



Rolf Education

Mercuriusweg 14
4051 CV Ochten
The Netherlands
T +31(0) 88 410 10 10
verkoop@derolfgroep.nl
www.derolfgroep.nl
export@rolf.nl
www.rolfeducation.com

Funny English

Art. 240.5000

Listen carefully

Art. 240.5001

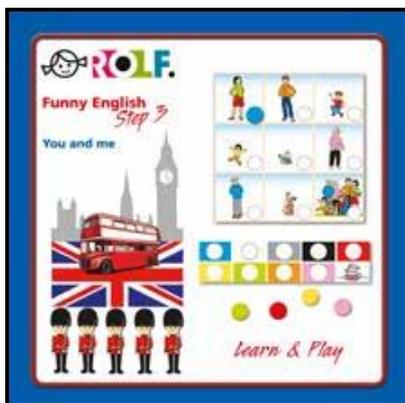
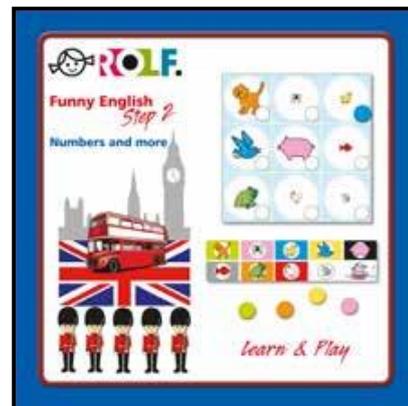
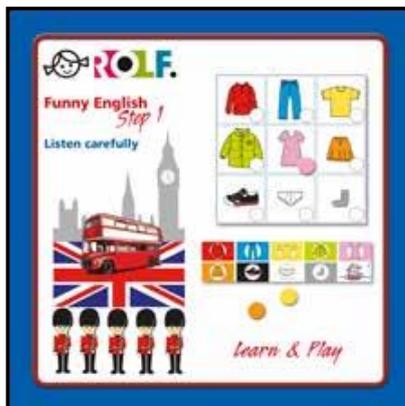
Numbers and more

Art. 240.5002

You and me

Art. 240.5003

Turn and twist



Funny English is a series of games to help young children become acquainted with the English language. Using recognisable themes, they can practise using English words in short sentences, both receptive and productive. The English language is presented by a native speaker via an audio-CD, allowing activities to be repeated individually or in a smaller group.

Development goals



English language



Socio-emotional development

Target group

Children from 5 years of age. Independent work with self-checking.

Younger children can play the games so long as they understand the words and concepts discussed in the Dutch language. They should also be able to work independently from one task to the next in the correct order. If this is not the case, it is best to wait before introducing them to Funny English.

Games

Four boxes of games, increasing in difficulty level:

Box 1 Listen carefully

Listening games: receptive practising of words within the themes: *Colours, Clothes, Animals, Food*

Box 2 Numbers and more

Listening games: receptive practising of numerals 1-10 and the concepts of 'on - under' and 'big - small', plus repetition of the 'Animals' theme words from box 1.

Box 3 You and me

Listening games: receptive practising of words within the themes: *body, family, feelings, home*. Converting known words into short sentences using pictures.

Box 4 Turn and twist

Party game: receptive and productive practice of the words from boxes 1, 2 and 3.

Differences in level

The difference in level is aimed at receptive and/or productive practice of the English words, expanding English words into short sentences, and grading the difficulty of the words. Within each level there is another difficulty level: each game has three variants, each of which is more difficult than the last.

Using *Funny English*, this provides you with the opportunity to offer each child a customised game to ensure they can become more proficient in the English language from their own level.

Game variant 1: introduction to the words of a theme. These words are presented in a fixed order from the game strip so the child gradually learns and remembers the words.

Game variant 2: practising the theme words. The words are presented without the support of the game strip, this variant is one difficulty level above the previous one. After the game, the child checks his/her answers on the basis of the game strip.

Game variant 3: further practising the theme words. The child is now working without the game strip and the words are presented in a random order, which is why this variant is the hardest. Children play the three variants of a single game one after the other in the order 1, 2, 3 and the game lasts about 20 min.

Gameplay

The gameplay of the first three boxes, *Listen Carefully, Numbers and more, and You and me*, is always the same. The child takes a game card, a game strip and nine different coloured counters and puts them on the game strip. The child starts the audio, listens to the instructions, takes a counter and puts it in the right place on the game board. The order of the cards for each box is fixed. In the box *Listen Carefully* for example, this means *Colours* comes first and *Food* comes last.

On each game strip you can see the order of the cards by looking at the stars in the box located on the bottom right.

