

Lotto in Italiano

*A Fun Way to Reinforce
Italian Vocabulary*

Colette Elliott and Lia Mulholland

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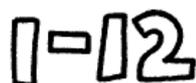
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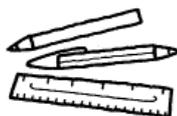
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Introduction

The perennially popular game of lotto is an enjoyable and effective way to teach and/or reinforce vocabulary and language structures. It can be used as a teaching tool or as a fun follow-up activity after a lesson. It provides a stimulating and meaningful way to develop reading, listening and speaking skills.

The games in *Lotto in Italiano* can be played in a variety of ways (see pages 5–7) and with very little preparation from you. There is no need to give the children counters or individual cards. Simply photocopy the boards, hand them out to your pupils together with some colouring pencils and, bingo, you can start playing!

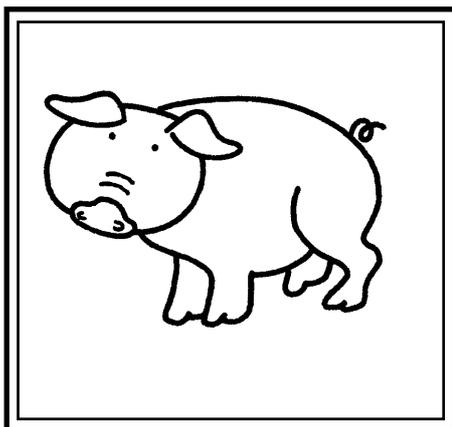
Our unique call sheets provide the ‘order of call’ and enable you to follow the game closely and to select which team you want to win.

Lotto can be played in small groups, or with an entire class. There is no limit to the number of players and the games are suitable for ages four upwards.

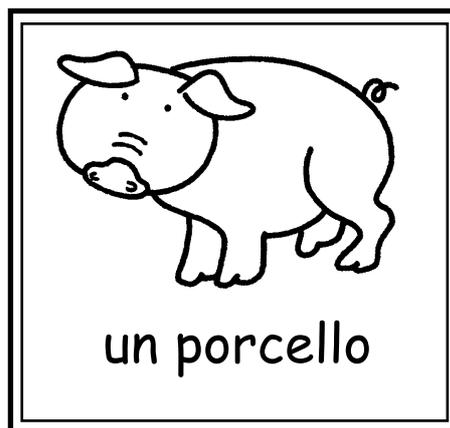
There are seven topics in *Lotto in Italiano*:

- ◆ I numeri da 1 a 12 Numbers 1–12
- ◆ I numeri da 1 a 60 Numbers 1–60
- ◆ Gli animali Animals
- ◆ Buon appetito! Food
- ◆ In classe Classroom objects
- ◆ I vestiti Clothes
- ◆ Natale Christmas

For each topic there are three versions of the boards, allowing maximum flexibility, particularly in mixed ability classes.



pictures only



words and pictures



words only

The ideas in this book are by no means exhaustive and, should you decide to cut the boards to make flashcards or playing cards, then the number of games is unlimited!

Have fun playing!

How to play

Getting started

For each topic, in each format, there are four different numbered boards, so you can play with four teams. Just photocopy the sheets, cut them in half, and hand out the boards to the children. For a class of 28 pupils, you only need to copy two pages seven times each.

It is a good idea to go through the vocabulary with the children before playing. The best way to do this is either to scan and place the four boards on the whiteboard, or enlarge the 12 pictures on the photocopier and use them as flashcards.

Make sure that the boards are evenly distributed throughout the class. After giving the boards out and before you start playing, ask for a show of hands to see how the teams are spread out in the classroom. The children like to see who is in their team and this increases the element of competition!

How to play

Each topic contains a call sheet, with the words numbered 1 to 12. The caller can start calling from any number. The white area in the table indicates who the winning board will be.

The children can play on their own or in pairs for moral support.

The winner is the first child to shout 'lotto' (hopefully the rest of that team will also shout 'lotto', but the real winner is the child who shouts out first). Get the winner to say all the words in Italian whilst you check on the list. This is a good reading/speaking exercise.

