



Technische
Universität
Braunschweig



Creating Intercultural Teaching Material

Info

This is a short gallery of the fine and useful creations designed by students attending a course within module B3 (which is about foreign language didactics). The teaching material was created in autumn of 2016.

Feel inspired!

Intercultural Memory



Intercultural Memory

The **Intercultural Memory** is for primary school children. It has 30 pairs of cards with a picture and the word in four different languages (German, Polish, English, Chinese). There is a CD which contains the words spoken by a native speaker. The intention of the game is to contribute to tolerance by making the children listen to the different language sounds, and to demonstrate that what is considered normal (for example what the written language looks like) for a German child, is not normality for a Chinese child.

Authors: Neela Winter, Veronika Kasperowicz

3D Map of London



3D Map of London

Learning Languages and Cultures

3D Map of London

Our project consists of a game where the players are on a tour to important sights in London. Before they start, the player/s choose a card, which will show them to which sight they have to go. On this card they find information about the sight, which will later help them to fill in worksheets. After each sight the players have to fill in a worksheet on which they are asked about information they have learnt during the game. Some worksheets are especially about the first sight they have visited but some worksheets are about information regarding the whole game. The players can find the worksheets at different places in the classroom. These places are marked with signs, e.g. "Houses of Parliament", so that the players know where to find them. This procedure carries on through the whole game.

Choose a card – read the information on it – go and search for the right worksheet – fill in the sheet – choose a card...

3D Map of London

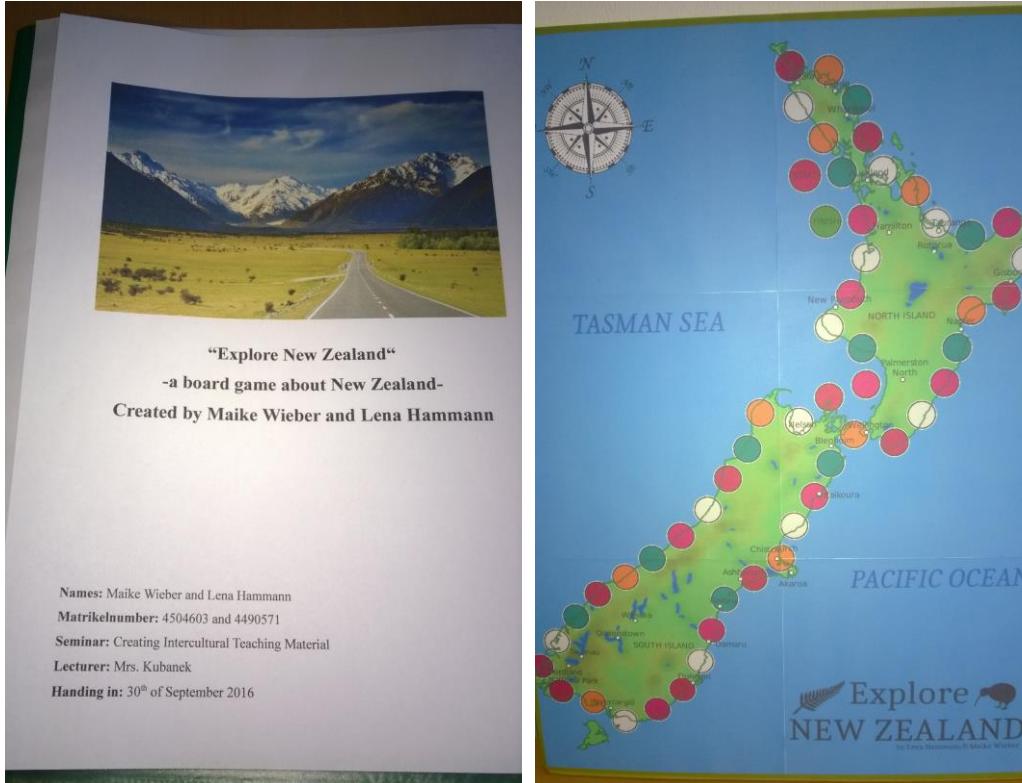
The **3 D Map of London** is a large wooden map, the sights are made out of paper and attached vertically so the child can easily imagine to be walking around in London. It is an activity of the type "Stationenlernen". The children choose an info-card about the sight, read it, then walk to the part of the classroom where the worksheet with questions about that sight is placed. Nobody wins or loses because it is only about collecting information. The worksheets do not only ask to answer questions, but also to do a memory or to make a double decker bus out of paper. The teaching material is not only touristy but has a worksheet about the Brexit as well.

Authors: Laura Edelburg, Hannah Herkötter

Explore New Zealand



Explore New Zealand



"Explore New Zealand"

-a board game about New Zealand-

Created by Maike Wieber and Lena Hammann

Names: Maike Wieber and Lena Hammann

Matrikelnumber: 4504603 and 4490571

Seminar: Creating Intercultural Teaching Material

Lecturer: Mrs. Kubanek

Handing in: 30th of September 2016

Explore New Zealand

Explore New Zealand is a board game, on green foam. There are questions to be answered and there are exercise cards. The Kiwi cards mean that the player has to do a physical activity. It is for young teenagers from the age of 12.