Turn and twist is a party game intended for 2-8 children; see page... for more information.

Funny English with or without method.

The themes and target words of *Funny English* are associated with themes that are recognisable for infants, such as clothing, numbers, colours; they line up with themes from existing English foundation methods; and therefore, they are a valuable addition to any method.

Of course, you can also use Funny English if you are not using any other form of English foundation method. The games provide a first experience with the English language and, using *Funny English*, children develop their knowledge of the English language through play. The experiences gained from the games can provide schools with a stepping stone to using another method of teaching English.

Picto-cards

Hello my is			This is name
I like			I don't like

Using the picto-cards you can broaden your practice of using words by practising short sentences. Choose a picto-card and a game board and make short sentences with the words on the game board. This should be carried out in small groups first. First, think of a question yourself, allow a child to answer and then let them formulate a sentence for another child.

My name is...

Show the picto-card and say: "*Hello, my name is*"... followed by your name. Ask the child next to you, *What's your name?* The child responds with: *My name is*... That child will then look at the next child and ask: *What's your name?*

Keep going in a circle like this. If repeating a short phrase is still too difficult, you can allow the children to just say their name while you continue to ask the question: *What's your name?*

This is...

With the picto-card *This is...* you point out a random theme word from the game board and say, for example, '*This is number four.*' *This is a big spider.* Name all the theme words from the game board one by one. Then, point to the theme words again and let the children answer with *This is...* You can also ask them to answer the question: *Is this a spider?* *Yes this is a spider.* Or *No this isn't a spider!* *This is a...*

I like and I don't like... Do you like green?

The child answers: *Yes, I like green!* or *No, I don't like green. I like red.* If this is too difficult, the child can reply with a simple *Yes* or *No*.

Play a round of questions where the answer can be: *Yes I like* or *No I do not like*. Start the conversation and say: *Do you like cats?* The child next to you responds with: *Yes, I like cats* or *No, I don't like cats. I like dogs.* The next question to the neighbour might be: *Do you like dogs?* That child answers again with: *Yes, I like dogs* or *No, I don't like dogs. I like spiders.* And so on around the circle.

Bingo for 2-4 children

Give each child one game board and 9 counters. Place the cards that go with the game board in a pile, face down. Take a card. The children name the word and see if the word is on their game board. If this is the case, the child will place this card onto the game board. Do this with all the cards. Whoever fills their game board first has won and, therefore, has bingo!

Registration cards

On the website www.kgrolf.nl you will find free registration cards for Funny English games under 'Brochures and downloads'.

Enjoy Funny English!

Authors: Magda Jacobs and Angelique van der Pluijm

Listen carefully

Contents

In one cardboard box:

- 4 plastic game boards 21 x 21cm
- 4 plastic game strips 21 x 5cm
- 36 coloured plastic counters
- 4 plastic picto-cards 7 x 7cm
- 1 audio-CD
- Instruction manual

Aim of the game

receptive learning of 36 English theme words:

Card 1: Colours: red/blue/yellow/green/pink/orange/black/white/grey

Card 2: Clothes: sweater/trousers/T-shirt/jacket/dress/skirt/shoe/underpants/sock

Card 3: Animals: fish/bird/duck/frog/pig/cat/spider/chicken/mouse

Card 4: Food: milk/tea/orange juice/apple/cheese/bananas/egg/tomato/ice-cream

Gameplay

First, explain the three game variants before the children start to work independently. All game variants will be played twice. After you hear a ping, press the pause button.

Game variant 1 from card 2

Take the game board with the clothing and place it on the table with the associated game strip underneath. Place the counters, colour by colour, onto the strip. Start the audio-CD and select track 1. First you hear all theme words in English one after the other. After you hear the words, '*Repeat after me*', say the words out loud. Then start the game. Now you will hear the name of a colour and then a theme word: for example, *Take red ... Put it on the sweater*. This variant is easiest because the fixed order of the game strip provides support.

Game variant 2 from card 2

Leave the game board on the table, remove the game strip and place the nine coloured counters under the game board in any order. Start the audio-CD and select track 2. You hear the name of a colour name and then a theme word: *Take red...Put it on the sweater*. Place the counter on the appropriate box on the

game board. There is now no support from the game strip and so the fixed order is missing, which makes this game harder than the previous one.

Game variant 3 from card 2

Place the game board and the nine coloured counters on the table. Start the audio-CD and select track 3. You hear the name of a colour name in a random order and then a theme word: *Take white*. Put it on the underpants... Place the counter on the appropriate box on the game board. The child is now working without the game strip and the words are presented in a random order, which is why this variant is the hardest.

