) where students go through a board, doing activities to reach different locations. Have your students compete for victory while improving their English language skills.



This game is aimed at pupils from 5th to 9th grade, and has been tested with pupils of these grades from schools in North Macedonia (Skopje and Kochani), Italy and Lithuania.



The goal of the game is to be the first to reach the finish with the colour marker of that team. The teams move along the board by rolling two dice. To accomplish the goal, the teams first have to go to the locations on the board.



NORMAL GAME (CIRCA 40-60MIN)

Each team has to visit 2 locations before they can go to the Finish. Each team should randomly pick 2 of the locations cards in the start.



FAST GAME (CIRCA 20-45MIN)

Each team has to visit 1 location before they can go to the Finish. Each team should randomly pick one of the locations cards in the start.

A list of 29 multiple choice questions

A list of 38 facts

Cards of R/W and L/S activities, and also a printable version of the same activities

A list of 32 'true or false' statements

2 dice

IN THIS BOX

11 cards for the locations with a different picture on them

6 printouts of the map (if it is not available to project the map, each team will receive one printout of the map, in front of them)

Pawns in different colours for each team

THE MAP



Along with the box of items, the teachers will receive an image file for the map where the teams will be playing. Preferably, the map should be projected on a white board or another type of surface available. Make sure to use different colour magnets, or markers, in order to keep track of where the different teams are on the fields.

If no projector or appropriate projecting surface is available, it is recommended to have a printout for every team in front of them, so students can keep track with their pawn.

THE MAP LOCATIONS

There are locations throughout the map that the teams need to reach. When the teams reach a location, there are Reading/Writing and Listening/Speaking activities that they need to perform.

This activity is chosen by the team, by randomly picking an activity card (exercises) once they reach the location. However, the teacher decides what type of activity is available to be drawn, in accordance to the students' linguistic strengths and weaknesses.

LOCATIONS DESCRIPTIONS

1. Afterschool activities

Once the school classes are over, it is time for our fun afterschool activities. You can take a break, have fun, and focus on hobbies...



2. Cinema

Why don't you stop by our cinema? There is nothing better than a relaxing, leisure time while talking about movies, actors, and much more...

3. Farm

Visit our farm to see all the farm animals, but also to learn useful things about the environment and nature surroundings...



4. Green market

Learning about fruits and vegetables can be fun! At our green market, you will find out interesting things about fresh produce and healthy foods...

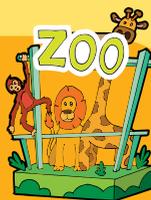
5. Mountain

Going to the mountain is exciting, and healthy for us - so here we can learn about the different weather conditions, mountain activities, or fun sports you can do, and much more!



6. Park

Is there something better than going to the park? In our park, you can relax in nature, learn about the environment, do fun activities, and learn about plants and animals as well....



7. Zoo

Do you have love for the animals? Come and visit our zoo, you will make some new best friends!



8. School

Going to school can be fun, especially if you learn new useful things through a game, and our school is lots of fun!

9. Sports activities

You should always find time to workout more. Hobbies like basketball, football or cycling are the best ways to stay healthy and keep up the good spirit....





10. Repair shop

Fixing your bicycle now is not a problem. Come and visit our repair shop where you can find everything you need for your bicycle....

11. Theatre

Art is always interesting, especially theatre plays and actors! visit our theatre and learn interesting things about culture and plays!



THE MAP SYMBOLS

The map is composed of different symbols in each square, representing the action that the teams need to take when they land on the square/field.

LEARNING



Question

Answer a question. If the answer is correct, the team goes 5 squares ahead or rolls the dice again.



Fact

Learn a fun fact from your teacher and the team goes 3 squares ahead



True or False

Answer a question with “true” or “false”. If the answer is correct, the team rolls the dice again, or they go 5 squares ahead.

HOLD



Bad weather

Wait out the bad weather by skipping the next turn.



Flat tire

Fix the tire by skipping the next turn.



Stop

Stop by skipping the next turn.

OTHER



Relax

Rest for 1 turn - no activity this turn.



Repair

Repair your bike by going directly to the Repair shop.



Glass tire

Next round, the team gets 2 questions instead of 1.



Danger

The teacher selects an action step for the player.



Blown away

Teacher chooses a new location the team has to go to.



Star

Pupils are given an extra activity/exercise to solve until it is their turn to roll the dice (crosswords puzzles and similar exercises).

GO BACK



Rain

Take cover from the rain and go 3 squares back.



Wind on chest

The wind pushes you 5 squares back.

GO FORWARD



Sunny day

Enjoy the sunny day and move 3 squares ahead.



Half-pipe

Skate down 5 squares ahead.



Wind on back

The wind pushes you 5 squares ahead.



Double moves

Move again what you rolled on the dice.

TELEPORT



Thunder

Go to the Mountain directly.



Hurricane

Go to the middle of the closest roundabout.



Road split

Go to the Start.



Reserved seat

Go to the Cinema, or to the Theatre.



Typhoon

Go to a different line/path.



Letter

This symbol represents the first letter of the location's name (Z=zoo). Once on this field the team goes directly to the location of that field.

SET UP

It is time to play, follow the steps below to start the game:

1. Set up the map somewhere where it's visible for the entire class.
2. Get coloured magnets, or markers, to represent each team.
3. Students form the teams.
4. Each team picks a colour.
5. Each team picks their location(s) (1 location for a fast game, 2 for a normal game)
6. Mark all the colours at the Start.
7. Ask one of the questions available for the game and read it to the class. The first team to answer the question correctly goes first.

HOW TO PLAY

The game starts with the teacher asking a question from the list of the multiple choice questions, and the list of 'true or false'. The team that correctly answers the question first, gets to start.

In their turn, the team rolls two dice and moves the number of squares specified by the dice, then conducts the action related to The map symbols they landed on. Remember to mark where the team is on the map with markers or magnets. This is the case if the map is projected. If not, use the printout map, and each team should move with their coloured pawn.

When a team's turn finishes, the next team plays now. Teams play in clockwise order.

When a team reaches a location, they get assigned an activity type (R/W or L/S), in accordance to The map locations, by the teacher. While they are conducting the activity, the other teams continue playing.

CREDITS

Created and developed by Eco Logic. Find out more about how you can help protect and conserve the environment, modern ecological practices, as well as the principle of sustainable development at www.ecologic.mk.



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PESTALOCCI



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Co-funded by the
Erasmus+ Programme
of the European Union

