

Influent – VEGA Teaching Scenario –Learning language and grammar

The scenario in a nutshell:

Topic: Learning language with influent

Subject(s): Foreign language

Age / Grade: 11 + / 5

Short description of the game:

Influent is a Language Learning Game focused on vocabulary acquisition and pronunciation that gives players the freedom to choose the words they want to learn without the need for pencils or books!



Introduction to the scenario (*incl. possible applications, alternatives, risks, and possible challenges*):

Learning new languages can be challenging. By enriching the teaching with games, learning can be more fun. Students can consolidate their knowledge with the help of the game.

The scenario is about explaining where things are, where they are placed and where they are taken from. In the scan riot, grammar and word learning are connected.

In this scenario it is beneficial to change the grammar for something challenging in the target language.

Learning outcomes for this scenario:

- practice and learn new words in a foreign language
- practice prepositions
- develop cooperation skills during the game
- develop self-evaluation skills

Selection of learning outcomes from the Finnish Curriculum:

Overall goals for teaching foreign languages

It will arouse students' interest in the linguistic and cultural diversity of the school and the surrounding world and encourage them to communicate in authentic environments.

Gender equality in language choice and language studies is strengthened by informing about choices in languages in various and interesting ways, by encouraging students to make decisions about language choice based on their individual interests, by treating themes in many ways and from different points of view, and by using varied and practical working methods.

Digital tools offer a natural opportunity to implement language teaching in authentic situations and based on students' communication needs. The teaching must also provide skills that promote participation and active influence in an international world.

The teaching should strengthen the students' confidence in their ability to learn languages and to use them bravely. Students must be given the opportunity to study at their own pace and, if necessary, receive support for their learning. The teaching must be arranged so that also students who advance faster or know the language before can make progress.

[Formative assessment](#)

Number of students: 20 students

Duration (estimated time/number of lessons): 3 x 45 min

Prerequisites (necessary materials and online resources):


- Influent installed on the computers used

Before the program begins (preparatory work for teacher):

- Download Influent game to computers or ipads.
- Make sure you have the right version downloaded, correct language.
- Choose the words to learn ([example included in this scenario](#)). Optional to use, otherwise ask the students to write the words down.
- summarize the grammar ([example included in this scenario for Swedish-Finnish](#))

The scenario

Lesson 1:

- Start by introducing the students to the [grammar](#). Let the student draw pictures in their notebooks, and walk through the grammar a couple of times. Make examples.
- Introduce the students to the wordlist, and read them through.
- Show the students the game, and explain how it works, the next lesson students will be able to try it out themselves.
-  [Influent Gameplay \(PC HD\)](#)
- Homework, practice on the 10 first words.

Lesson 2:

- Watch the introduction video together, and discuss what the game is about.
 - learning new words
 - both how to spell and pronounce
- Students start to play, they will play in pairs.
- Students will follow the instructions on the screen of their own game.
- Start by walking around the apartment.
- Students try to speak the foreign language they are learning.
- The first thing to do is to collect the same words that are on the word list. Remember to push + to add.
- Start with the ten first.
- When the students have collected the 10 words they are ready for *Star Challenge* (open the wordlist to start the challenge)
- Debrief by asking students questions about the game, words. And also ask them to explain where the thing is, from where it is taken, and where they are putting it.
- Remember to make sure the game is saved.
- Homework practice the following 10 words.

Lesson 3:

- Finnish collecting all words in a total of 20 words. These words can both be nouns and verbs. (after finishing the star challenge you are able to collect verbs and adjectives)
- Play star challenge again
- Homework is to practice all 20 words

Lesson 4:

- The students work with the same words as in the earlier lessons.
- Let the students write sentences with the words.
- Formulate both questions and answers. Where is something? Where something is taken from or where it is placed.
- Let the students read the questions and answers out loud for their pier.

Evaluation:

- Check the words in a voluntary way.
- Summarize the previous lessons
- If you have time let the students continue playing.