Game description for two players

- Two children at the same level listen to the audio and play the game together.
- A child who is already able to independently name all the English words announces them out loud and a child who still has to learn the words places the counters in the correct place. The children check together.

Picto-cards

Practice producing short sentences and words. See page for tips.

Tips for expanding the game

- Name the words from the themes again on the basis of concrete objects.
- Hide the objects in a box and let the children take turns feeling an object and naming it in English.
- Help the children look in magazines for pictures of the words that have been covered, cut them out and stick them onto a large sheet of card or paper.
- Create colour posters: group 1 makes a poster with red things, group 2 makes a poster with blue things, group 3 yellow things, etc. Hang the posters on the wall and discuss them and name the English words where possible.
- Search YouTube for appropriate songs that are linked to the themes of Listen carefully.

Have fun!

Authors: Magda Jacobs and Angelique van der Pluijm

Numbers and more

Contents

In one cardboard box:

- 4 plastic game boards 21 x 21cm
- 4 plastic game strips 21 x 5cm
- 36 coloured plastic counters
- 4 plastic picto-cards 7 x 7cm
- 1 audio-CD
- Instruction manual

Aim of the game

Receptive practising of the numbers 1 to 10, the concepts of '*big and small*' and '*on and under*'. Repetition of the '*Animals*' theme words from box 1.

Card 1: Numbers:

one/two/three/four/five/six/seven/eight/nine/ten

Card 2: Counting:

mouse/frogs/ducks/birds/pigs/fishes/spiders/chickens/cats

Card 3: Opposites: big/small

Card 4: Prepositions: on/under

Gameplay

First, explain the three game variants before the children start to work independently. All game variants can be heard twice. After you hear a ping, press the pause button.

Game variant 1 from card 1

Take the game board, place it on the table with the associated game strip underneath. Place the counters, colour by colour, onto the strip. Start the audio-CD and select track 1. First you hear all theme words in English, one after the other. After you hear the words, '*Repeat after me*', say the words out loud. Then start the game. Now you will hear the name of a colour and then a theme word: for example, *Take red ... Put it on number 8*. The child still has support from the fixed order of the game strip.

Game variant 2 from card 2

Place the game board on the table, remove the game strip and place the nine coloured counters under the game board in any order. Continue with track 2. You hear the name of a colour name and then a theme word: *Take red...Put it on number eight*. Place the counter on the correct box on the game board. There is now no support from the game strip and so the fixed order is missing, which makes this game harder than the previous one.

Game variant 3 from card 2

Place the game board and the nine coloured counters on the table. Continue with track 3. You hear the name of a colour name in a random order and then a theme word: *Take yellow. Put it on number four*. Place the counter on the appropriate box on the game board. The child is now working without the game strip and the words are presented in a random order, which is why this variant is the hardest.

Game description for two players

- Two children at the same level listen to the audio and play the game together.
- A child who is already able to independently name all the English words announces them out loud and a child who still has to learn the words places the counters in the correct place. The children check together.

Picto-cards

Practice producing short sentences and words. See page for tips.

Tips for expanding the game

- Regularly count out loud from 1 to 10 in English with the children. Count, for example, the number of children, cubes, marbles, animals, fingers.
- Sing songs in which the number words appear in English. Look on YouTube for songs that contain numbers, or choose songs from the English method you already use.
- Hide numbers in a box and let the children take turns choosing and naming it in English.
- Collect items that are *big or small*.
- During gym class, play the game *On and under* and have the children put themselves on and under objects. Say this in English: *You are under a...*

Good luck with Numbers and more!

Authors: Magda Jacobs and Angelique van der Pluijm

You and me

Contents

In one cardboard box:

- 4 plastic game boards 21 x 21cm
- 4 plastic game strips 21 x 5cm
- 36 coloured plastic counters
- 4 plastic picto-cards 7 x 7cm
- 1 audio-CD
- Instruction manual

Aim of the game

Receptive practising of the theme words:

Card 1: My body:

back/hair/tummy/hand/leg/feet/ear/nose/eyes

Card 2: My family: mother/father/brother/sister/baby/grandma/grandpa/my dog/my family

Card 3: Feelings: hello/kiss/shake hands/good morning/good night/angry/happy/scared/sad

Card 4: At home: house/door/living room/kitchen/stairs/bedroom/bathroom/toilet/garden

Gameplay

First, lay the three game variants out before the children start to work independently. All game variants can be heard twice. After you hear a ping, press the pause button.

