



Erasmus+

# THE LANGUAGE MAGICIAN



# THE LANGUAGE MAGICIAN

## Classroom resources

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# Objectives of the classroom resources

- To arouse pupils' curiosity and build confidence about the magical game that they will play later
- To introduce the characters in the game.
- To remind pupils of language they know and skills they have
- To provide examples of communicative activities



# Workshops in the afternoon:

- Alessandra and Speaking module
- Italian teachers from Consulate present Magical Cooking Show!



# Children in the Canaries

[https://drive.google.com/file/d/1H3bM0yXu1Y0L-dndy6hO-Y\\_kBwsYASJ/view?usp=sharing](https://drive.google.com/file/d/1H3bM0yXu1Y0L-dndy6hO-Y_kBwsYASJ/view?usp=sharing)

Children stimulated by the Game

Try to pick up the tune



# *Per iniziare, ecco la storia....*

*The game is about Winivil, an evil magician. He is a Language Magician, and so are you! You have a game avatar who needs to master the language skills to beat him. Let's learn to say:*

*Nella torre alta e scura  
che fa un po' paura,  
Winivil potente mago  
gli animali ha incantato.*



# THE LANGUAGE MAGICIAN

## Classroom resources

- **Module 1:** Three introductory lessons which teachers might like to use, or adapt and use, before the first time pupils play the game.
- **Module 2:** As a result of playing the game at either level teachers will identify areas they would like to address to help their pupils improve their scores. This group of resources target those specific skills in 10-15 minute activities that can be used flexibly.
- **Module 3:** THE LANGUAGE MAGICIAN team offers you some ideas for other activities (e.g. for the end of the school year) in the style of the game.
- + THE LANGUAGE MAGICIAN song!



# What style of assessment?

- The challenges are designed by researchers and teachers to allow children to show what they can do, as well as what they know.
- Teachers should not teach to the Game \*
- Researchers in piloting find that children are motivated even if they do not 'know' everything
- Playing the game again captures progression data





# What do you think he looks like?

*Alto o basso?*

*Magro o grasso?*

*Winivil ha...*

*gli occhiali?*

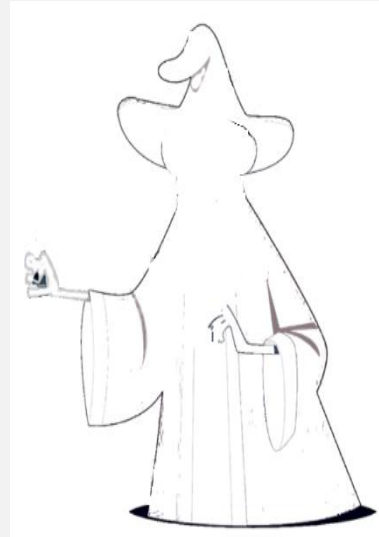
*la barba?*

*i baffi?*

*i capelli lunghi o corti?*

*Di che colore è il suo  
cappello? E il mantello?*

*Che cosa ha in mano?*



*Lui porta...*

*i pantaloni?*

*una maglietta?*



# Ecco Winivil !



# THE DAILY MAGIC

## EXCLUSIVE INTERVIEW WITH THE EVIL MAGICIAN

### QUESTIONS

- What is your name?
- How are you?
- How old are you?
- What is your magical colour?
- Where do you live?
- What animal do you like?
- What is your superpower?

### ANSWERS

- I am fine thank you.
- My magical colour is blue.
- I can make you disappear.
- I like bears.
- My name is Winivil.
- I live in a tower.
- I am eighty years old.



### Instructions

*Match the questions with the correct answer.*

# Il Giornale Magico

Intervista speciale con il Mago della Torre

## DOMANDE

- Come ti chiami?
- Come stai?
- Quanti anni hai?
- Qual è il tuo colore preferito?
- Dove abiti?
- Qual è il tuo animale preferito?
- Qual è il tuo potere speciale?

## RISPOSTE

- Bene, grazie.
- Il mio colore preferito è il blu.
- Io posso farti sparire!
- Mi piacciono gli orsi.
- Mi chiamo Winivil.
- Abito in una torre.
- Ho ottanta anni.



## *Istruzioni*

*Abbina le domande alle risposte*



# Cast the spell!

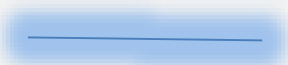


# Power of Language: Make something happen

Activities to do in TLM style: **Create a Spell!**

## FORME

- cerchio
- quadrato
- linea
- triangolo



## PREPOSIZIONI

- dentro
- sopra
- sotto



Frutta	Animali	Colori



# Introducing the animals

Bear - cozy, clever, a bit sleepy and hungry



Cat - refined, quite aristocratic



Crocodile - loyal, open-hearted, toothy!



