Create your own language games

**Summary:** Games can be a great opportunity to experience languages and also to strengthen one’s skills. Online there are several courses and resources to enhance language proficiency but, what if I tell you that you can create your own language game without knowing how to code and programme? Yes, some websites and apps provide the opportunity to create engaging activities using templates that can be personalised and adapted to the user’s needs. Going from player to developer can be an interesting way of deepening one’s knowledge and also helping others learn something using the point of view of a language learner.

**Key words:** Games, fun, learning, languages.

**Aims:** Enhancing language learning using innovative and stimulating activities; promoting a different approach to language learning; using online tools to create useful resources for other learners.

**Participants:** Trainers, teachers and students of all school levels.

**Description:** Before starting the activity, the facilitator will explain to the participants how to use different websites or apps to create online language games (like the ones mentioned in the powerpoint presentation: Educaplay, LearningApps and Tinycards).Then the participants will be divided into small groups and will have to choose the tool they want to use and the type of activity they want to create. The facilitator can assign to each group a skill that should be developed by playing that game, for example writing, pronunciation, text comprehension and so on, or he can give them free choice. After the brainstorming session each group can start creating the activity. They can use images, recordings, text, video clips and all the other formats supported by the websites. The fastest developers can also create two different games on two different platforms. When a group has completed the activity, it should be submitted to the facilitator that will highlight possible mistakes. After all the corrections have been finalised each group will describe the game to the others and will play the games created by the other groups. The participants will have to choose the best activity, whose creators will be awarded with a prize.

**Material:** Notebooks, pens, computers with internet connection.

**Method:** Learning by Doing; Cooperative Learning; Active Learning.

**Advice for Facilitators:** Providing feedback and correcting errors is important to make L2 speakers learn from their mistakes. At the end of the activity share with the participants the most common errors made by the groups without naming names.

**Contributor:** School administration, refugee institutions, youth welfare institutions, migrant associations.