Game variant 1 from card 2

Take the game board with the colours and place it on the table with the associated game strip underneath. Place the counters, colour by colour, onto the strip. Start the audio-CD and select track 1. First you hear all theme words in English one after the other. After you hear the words, 'Repeat after me', say the words out loud. Then start the game. Now you will hear the name of a colour and then a theme word: for example, Take red ... Put it on the baby.

Game variant 2 from card 2

Place the the game board on the table, remove the game strip and place the nine coloured counters under the game board in any order. Continue with track 2. You hear the name of a colour name and then a theme word: Take red...Put it on

the baby. Place the counter on the appropriate box on the game board. There is now no support from the game strip and so the fixed order is missing, which makes this game harder than the previous one.

Game variant 3 from card 2

Place the game board and the nine coloured counters on the table. Start the audio-CD and select track 3. You hear the name of a colour name in a random order and then a theme word: Take green Put it on grandpa. Place the counter on the appropriate box on the game board. The child is now working without the game strip and the words are presented in a random order, which is why this variant is the hardest.

Game description for two players

- Two children at the same level listen to the audio and play the game together.
- A child who is already able to independently name all the English words announces them out loud and a child who still has to learn the words places the counters in the correct place. The children check together.

Picto-cards

Practice producing short sentences and words. See page for tips.

Pictures on the game boards

On the back of each game board in box

3 is a picture. Based on the picture, you can repeat the theme words and use them productively. Let the children name the words or repeat them. For children who can do this already, ask them to make short sentences with the words.

Tips for expanding the game

- Help the children look in magazines for pictures of the theme words that have been covered, cut them out and make a poster with them. Hang the poster on the wall and name the words in English.
- Ask the children to bring in a photograph of their family and talk about the pictures in English. This is my mother. Her name is Anne.

Have fun with You and me!

Authors: Magda Jacobs and Angelique van der Pluijm

On the back of each box 3 game board is a theme picture. Based on the picture, you can repeat and make productive use of the theme practise. Let the children name the words or repeat them. For children who can do this already, ask them to make short sentences with the words.

Theme pictures

On the back of each box 3 game board is a theme picture. Based on the picture, you can repeat and make productive use of the theme practise. Let the children name the words or repeat them. For children who can do this already, ask them to make short sentences with the words.

Turn and twist

Contents

In one cardboard box:

- 1 plastic game board with pointer 21 x 21cm
- 92 plastic theme cards (10 themes) 6 x 6cm
- Instruction manual

Aim of the game

The children practice the 92 offered words receptively and productively from the themes: Colours, Clothes, Animals (big and small), Food, Numbers, Counting, My body, My family, At home.

Gameplay

Turn and twist is a group game with two variants that increase in difficulty. For both game variants, if the children have played the game accompanied before, they can play independently in groups of 2-8.

Game variant 1

• *Practice English words receptively*

Play in a group of 2 to 8 children. Place the game board in the centre of the table or on the ground and choose 8 cards from one theme and place them in a circle around the board. The cards from a theme come with a dot. Say, 'Turn and twist', and spin the pointer. Together, say the word where the pointer stops.

**Practising English words productively*

Say, 'Turn and twist', and allow a child to spin the pointer. Look at where the pointer stops. The one that says the English word first gets the card. Whoever has the most cards at the end wins the game. Make the game more difficult by instead of using eight cards from one theme, choosing eight cards randomly.

Game variant 2

• *Practice English sentences receptively*

Play this game in a group of 2 to 8 children. Place the game board in the centre of the table or on the ground. Place eight loose theme cards in a circle around the game board. Say, 'Turn and twist', and spin the pointer. Look at where the pointer stops.

Make a short sentence with that word, for example:

This is green. The children repeat the sentence.

• *Practice English sentences productively*

Say, 'Turn and twist', and spin the pointer. Look at where the pointer stops. The first child that is able to make a sentence with the English word gets the card. Whoever has the most cards at the end wins the game. The game can be made more difficult by using eight, randomly themed cards.

Memory

Turn and twist consists of 92 cards. You can play memory games with some of these cards. Take the cards from the themes listed below, shuffle them and place them on the table face down. Turn two cards over. Say the words out loud in English. Is it a pair and you can name them? If so, you can take both cards. If it is not a pair or you can't say the word in English, you must turn them both back over. The winner is the one with the most pairs at the end of the game. You can play the following memory games:

Colours – Clothes (with 9 colours and 9 items of clothing);

Colours – Animals (match 9 colours to 9 animals)

Numbers – Counting (10 numbers and 10 quantities)

Numbers – Animals (10 numbers and 10 types of animals)

Animals big – Animals small (9 small and 9 big animals)

Tips for expanding the game

- Think of different movements to make the words more memorable. Put the animals together and afterwards, name them. Point to your own items of clothing or body parts, or those of the children.
- Look in magazines for pictures of the words, cut them out and make a poster with them. Hang the poster on the wall and regularly go back and say what is on it.
- Use the English words on a daily basis as part of the daily routine.
- Investigate how you can incorporate the game, Turn and twist, into your own English method.