Authors: Maike Wieber, Lena Hammann

Discover Braunschweig

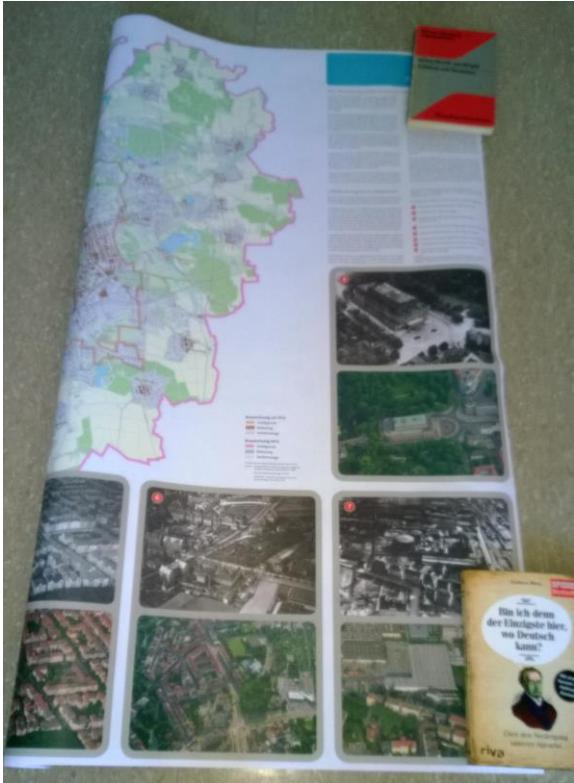


Discover Braunschweig

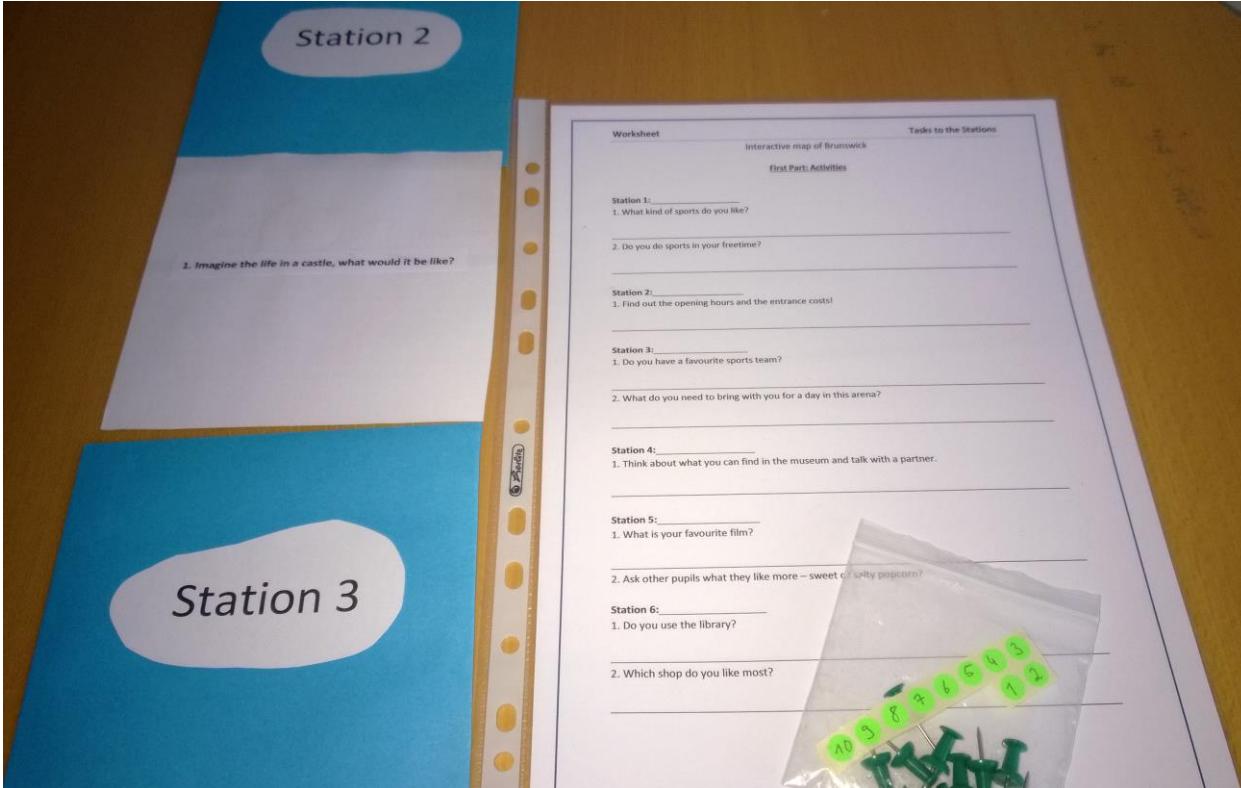
Discover Braunschweig – a Video- and Audio Tour + Rally Through Braunschweig illustrates the main sights of the city. The audio guide has a questionnaire which can only be answered while visiting the site. The material is in English and German and can be used for school situations, international students or people having arrived in Braunschweig for other reasons. The German version can be used from grade 3 on, the English version from grade 7, for international visitors or refugees.