Once the first team has won, you can stop the game or carry on until everyone has shouted 'lotto' (you will know from the call sheet who the next winner will be).

You can play several games with the same boards by marking the boards in different ways:

- ◆ Colour the box outline (or only one side of the box if you want to make it last!)
- ◆ Colour the picture
- ◆ Colour the background
- ◆ Tick or cross the box, etc.

It is best to tell the children to shout 'lotto' as soon as the caller says the word, rather than wait until the colouring is done, as this may cause arguments amongst the children!

Variations

Instead of evenly distributing the boards, you could make it a competition within the class: divide the class into four groups, give the same boards to each group, and see which group says 'lotto' first.

Children could play in groups of five. One child is the caller (give him/her a photocopy of the call list) and the others use four different boards. Only one winner this time!

The order of call is the same for all the topics, so you can play 'mix and match' games with different topics. If you decide to do so, make sure that the four different teams are evenly spread.

Different ways of playing/ideas

- ◆ Call the words from the call sheet in Italian. Start anywhere, but make a note of where you started on a separate sheet of paper. Alternatively, get a child to do the calling. Assist him/her with the more difficult words.
- ◆ The children take it in turns to call out an item from their own board in Italian. When they call a word, they colour their own picture and everybody who has that picture says 'grazie' and colours their picture. Then the child sitting next to the caller says the next word, etc. This is a very good reading exercise if the 'words only' boards are used. The teacher should make a note of which items have been called on the call sheet.
- ◆ Call the words in English, and the children have to find the Italian translation (this can only be played with the 'words only' boards).
- ◆ Show a picture without saying anything (using the 'words only' boards).
- ◆ Write a word on the board without saying anything (for 'pictures only' boards).
- ◆ Instead of using the call sheets, photocopy the boards and cut them up into cards, then pick the cards out of a hat. The pupils could take turns to pick a card and call out the word.
- ◆ Ask the children to colour the pictures before playing and then call the words with a colour, eg "un gatto rosso". To keep the game from lasting too long, limit the children to the same two colours. (You can use the two columns on the call sheets to indicate the colour. For example, write B for "blu" at the top of the list of Italian words and R for "rosso" at the top of the English word list.)
- ◆ Give a description of the word in Italian.
- ◆ For the number "lotto" boards, give sums for the children to work out.
- ◆ Spell the words.
- ◆ Give a rhyming word.
- ◆ Include the word in a sentence eg una caramella; una caramella per piacere; vorrei una caramella per piacere; buogiorno signora, vorrei una caramella per piacere.
- ◆ Make the game last the whole lesson. Give the boards at the beginning and call the words at intervals during the lesson, either on their own or in a sentence.
- ◆ Give everybody the same board. Each child has to preselect four items by circling or colouring them.
- ◆ Give the children the blank template board (pages 57) and get them to write/draw their own items/numbers from a list you have given on the board. This can be played with any topic/structures/verbs/grammar.

Gli animali



Team 1 to win	Start on 2 or 7
Team 2 to win	Start on 1, 3, 4 or 12
Team 3 to win	Start on 3, 5, 7, 10 or 11
Team 4 to win	Start on 5, 7, 8 or 9
All teams to win	Start on 6

