**GAME**

**MYTHS AND LEGENDS**

**GAME:**

The ***Myths and Legends*** game should be played in the classroom for the whole class under the guidance of one teacher. Integrating activities of various kinds, it aims to promote the acquisition of knowledge in a playful and fun way.

**MATERIALS:**

**• *Question cards***, with questions about myths and legends from four countries: Italy, Portugal, Czech Republic and Turkey

**•** Drawing special cards.

**•** Mimic special cards.

**•** Card letters (M, Y, T, H, S), word constituents MYTHS.

**•** Dice.

**HOW TO PLAY[[1]](#footnote-1):**

**1.** Students are organized in three or four elements teams.

**2.** Each team choose a spokesman who will be responsible, after conferring with colleagues, to transmit to the teacher that the answer to each question.

**3.** It is defined that the first team to play (by launching a dice).

**4.** In the first round, teacher takes a card from the deck, which contains all the cards of questions, drawing or mimic, to launch the challenge to the first team.

**4.1** If it’s a question card:

**4.1.1** Each card has 6 questions and the spokesperson in the group choose the number.

**4.1.2** If the answer is correct, the team receives a card letter.

**4.1.3** If the answer is not correct, teacher asks the same question to the next team and so on. If all teams don’t give the correct answer, teacher takes the next card.

**4.1.4** If any other member of the team gives the answer, except the spokesperson, the team is penalized and does not receive the card letter, even if the answer is correct. The same question is made to the following team.

**4.2** If it’s a special card (drawing or mimic):

**4.2.1** If the team do the correct thing, receives this special card.

**4.2.2** If the team don’t do the correct thing, teacher pulled out a new card (which can be, or not, a special card) to launch the challenge to the next team and so on.

**5.** Teacher gives the letters cards randomly, removing them from a dark bag or something similar.

**6.** Special cards have the logo of the ***Myths and Legends*** project and can be used in place of any letter missing. The special cards have tasks instead of questions:

**6.1 *Drawing cards***: teacher says the word in the card, quietly, to one of the members of the team and this student do drawings, while the remaining members of the team try to guess.

**6.2 *Mimic cards***: teacher says the word in the card, quietly, to one of the members of the team and this student try to explain to others with gesture the word, the remaining members try to guess.

**7.** The game ends when a team can have the letters that complete the word MYTHS.

**OTHER SUGGESTIONS:**

**•** Each team can choose a name to identify the group.

**•** Teacher can write on the board the names of the teams and go scoring in five areas defined for this purpose, MYTHS letters that each team is winning.

1. This rules are only a suggestion; each teacher can adapt them to its class. [↑](#footnote-ref-1)