



Cap sur l'école inclusive
en Europe



Pedagogical Sheet

Language: Working on articles as games

Section of the module / E

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1. Context

Ordinary and specialized classes.

2. Goals

- Advancing all pupils in reading
- Improving the decoding of words
- Recognizing the right article
- Facilitating the comprehension of sentences
- Developing language skills in a fun way

Playing is often very promising because it needs several people to play. To say that we are going to "play a game" is more motivating than "doing an exercise". Putting a game in the timetable motivates pupils to work quickly to have the time to "play"! This sheet is a guide to help you as a teacher to work in a fun and visual way with children.

3. « Best practice » conduct

- **Team composition:**

Teacher and/or AVS (Auxiliaire de Vie Scolaire, i.e. school life auxiliary), AES (Accompagnant Educatif et Social, i.e. educational and social attendant)

Group of 10 pupils maximum.

Materials: Visible at the end of the presentation.

Time: To be adapted according to pupils' fatigability

Title of educational activity: « The game of articles »

Materials:

- 4 à 6 different individual plates on which objects are drawn.
- 24 à 36 mobile labels on which the articles "le" and "la" (*masculine and feminine in French*) are written.
- 1 die with the articles « le » or « la ».

Course of the game:

- 4 to 6 players. Each player has an individual plate. The children roll the die in turn. According to the article indicated by the die, the child takes a label and places it in front of an object of the concerned gender. If the die turns over for example on "la" (*feminine article in French*) and there is no more feminine object on the plate, he passes his turn. The first who filled his plate wins.

This game – the game of articles – was designed by Marie-Louise Winninger in her book "Jeux de sons et de lecture" ("Sound and reading games"), edited by Retz.

4. Activity evaluation

This activity requires a quiet environment and a limited number of pupils to reduce anything that can help distract the child. This activity can be easily diversified and does not require a very high cost in its design.

5. Limitations

Each teacher must take care to limit situations of failure for the children because they can quickly become discouraged.

Regulate the group well and show several examples.