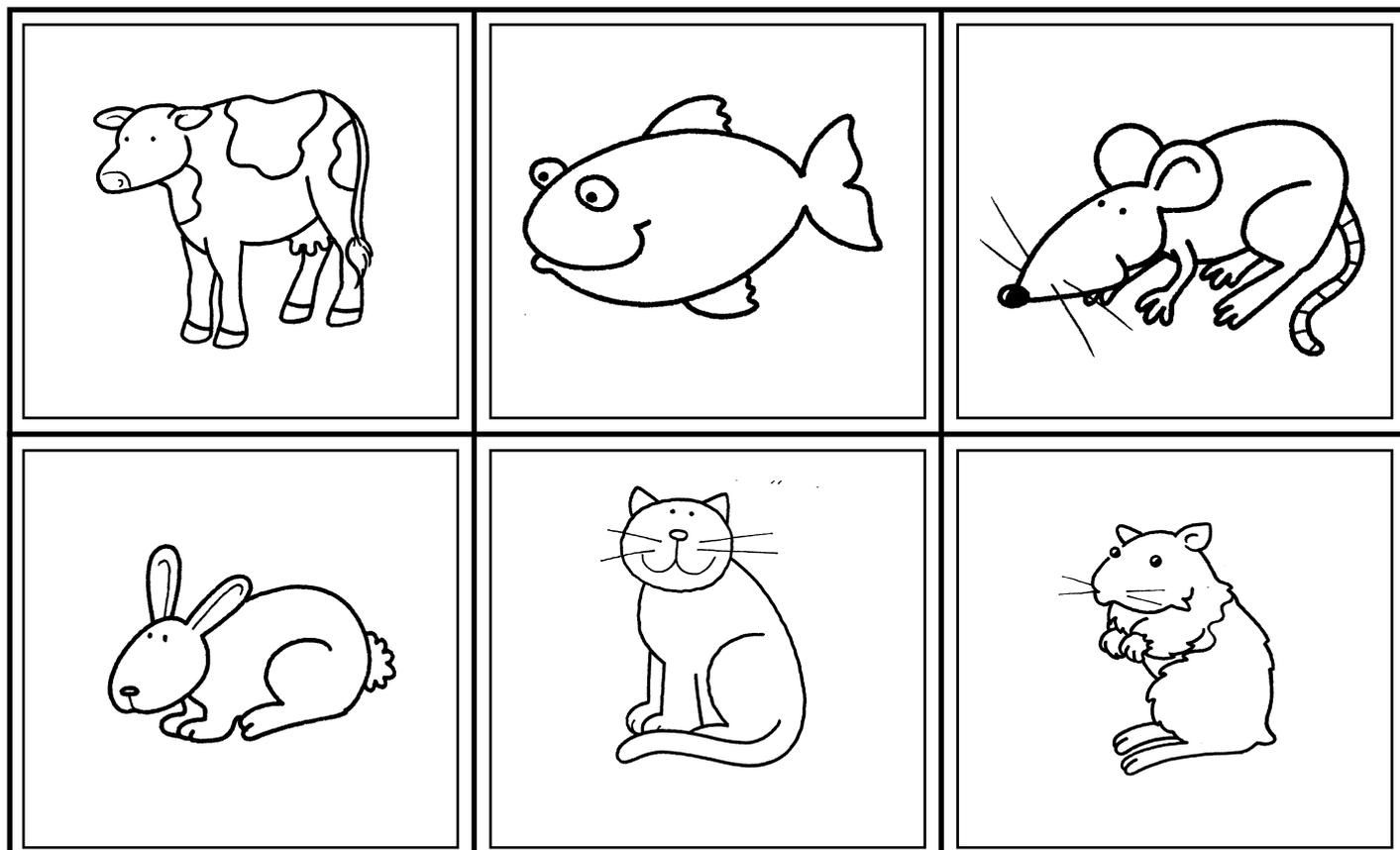
These numbers refer to the numbers on the left and right of the grid below.

Tick the white boxes in the grid as you call out the words.

			Winning team															
			2	1	2&3	2	3&4	All	1,3,4	4	4	3	3		2			
Order of call	1	un porcello	a pig															1
	2	un topolino	a mouse															2
	3	una porcellino d'india	a guinea pig															3
	4	una mucca	a cow															4
	5	un criceto	a hamster															5
	6	un cavallo	a horse															6
	7	un coniglio	a rabbit															7
	8	un gatto	a cat															8
	9	un cane	a dog															9
	10	un pesce rosso	a goldfish															10
	11	un'anatra	a duck															11
	12	una gallina	a hen															12
	1	un porcello	a pig															1
	2	un topolino	a mouse															2
	3	un porcellino d'india	a guinea pig															3
	4	una mucca	a cow															4
	5	un criceto	a hamster															5
	6	un cavallo	a horse															6
	7	un coniglio	a rabbit															7
8	un gatto	a cat															8	
9	un cane	a dog															9	

