



THE LANGUAGE MAGICIAN
classroom resources

Teachers' notes



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These resources are optional and are intended to introduce the story and the characters of the game before pupils play it for the first time at either Level 1 or 2. The activities also serve to help familiarise pupils with the type of activity they will meet in the online game, and to develop their skills after playing the game.

The expectation is that pupils will have had 50-70 hours of language learning and be familiar with some language themes before teachers use the game at Level 1.

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 (e.g. Listening, or Thinking skills). 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 worksheets and other copiable resource are in separate Activities pdf documents in each of the Languages. These also contain Language versions of the 'teacher scripts' marked in this document by these words:



This '*Teacher script*' is available in each of the Languages in the Activities pdf
In case they are of use.