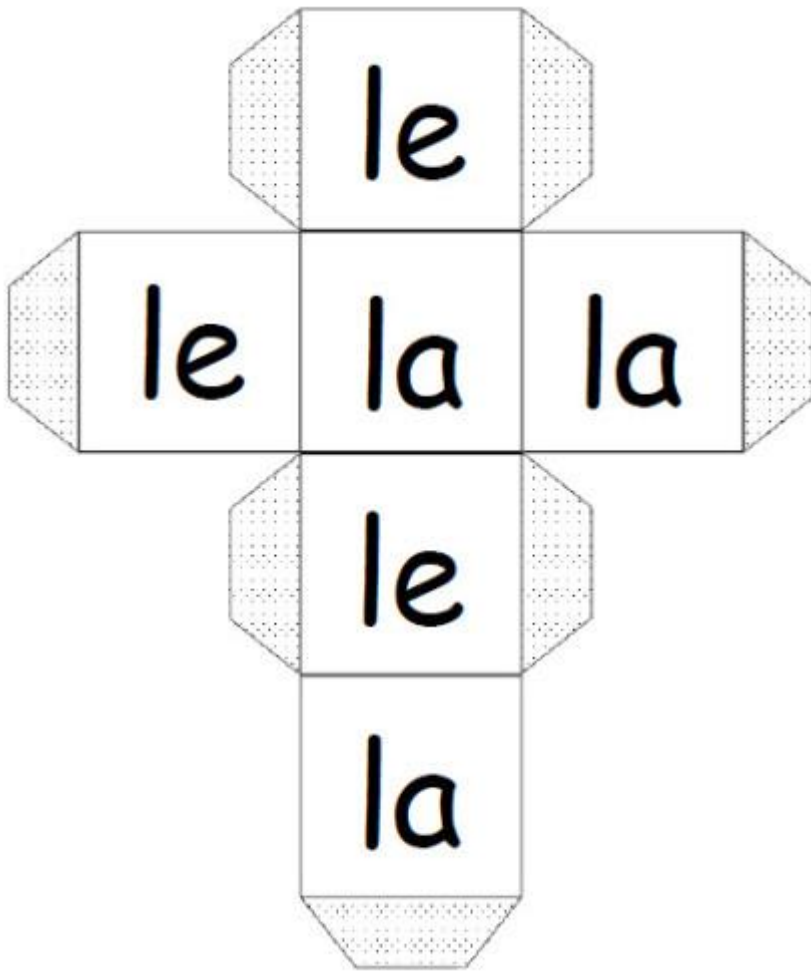
6. Prospects







On this same frame, it is possible to create the "game of pronouns". Pronouns are very often the weak point of people with ASD (Autism Spectrum Disorder): they have a lot of trouble using "I" ... Thus, when you ask N. if she is cold, she will answer you: "She is not cold", for no (or "She's cold" for yes!). Yet it is much longer than YES or NO ... But it's her way of responding, echoing the question (hence the term "Echolalia").













Similarly, when describing the photos of the life book, most of these pupils describe themselves by speaking in the third person. For example, M. can tell us: "M. she writes." instead of "I write."







They need specific situations to learn to say "I" ...

Here is the dice:



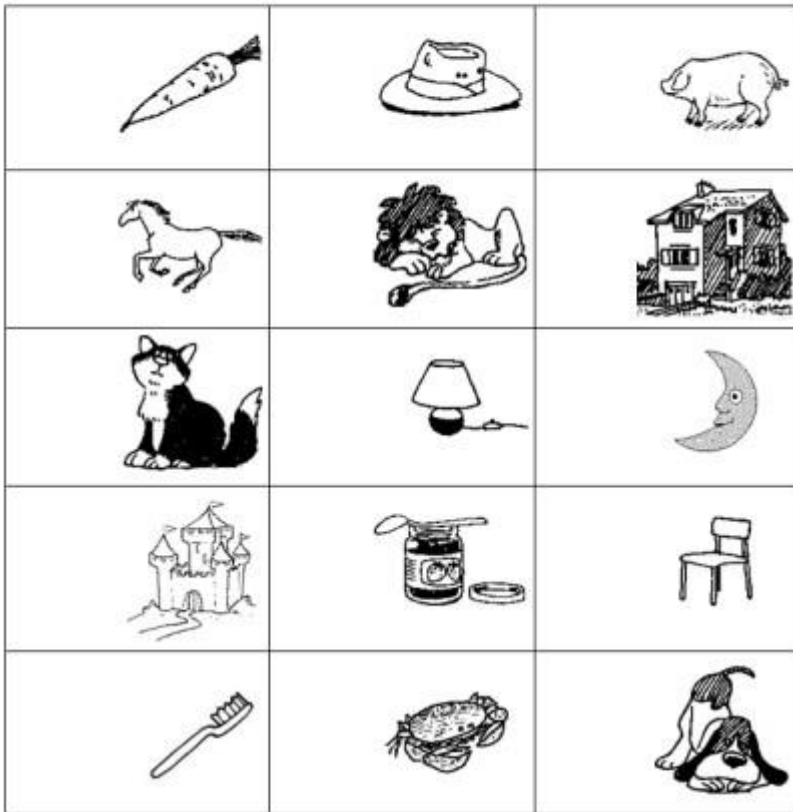
			
			
			

The images in these cards come from the "La cigale (the cicada)" free image book - this is [here](#).

Following this game, exercises of this type are possible:

Prénom : _____

Date : _____



le	le	le	le	le	le	le	le	le
la	la	la	la	la	la	la	la	la













The images of this exercise come from the website "la petite souris" (the little mouse) : [here](#)
There, it is an exercise for pupils who can't write, and with cursive writing, but everything can be imagined.

For example, for writers:

Instructions: write in front of the images, on the blue lines, "la" or "le"