Dog - busy, impatient, sometimes clumsy



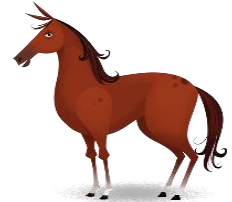
Elephant - old, a bit forgetful, full of experience



Giraffe - bright, determined, a bit distant



Horse - beautiful, graceful and a little bit vain



Lion - bold, but secretly insecure, proud



Mouse - smart, lively and loyal to the family



Rabbit - cute, helpful, candid and careful





# Introducing the animals

**Orso / intelligente,  
goloso e un po' pigro.  
Gatto/ raffinato e  
aristocratico.**



**Cocodrillo/ leale,  
affettuoso e con i denti  
grandi!**



**Cane / indaffarato,  
impaziente, un po'  
impacciato.**



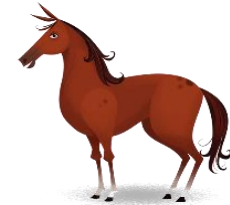
**Elefante / vecchio e  
saggio, un po'  
smemorato.**



**Giraffa / sveglia,  
determinata, un po'  
scostante.**



**Cavallo / bello, aggraziato,  
e un po' vanitoso.**



**Leone / coraggioso, ma  
segretamente insicuro,  
altezzoso.**



**Topo / intelligente,  
simpatico e legato alla  
famiglia.**



**Coniglio / carino,  
servizievole, spontaneo e  
attento.**



# Winivil's spell

**Circle the Word you hear.**

Take a flower that is ...

blue glue bloom book

Add a hair that comes from a ...

pat car cat cap

Catch a ... and cut some wool.

teeth sheep feet meet

Think ... the magic will work.

house mouse hose how

Like a ... my spell will fly.

girl pearl bird grill



# Winivil's spell

**Circle the word you hear.**

Prendi quattro fiori.....

balli - banchi - bianchi - baci

Prendi la piuma di un....

cappello – uccello – castello -  
ombrello

Cerca la ..... nello stagno

rana – tana – lana – banana

Gira la pozione e canta una  
.....

canzone – leone – lezione – cartone

Ed ecco ..... la magia nel  
calderone!

porta – pronta – canta – prato



# I made a potion and I put in ..

- Pupil 1: *Nella mia pozione metto... un topo!*
- Pupil 2: *Nella mia pozione metto... un topo e una penna!*
- Pupil 3: *Nella mia pozione metto... un topo, una penna e tre arance!*
- Pupil 4: *Nella mia pozione metto... un topo, una penna, tre arance e due calzini!*

and so on...



# What is THE LANGUAGE MAGICIAN?

- A game
- A manual
- A Quick Guide
- A video tutorial
- Classroom Resources
- A Speaking module
- A song



# THE LANGUAGE MAGICIAN song



# THE LANGUAGE MAGICIAN song

- il cappello
- gli animali
- la giraffa
- dov'è il cavallo?
- e il coccodrillo?
- dov'è il coniglio?
- il mago
- il cane!
- l'elefante
- il topo



# Put your clothes on!

Starting from your feet!








- Sciarpa
- Maglione
- Scarpe
- Cappello
- Pantaloni

- Put the clothes in alphabetical order
- Which comes first : *scarpe* or *sciarpa*?
- Do you think the English words have the same alphabetical order?
- What clothes are missing?
- What are they called?





# Team memory

- Winivil is an  magician.
- His   is white and he has a  nose.
- He wears a blue hat and a blue  cape with yellow stars.
- Winivil lives in a tower with five floors.
- He   bla bla.
- He does not like other magicians.



# Team memory

- Winivil e' un mago con un cappello.
- Ha la barba Bianca e un grosso naso.
- Indossa un cappello bianco e un mantello con delle stelle gialle.
- Winivil vive in una torre di cinque piani..
- Gli piace il tè.
- Non gli piacciono gli altri maghi.



# Tidy up!

Via questo,  
Via quello,  
nel cappello  
Tutto sta!



# Module 2: Worksheet 12

- There is a lion in front of the door.
- There is a cake on the blue carpet.
- There are two birds reading the book.
- The giraffe is standing on the right.
- There are three mice under the stool.



# Module 2: Worksheet 12

- C'e' un leone davanti alla porta.
- C'e' una torta sul tappeto blu.
- Ci sono due uccelli che leggono il libro.
- C'e' una giraffa a destra.
- Ci sono tre topi sotto lo sgabello.



# Read and compare

Pupil A

---

Winivil, il mago cattivo, prepara la pozione.

---

Lui usa un calderone e un grosso  
cucchiaino.

---

Il gatto nero aiuta Winivil.

---

Il mago prima mette serpenti e lucertole  
nella pozione,

---

Poi aggiunge fragole e lumache.

---

La pozione sembra buona ma ti trasforma  
in un cavallo!

Pupil B

---

Winivil, il mago cattivo, prepara la pozione.