Authors: Luisa Zaudtke, Lisa Mundt, Sebastian Pape

The Interactive Map of Brunswick



The Interactive Map of Brunswick

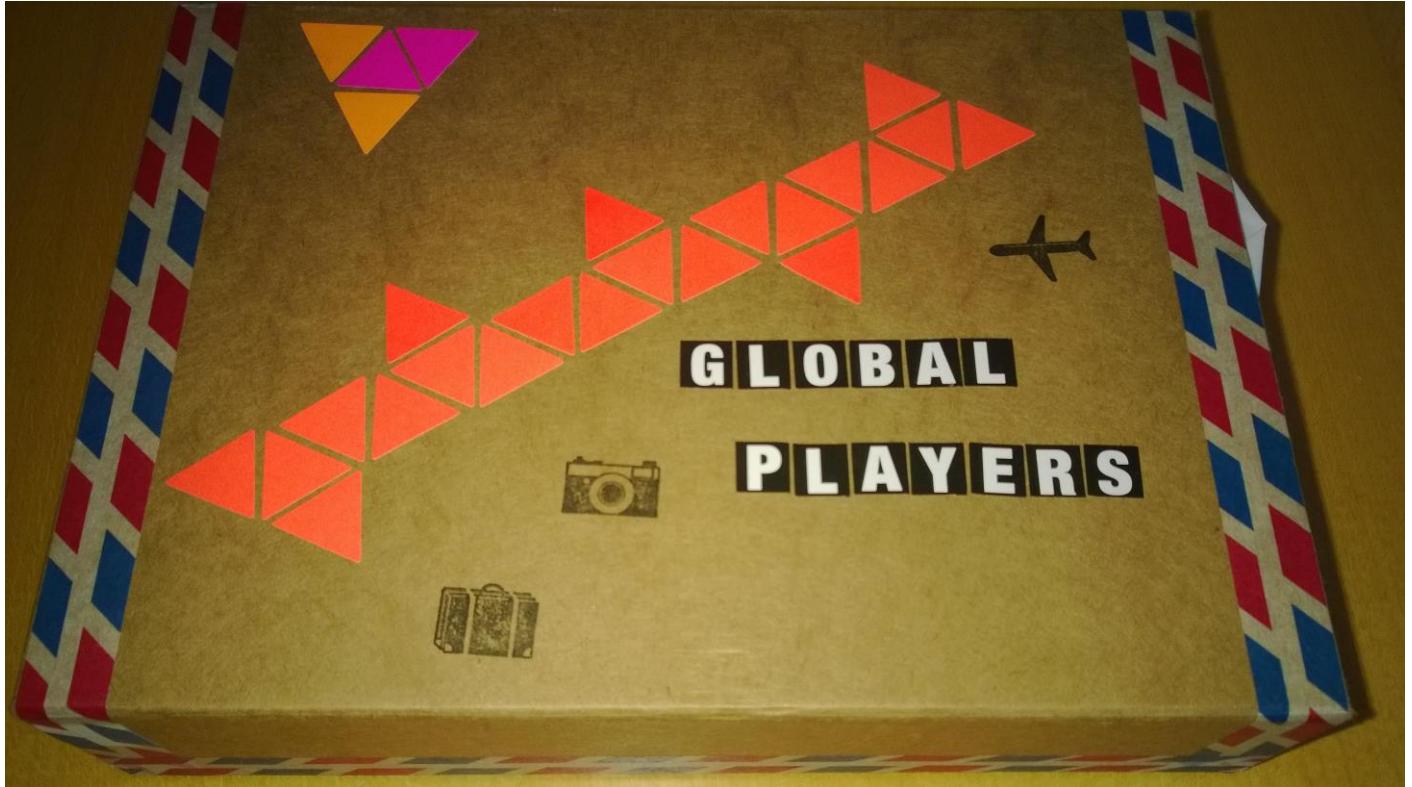


The Interactive Map of Brunswick

The Interactive Map of Brunswick game consists of 10 learning stations with activities, for 10 sights of the city. Using a big City Map as visual support appeals to the visual learner type. Furthermore, there is a large map with photos, taken by the authors themselves. Info texts and worksheets in English and German are provided. Target group: children from the age of 10.

Authors: Vanessa Werth, Marie Wusowski, Stefanie Wollny

Global Players



Global Players

Mexico A: **1, 2, 3 Calabaza**
In the game, one player acts as a wolf or a tree with the rest of the group behind him/her at a distance. The group tries to move forward while his/her back is turned to them. He/she says "Un, dos, tres" and turns around and tries to catch someone moving. Everyone must stand perfectly still, like a pumpkin, while he/she is watching. If he/she sees someone move, that person must stand behind the line. The first person to reach him/her becomes the new pumpkin.

Mexico B: **Basta**
To play this traditional children's game in Spanish, everyone moves or runs around without stopping. Categories can include nombre, cosa, animal, fruto o verdura, color, and more. Categories can be anything though, including pop culture references. One person says the category and another person selects a letter from the alphabet. One person says the alphabet very quickly and someone else stops her by saying "Basta". Whatever letter the person is saying when she hears Basta is the letter for that round.

Mexico C: **El Patio De Mi Casa**
El patio de mi casa is a singing game. It begins with all of the children holding hands in a circle. They begin to move counter-clockwise, singing a song and holding hands. They sing a song: "El patio de mi casa es muy particular. Se moja y se seca como los dientes. Agáchense y vuélvanse agachados". When the song is over, all of the children have to sit down. The last one to sit down is out.

Australia C: **Bouncy Eye**
Each player picks three marbles*. Before the game starts, the players create a circle on the sidewalk. They may use tape or a piece of cloth to draw the circle. Each player puts two of their marbles in the center of the circle. The first player stands up, using their foot to knock the marbles toward the center of the circle. The other players' marbles go out of the circle. If any marbles are out, they become the property* of the person who knocked them out. Each player has a turn, until the circle is empty. At the end of the game, the player with the most marbles wins.