Prénom : _____ Date : _____

Écris devant les images, sur les lignes bleues la ou le

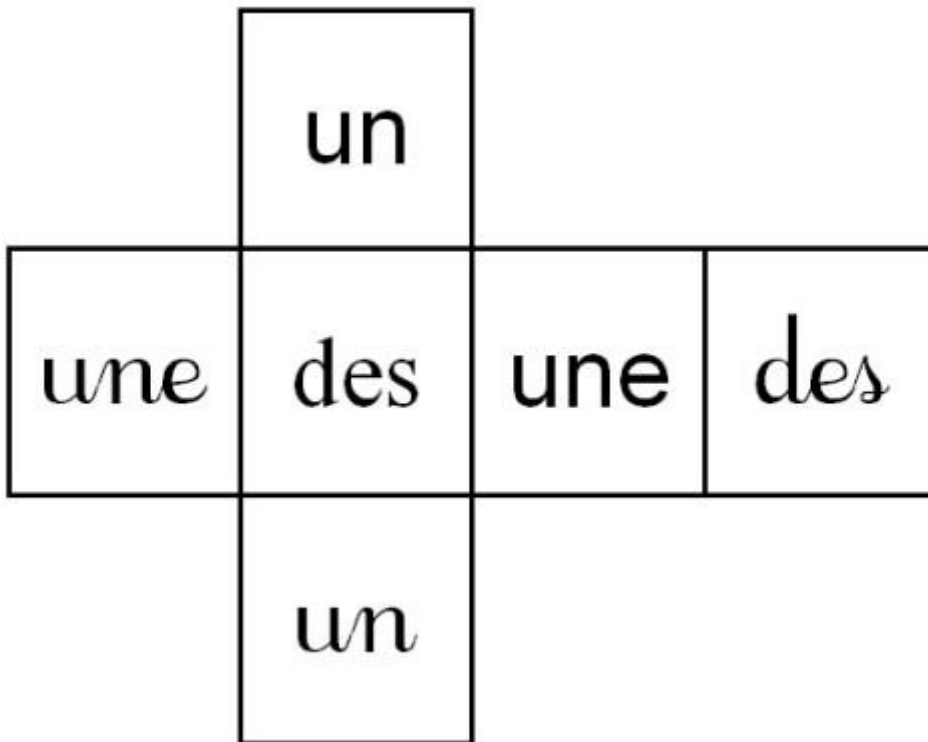
 _____	 _____	 _____
 _____	 _____	 _____
 _____	 _____	 _____
 _____	 _____	 _____

Other exercises of the same style (with plurals) on this page [Léo & Léa](#)

One can also imagine to create a die with 2 faces "la", 2 "le" and 2 "les", to redo cards with these 3 articles ... then "un / une" ... etc ...

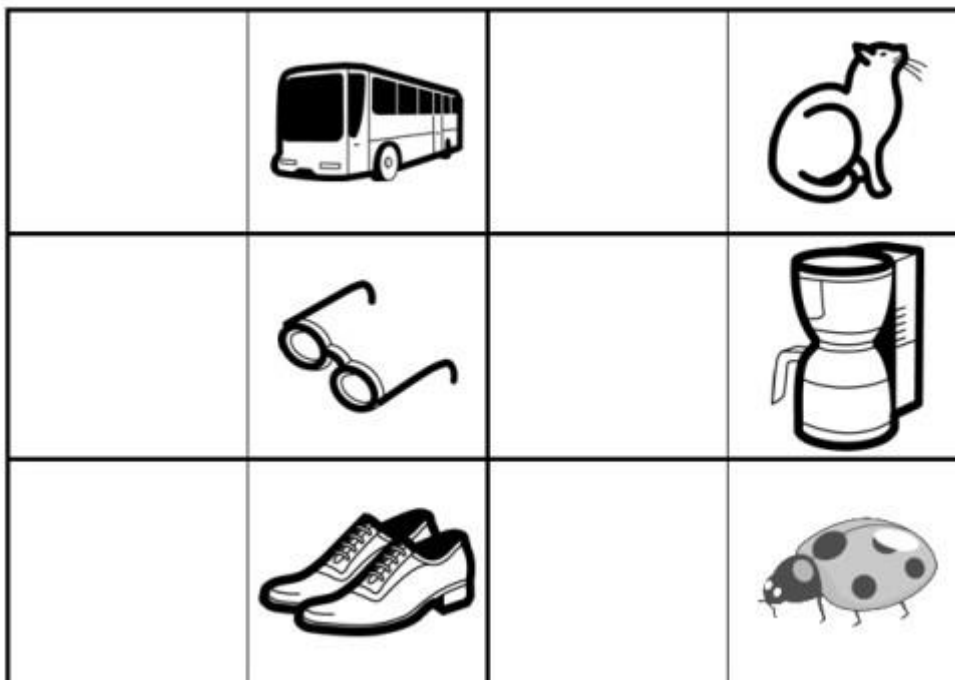
Here is for example a game "un / une / des":

