

## **Tokyo train**



<b>Key competence:</b> <i>Learn to learn</i>		<u>.</u>		
<b>Soft skills:</b> collaboration, nonverbal			$\mathbf{C}$	
communication	Editorial	4 - 8	15 min	8+
	Recommendation	4 - 6	15 min	1° - 6°

## Variants and/or steps

- ★ It is recommended reading the names of the characters out loud before playing. If we want them to keep in mind the movements, we can perform them with the whole class, like a warm up.
- ★ As a variation, instead of miming the movements, they can use a foreign language to refer to cards as colors or description of their characters.
- ★ Another variation of the game could be playing physically with the children in the class, instead of the cards with characters.

## Adaptations for special needs

- ➤ In students with special needs we can start by giving to each student 6 passengers and a card with the spatial distribution, and ask them to put the passengers in the correct order.
- ➤ Then we recommend using descriptions of the people or even the colors of the cards.

## Discussion

 $\square$  Represent any gesture you can use to communicate with other people?  $\square$  Do you think non verbal communication means the same in every culture?  $\square$  Mention some differences between your culture and another one.  $\square$  What requirements are needed to travel to another countries?  $\square$  Why it is important to travel?  $\square$  Did you manage to pronounce the names?  $\square$  What strategy did you use?  $\square$  What could you do in order to be able to pronounce them correctly?

% of answers based on 238 Primary School students		•••	•••	••
Would you like to play it again?	0%	0%	4%	96%
Have you communicated a lot with your classmates while you were playing?	0%	4%	4%	92%
Have you done any calculations during the game?		4%	4%	12%
How easy was it to understand the rules of the game?		4%	35%	62%
Have you thought of any strategy while playing the game?		23%	0%	58%
Are you able to explain this game to another student?		0%	23%	73%