* Counter-clockwise (left). The direction opposite to movement of a clock's hands.
** The concept of my house is special. When I run, it gets wet. As the others do. Duck down, duck down, down again.

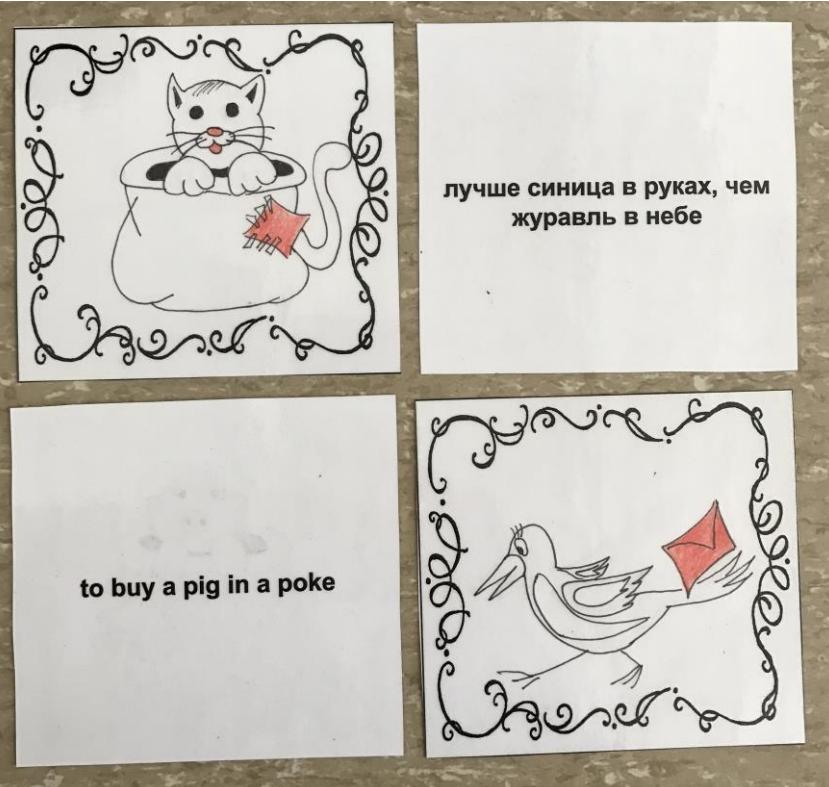
1. To pick something (in) = choice (something)
2. To knock (in) = hit
3. To run (in) = run
4. Property (in) = something that is owned by a person

Global Players

Global Players is a card game (Quartettspiel) for young people from the age of 12. It can be used in English classes but also as an after school activity. It is a game with an educational purpose. The cards depict games from many countries of the world. There is a short explanatory text on each card underneath the illustration.

