

<b>DURATION</b>	10 minutes — if it works well with your child, take as long as you want and repeat as often as you wish
<b>AGE RECOMMENDATION</b>	6–10
<b>KEY WORDS</b>	expression, body language, guessing, vocabulary
<b>LANGUAGES OF THE ORIGINAL SOURCE</b>	This activity can be used in any language.
<b>MATERIALS NEEDED</b>	none (but you have to have at least four people to use the activity)
<b>AIM OF THE ACTIVITY</b>	The main aim is to combine spoken language and body language. The children experience the connection between expressing themselves via language and body language.
<b>PREPARATION FOR THE ACTIVITY</b>	You need enough space to do a little performing. You need sheets of paper and pencils.
<b>PROCEDURE</b>	<ol style="list-style-type: none"> <li>1. If there are four people taking part in the game you will need to split in to two teams – it is best to build teams with one parent and at least one child in each.</li> <li>2. Write a number (10 – 20) of feelings or activities on pieces of paper – one feeling or activity per piece of paper. Examples could be happiness, sadness, anger, tiredness, to be in a hurry, to telephone, to cook, to take the dog out etc. Some words can be easy to express, some difficult. These must be in the language being learnt.</li> <li>3. Put your pieces of paper on the table upside down to the other team, so that the words are not visible.</li> <li>4. One person in the other team takes a piece of paper. They have to express the feeling, act out what is written on the paper. They are not allowed to make sounds or say words. If the other team member can guess what is being performed the team scores.</li> <li>5. Now the turn is on the other team.</li> </ol>
<b>SIGNIFICANT BENEFIT OF THE ACTIVITY</b>	This activity engages the whole family, who can have a great time and learn languages together. The playing element of the activity allows the participants to forget about the learning aspect. Because the activity integrates both language and acting, it has a special appeal to learners who like to learn through physical activity (kinaesthetic learning style).
<b>SOURCE OF THE ACTIVITY</b>	<i>Pantomime</i> or <i>Charades</i> is a children game, known in many countries.