Enjoy Turn and twist!

Authors: Magda Jacobs and Angelique van der Pluijm

 Rolf ontwikkelt en produceert educatief materiaal. Veel aandacht wordt besteed aan kwaliteit en veiligheid van elk product. Voor de onderwijskundige functionaliteit van sommige Rolf producten moet gebruik worden gemaakt van scherpere of kleinere onderdelen. Bij oneigenlijk gebruik kunnen deze ingeslikt worden of leiden tot verwondingen. Derhalve zijn deze producten niet geschikt voor kinderen beneden de 3 jaar en dienen deze altijd gebruikt te worden onder toezicht van volwassenen. Bewaar deze handleiding bij het product, zodat elke gebruiker zich op de hoogte kan stellen van de wijze waarop dit product gebruikt moet worden.

 Rolf entwickelt und produziert Lernmaterial. Es wird bei jedem Produkt sehr stark auf Qualität und Sicherheit geachtet. Für die didaktisch-methodische Funktionalität einiger von Rolfs Produkten müssen schärfere und kleinere Teile benutzt werden. Bei unsachgemäßem Gebrauch können diese verschluckt werden oder zu Verletzungen führen. Deshalb sind diese Produkte nicht für Kinder unter 3 Jahren geeignet und sollten immer unter Aufsicht eines Erwachsenen benutzt werden. Bewahren Sie diese Gebrauchsanleitung zusammen mit dem Produkt auf, damit jeder Nutzer sich darüber informieren kann, wie dieses Produkt benutzt werden sollte.

Onderhoud materiaal:

De onderdelen in 'Funny English' zijn nagenoeg onbreekbaar. De materialen zijn makkelijk te reinigen met een licht vochtige doek. Na het reinigen de materialen met een zachte doek droog wrijven. Het gebruik van agressieve schoonmaakmiddelen, schuurmiddelen en schuurponsjes wordt dringend afgeraden, omdat dit het materiaal kan beschadigen en de drukkleuren op het materiaal negatief kan beïnvloeden.

Caring for the components:

The 'Funny English' parts are virtually unbreakable. The components can be easily cleaned with a lightly damp cloth. After cleaning, rub them dry with a soft cloth. Using aggressive detergents, abrasives and scourers is strongly discouraged, as this may damage the components and affect the printed colours.

943.0001

 Rolf develops and produces educational materials. Much attention is paid to the quality and safety of each product. Some of his products may contain small or sharp parts necessary to achieve their full educational value; improper use may result in swallowing or other injuries. These products are therefore not suitable for children under 3 years old and they should always be used under adult supervision. Store these instructions with the product itself to ensure that each user is informed of the appropriate way to use this product.

 Rolf développe et produit du matériel éducatif. La qualité et la sécurité de chaque produit font l'objet d'une grande attention. Pour concrétiser la fonction pédagogique de certains produits Rolf, il faut utiliser des pièces plus fines ou plus petites. En cas de mauvaise utilisation, les enfants risquent d'en avaler ou de se blesser. C'est pourquoi ces produits ne doivent pas être utilisés par des enfants de moins de 3 ans, et doivent toujours être manipulés sous la surveillance d'un adulte. Conservez ces consignes avec le produit, de manière que chaque utilisateur puisse en connaître les modalités d'utilisation.

Pflege des Materials:

Die Einzelteile des Spiels 'Funny English' sind nahezu unzerbrechlich. Die Materialien können problemlos mit einem leicht feuchten Tuch gereinigt werden. Nach der Reinigung die Materialien mit einem weichen Tuch trockenreiben. Vom Einsatz aggressiver Reinigungsmittel, von Scheuermitteln und Scheuerschwämmen wird dringend abgeraten, da sie das Material beschädigen und die Druckfarben auf dem Material negativ beeinflussen können.

Entretien du matériel:

Les pièces 'Funny English' sont pratiquement incassables. Le matériel se nettoie facilement avec un chiffon légèrement humide. Après le nettoyage, essuyer avec un chiffon doux sec. L'utilisation de produits de nettoyage agressifs, d'abrasifs et d'éponges à récurer est vivement déconseillée parce qu'ils peuvent endommager le matériel et les couleurs.