Author: Antonie Huff

Russian and English Idioms

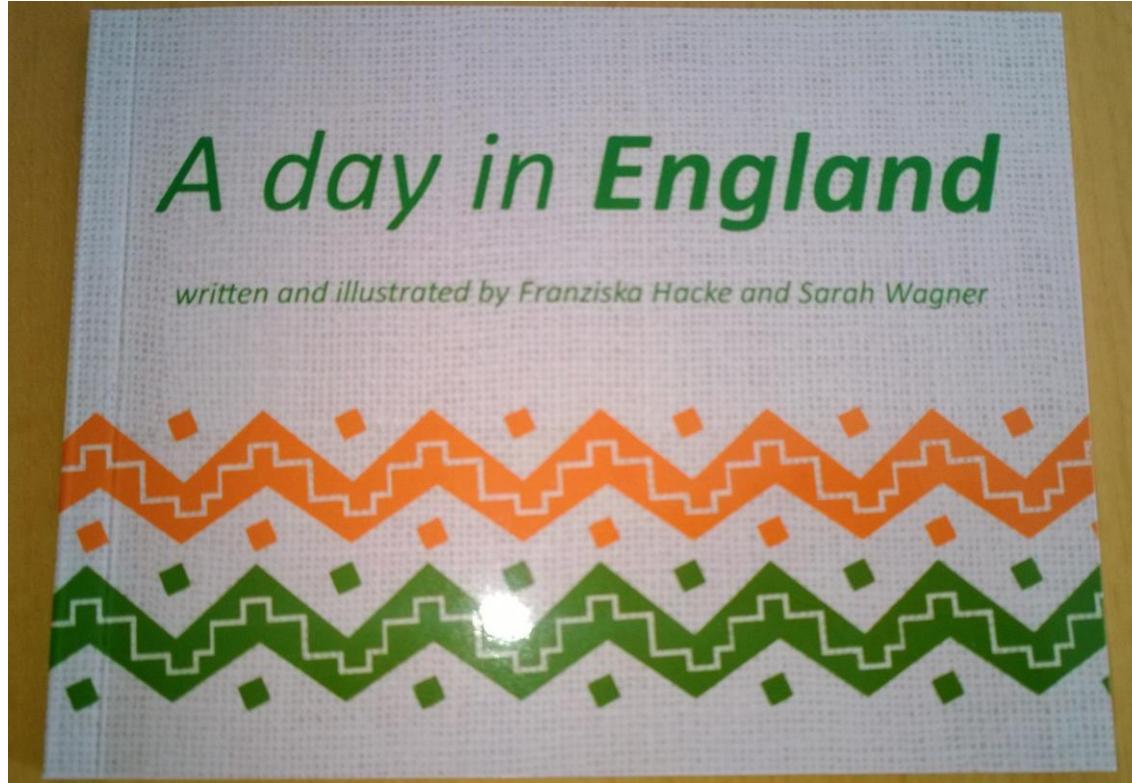


Russian and English Idioms

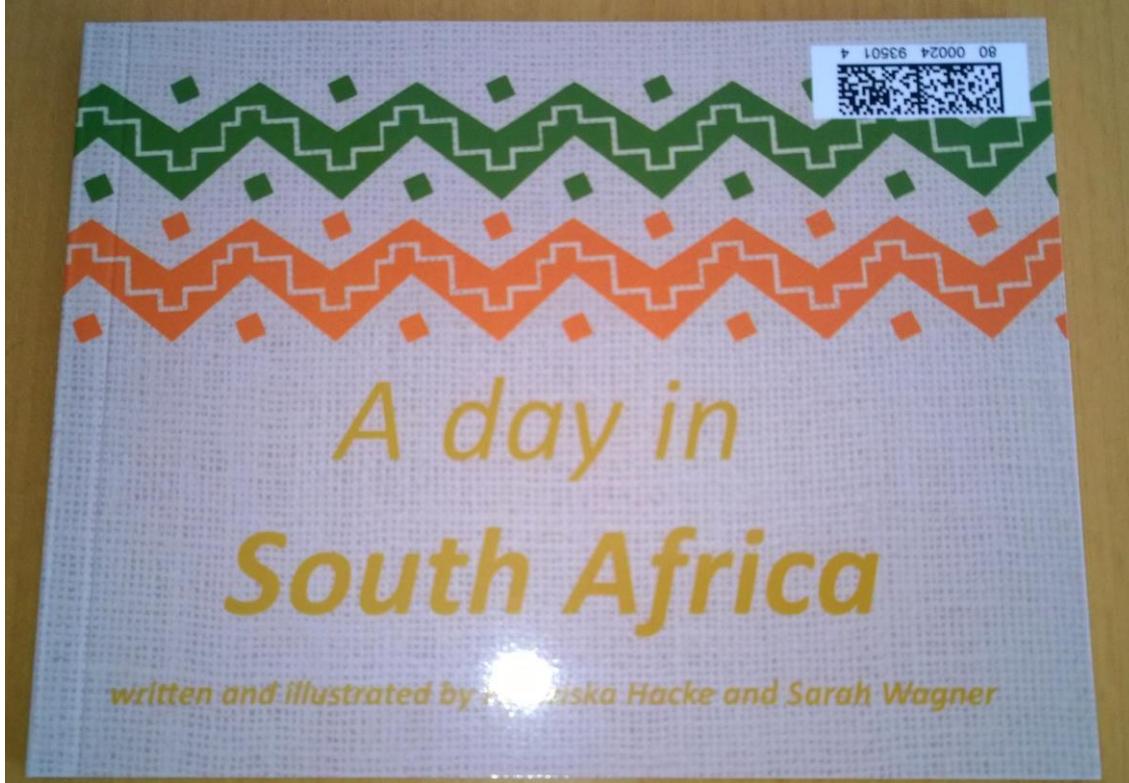
The card game **Russian and English Idioms** is a creative approach to extending the vocabulary and are moving from literal to figurative language. The students walk around and try to find the partner with a card that has the same idiom in the other language. The drawings were made by the author herself. One topic is animals, in Russian one says: Tired as a horse, in English Tired as a dog. The pupils using it see how idioms colour a language and can vary from language to language. The animals chosen appear in fairy tales very often. In this way the game is useful beyond the direct purpose. There are worksheets to practice the usage, but tasks like developing a story with 3-4 cards are also suggested.