---

Lui usa una pentola e un cucchiaino  
piccolo.

---

Il gatto Soriano aiuta Winivil.

---

Il mago prima mette mele e carote nella  
pozione,

---

Poi aggiunge fragole e patate.

---

La pozione sembra disgustosa e ti  
addormenta!

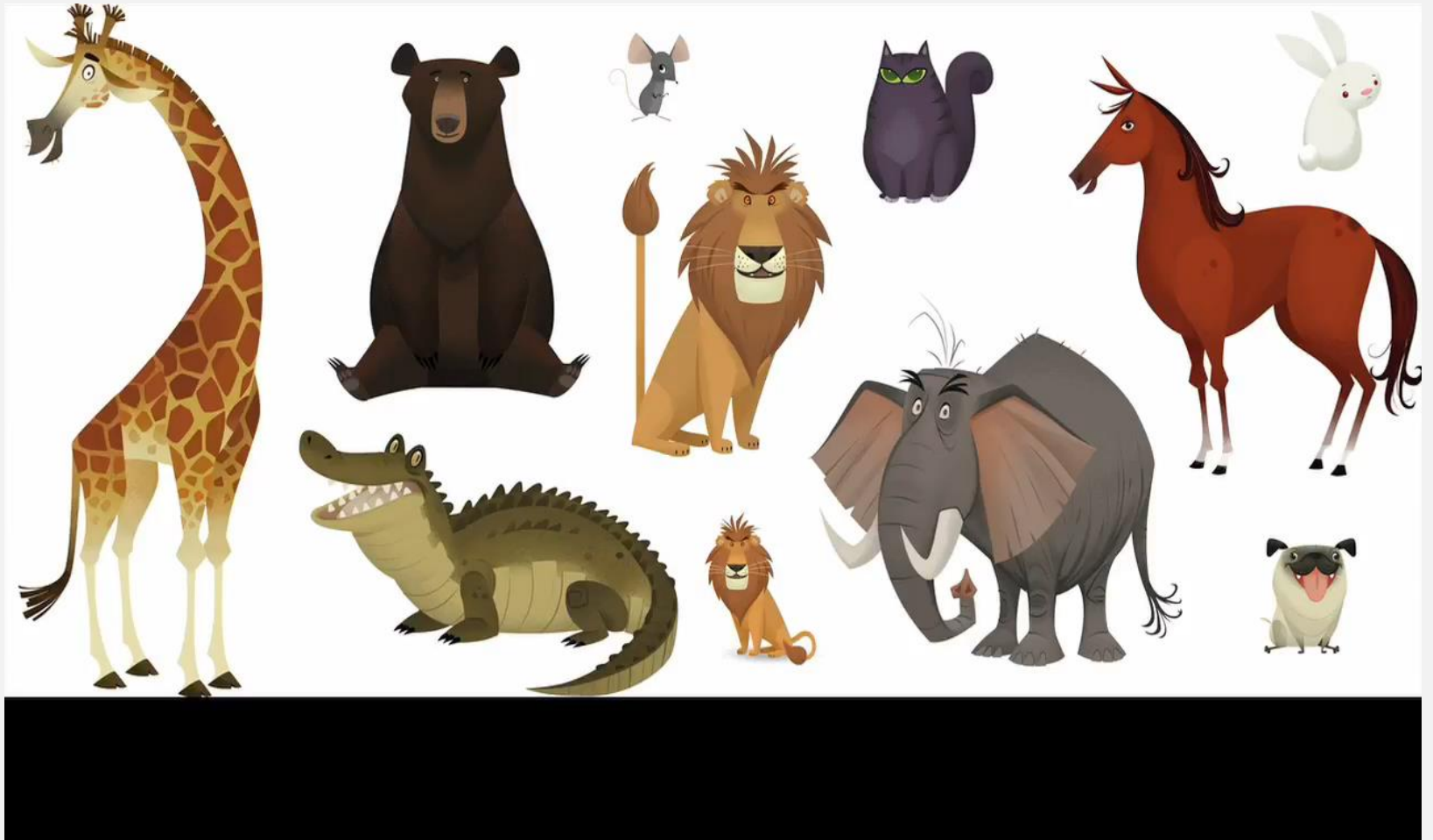


# THE LANGUAGE MAGICIAN

## Canzone in italiano



# Cantiamo insieme!





# To conclude the lesson

The teacher reviews with the class what they have **learnt**:

- About Winivil
- About the story
- About the game
- About language



# Online game

- There is a certificate at the end
- Additional gadgets: wand and stickers



# Where to look next for THE LANGUAGE MAGICIAN

<https://www.thelanguagemagician.net/>

- Everything will be there
- Training events in the ALL Primary Hubs
- <https://www.all-languages.org.uk/project/the-language-magician/>



[www.thelanguagemagician.net](http://www.thelanguagemagician.net)



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Grazie!

*Ora tocca a voi!*