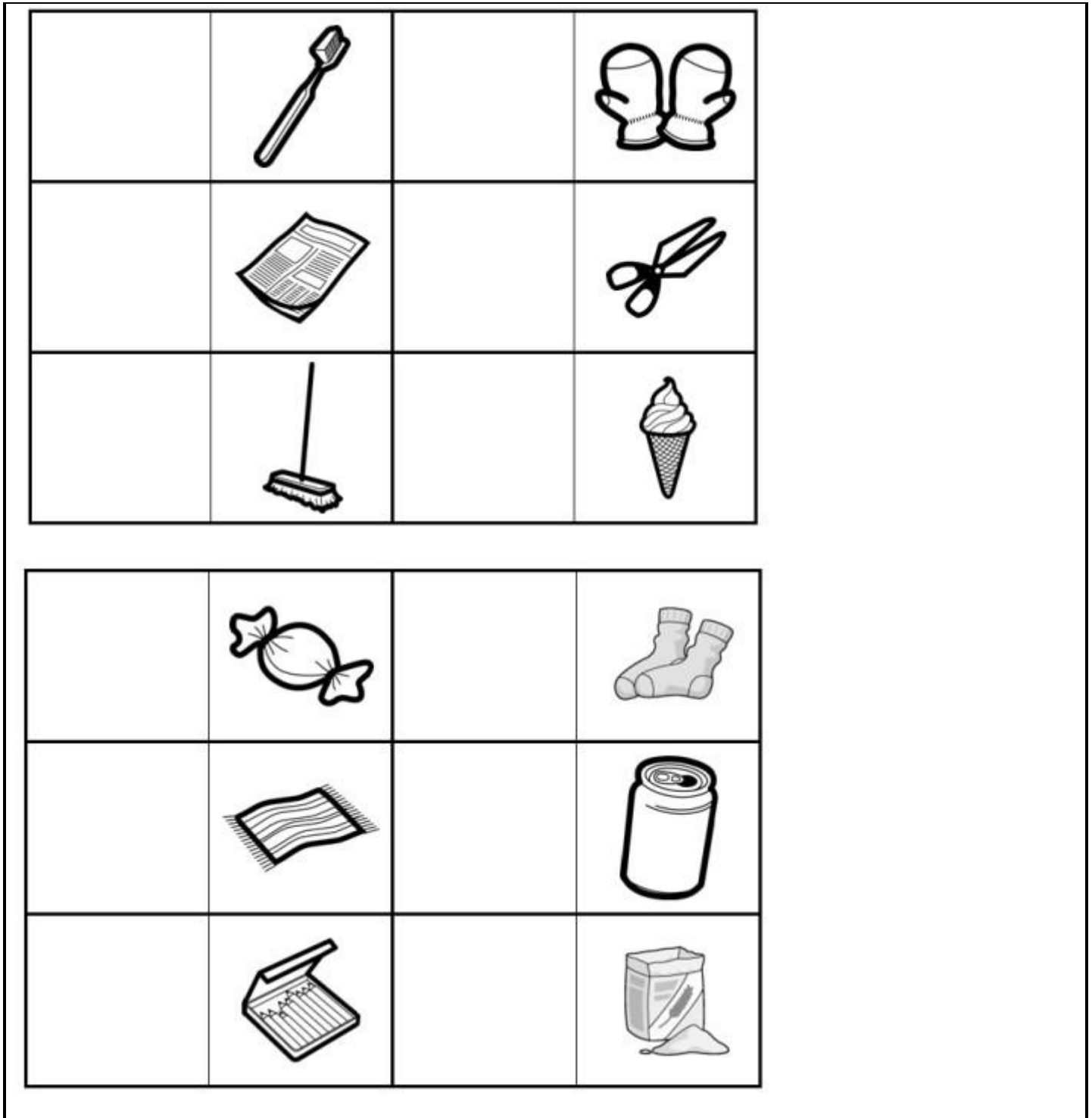
- The dice:

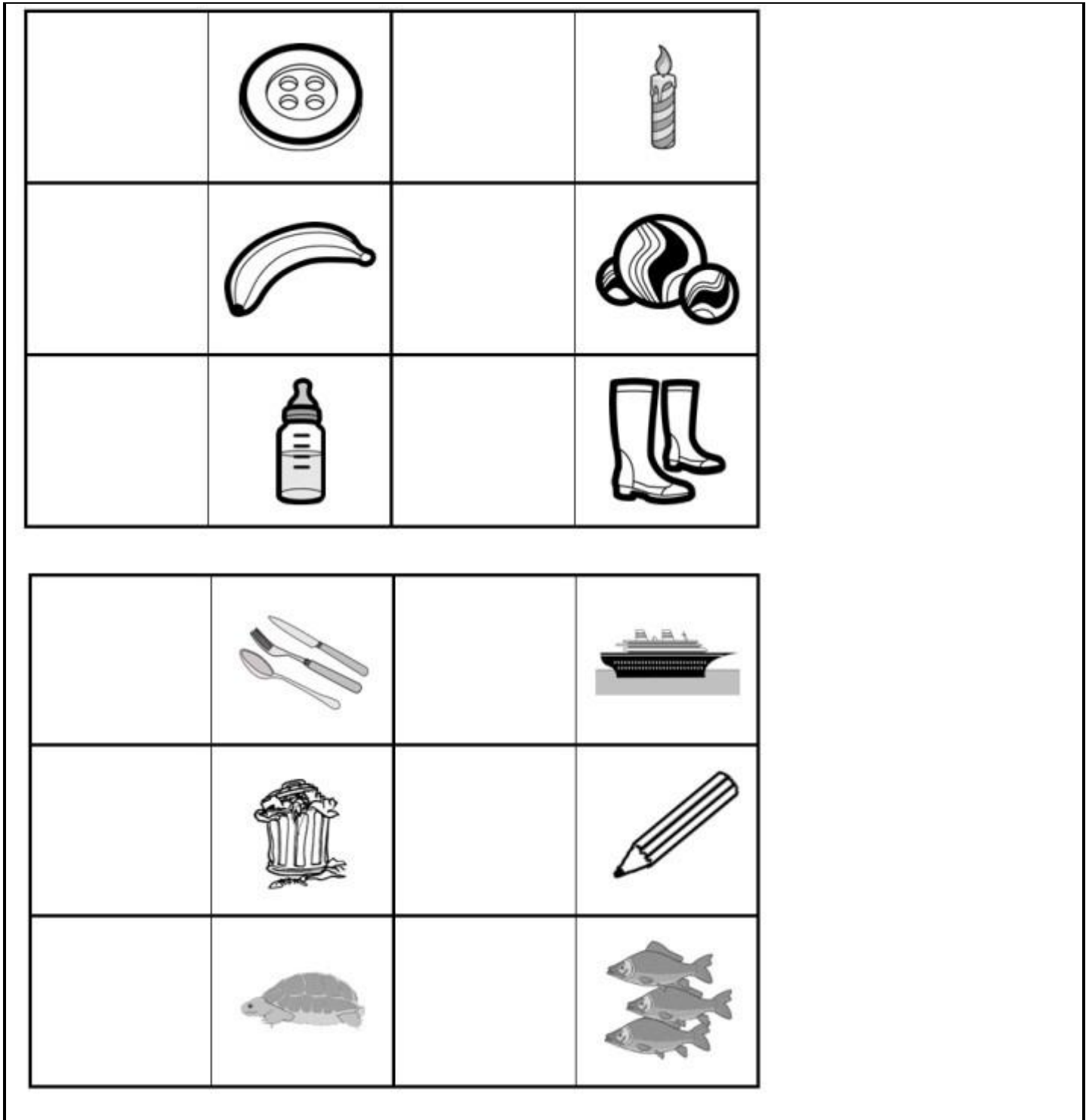














Warning: leave small edges like for the dice of the game of articles for the glue !!

- The picture boards:







- And the stickers:

une	une	des	des
une	une	un	une
une	une	une	un

des	des	un	un
des	des	un	un
des	des	un	un