Author: Natalia Rotaru

A Day in England



A Day in South Africa



A Day in England and A Day in South Africa

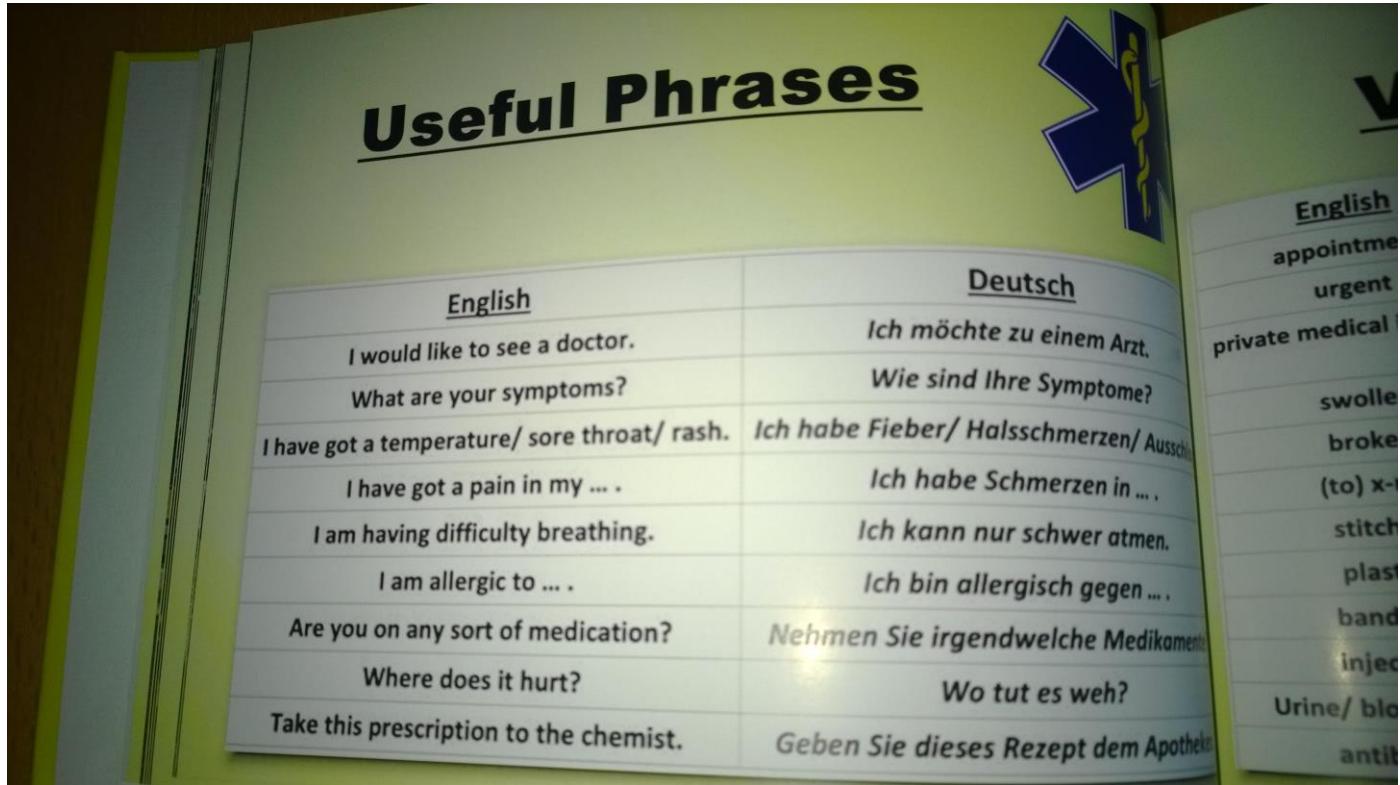
The book **A Day in England** and **A Day in South Africa** can be used in class or for private reading (age 10-11) and is two stories in one book. In order to read about the other country, one has to turn the book to its back and start reading from the “end to the start”. It presents topics which are interesting to children of that age. Some of the illustrations are authentic photos.

Authors: Franziska Hacke, Sarah Wagner

Basic Englisch – German Communication Guide



Basic Englisch – German Communication Guide



Basic Englisch – German Communication Guide

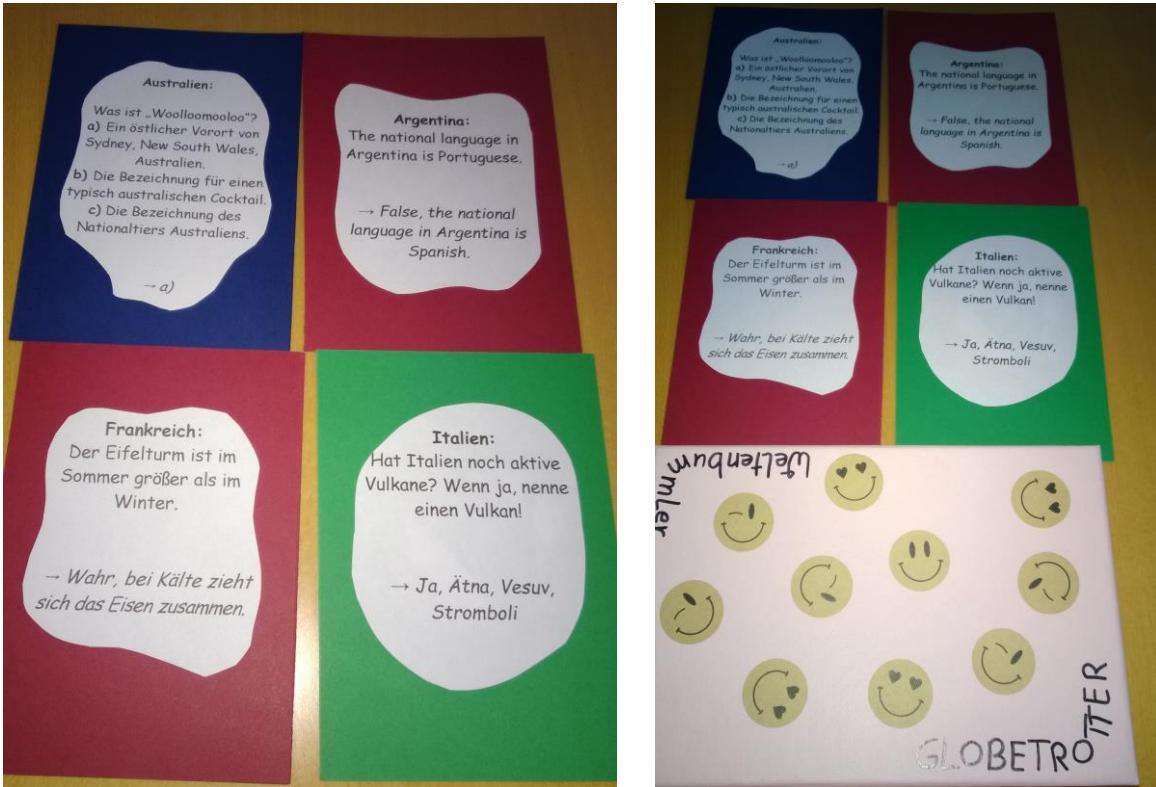
The **Basic English-German Communication Guide** for tourists (including teenagers) is a fresh attempt in a genre where there are several commercial booklets, but, in fact, each teacher or organiser of school trips needs to consider anew which words and structures to pre-teach. The layout is very clear and attractive, one asset is, for example, that the words are written in a font size which is easy to read.

Authors: Tina Matthias, Guido Mielke

Globetrotter



Globetrotter

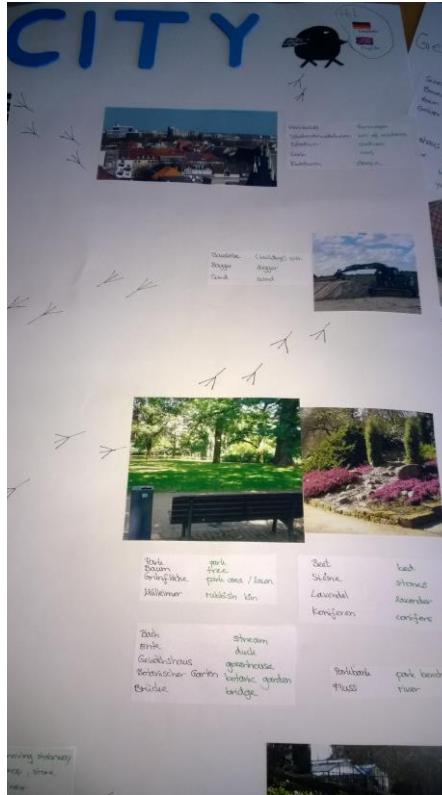
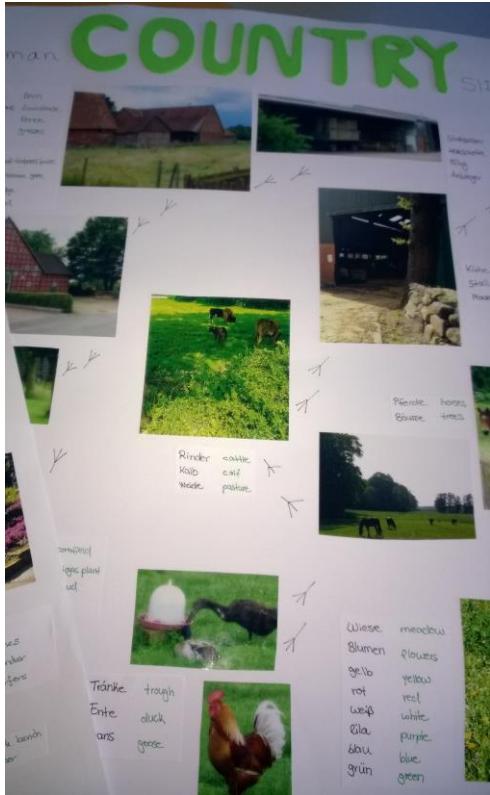


Globetrotter

The game **Globetrotter** is for players aged 16-99. It consists of a game board and game cards with questions about different countries. When the player reaches a spot with a smiley he/she has to answer a question. There are easier questions (general knowledge) and more difficult ones. The question cards for each country have different colours. A multiple choice approach is used. The answers are provided on the question card itself, so the player who is asking can check the correct answer. Some websites of the type “Strange facts about..../typically...” were used.

Authors: Mareile Hohmann, Lena Kienast

City – Countryside in Germany



City – Countryside in Germany

The two posters **City – Countryside in Germany** are the basis of an activity for vocabulary expansion. All the photos were taken by the authors who also created a birdie mascot to be child-oriented. The posters can be used in class with a teacher and also for individual or group work. There is an emotional dimension as well. The posters could also be used when students from other nationalities are in class, as a starting point for a description of similarities. The posters might also be used to test vocabulary expansion.

Authors: Berit Gende, Katharina Hotopp

Board Game Quiz



Board Game Quiz

The **Board Game Quiz** is for students in grade 6 of grammar school who learn English and Spanish. The questions are from 6 different thematic areas. The students may even answer in German but they will collect more points if they answer in English and even more if they answer in Spanish. The aim is to stimulate communication.

Authors: Leyla Taherdin, Mia Rajic

Bilingual German – English Story Book



Bilingual German – English Story Book

This **Bilingual German – English Story Book** is about events during an end-of-school year party. The illustrations are created by the author herself. There are also some important words (with illustrations) at the bottom of the page. The layout has a very clear tri-partite structure.

Author: Ann-Cathrin Wegener

Table Theatre

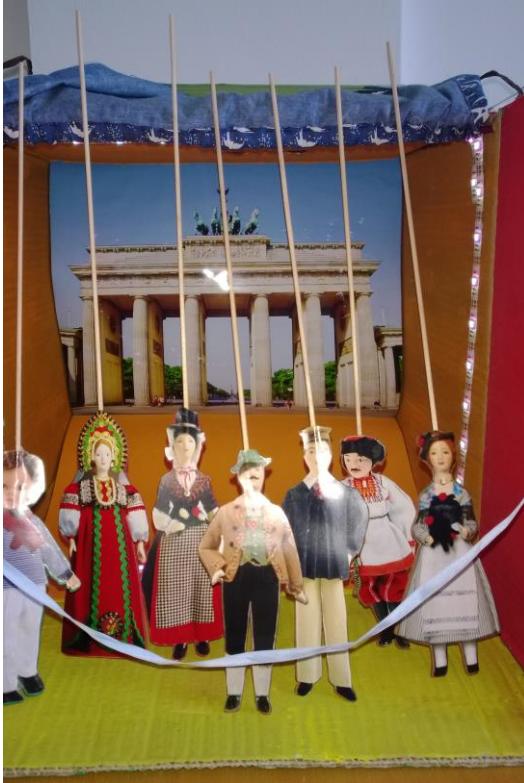


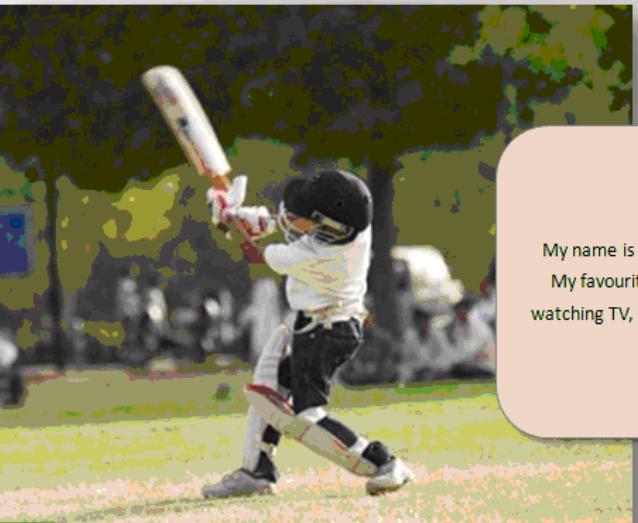
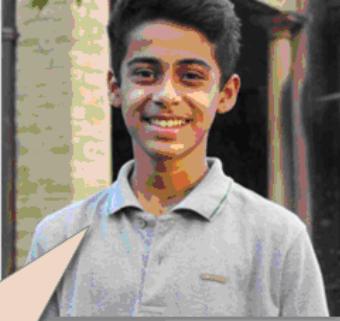
Table Theatre

This **Kamishibai or Table Theatre** is made out of a big cardboard box. It has various slits to insert photos or drawings from other cultures. There are also slits for the stick figures (= the actors) who answer questions about their country, posed by Elias (stick figure boy) who comes to visit. The stage has a curtain and LED lighting. Some dialogue scripts are provided.

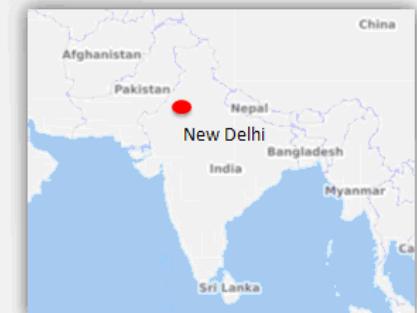
Author: Alevtina Sauer

Interactive World Map of Children's Free Time Activities

India



Namaste!
My name is Prahdeep, and I am from New Delhi in India.
My favourite hobby is to play cricket in the park. I love watching TV, too but my parents do not allow me to watch more than one hour per day.



Interactive World Map of Children's Free Time Activities

The **Interactive World Map of Children's Free Time Activities** is intended for children in the English classroom (grade 3 and 4). It is a PowerPoint starting with a world map in which red buttons can be clicked. Slides open showing a photo of a child and a speech bubble where the child speaks about his/her hobby. There is further information on each slide about that child. The learner can go forward but also back to previous slides. The aim is awareness of other cultures and awareness of differences in child play. The children presented in the PowerPoint are from dominant and minority cultures of a country. The teacher can extend the PowerPoint and add more countries.

Authors: Johanna Beyer, Jana Münnig, Jessika Klenner

Christmas in Great Britain and Germany

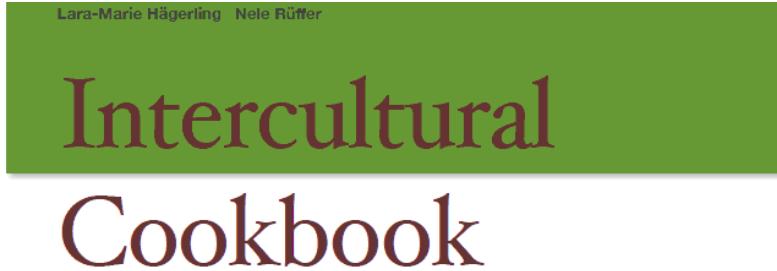


Christmas in Great Britain and Germany

Christmas in Great Britain and Germany is a stop motion film for children around the age of 11. 780 pictures were taken. The aim is to playfully mediate characteristics of the target culture in contrast to widespread German activities. The length of the film is 11:35 min. There are also some worksheets to go along with the film. The film could also be shown to foreigners and be a visual starting point for communication.

Authors: Laura Merker, Jana Tietje

Intercultural Cookbook



Intercultural Cookbook

The **Intercultural Cookbook** creators' aim was to have a combination of religious education, cultural background, geographical information and a multi-sensory approach (cooking and tasting food). After getting information about some of the big religions of the world, historical and political facts, the readers of the booklet are given a recipe to try out. Particular dietary rules are explained as well.

Authors: Lara-Marie Hägerling, Nele Rüffer