Lotto! (Squadra 1)

Nome: _____

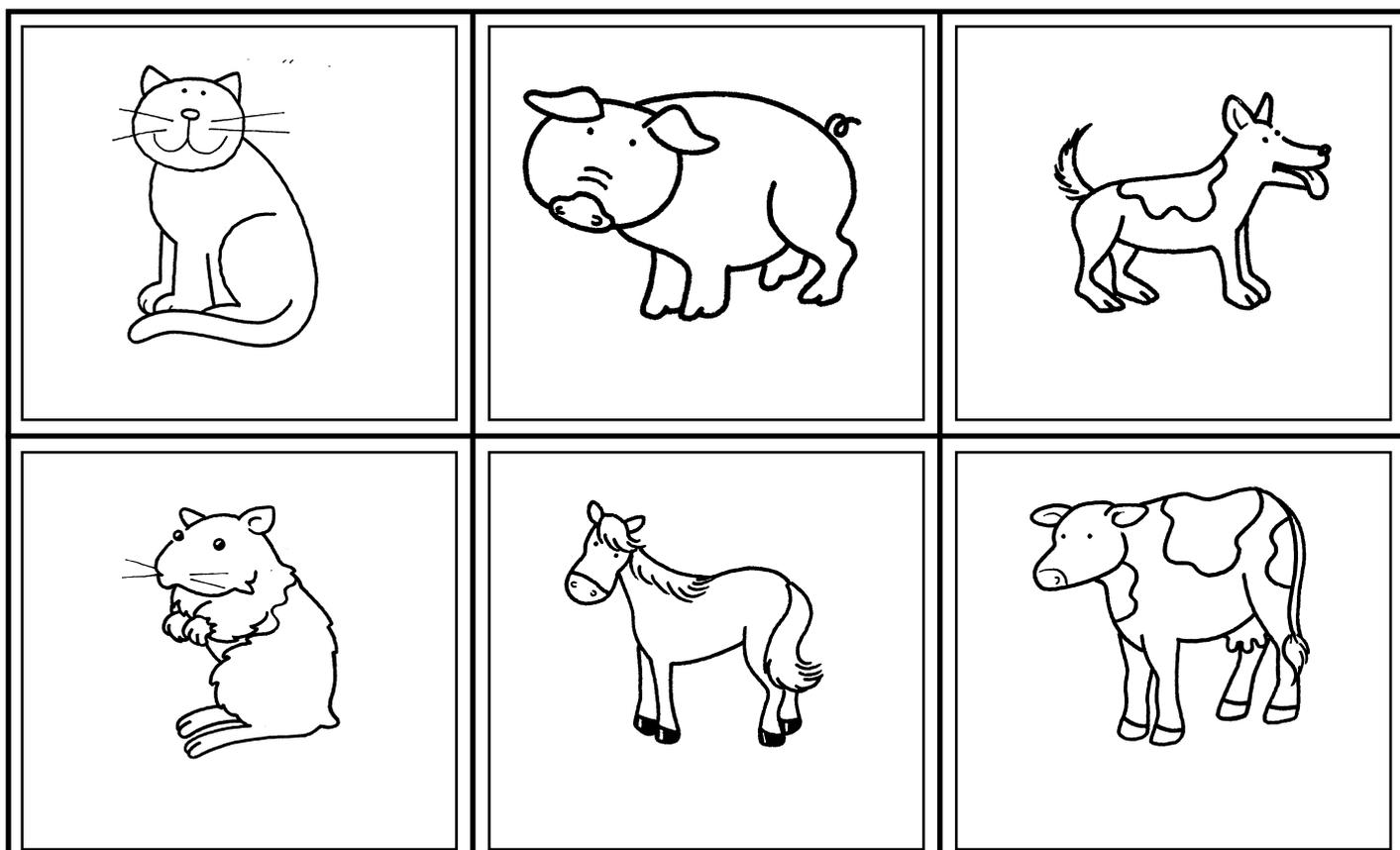


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Lotto! (Squadra 2)

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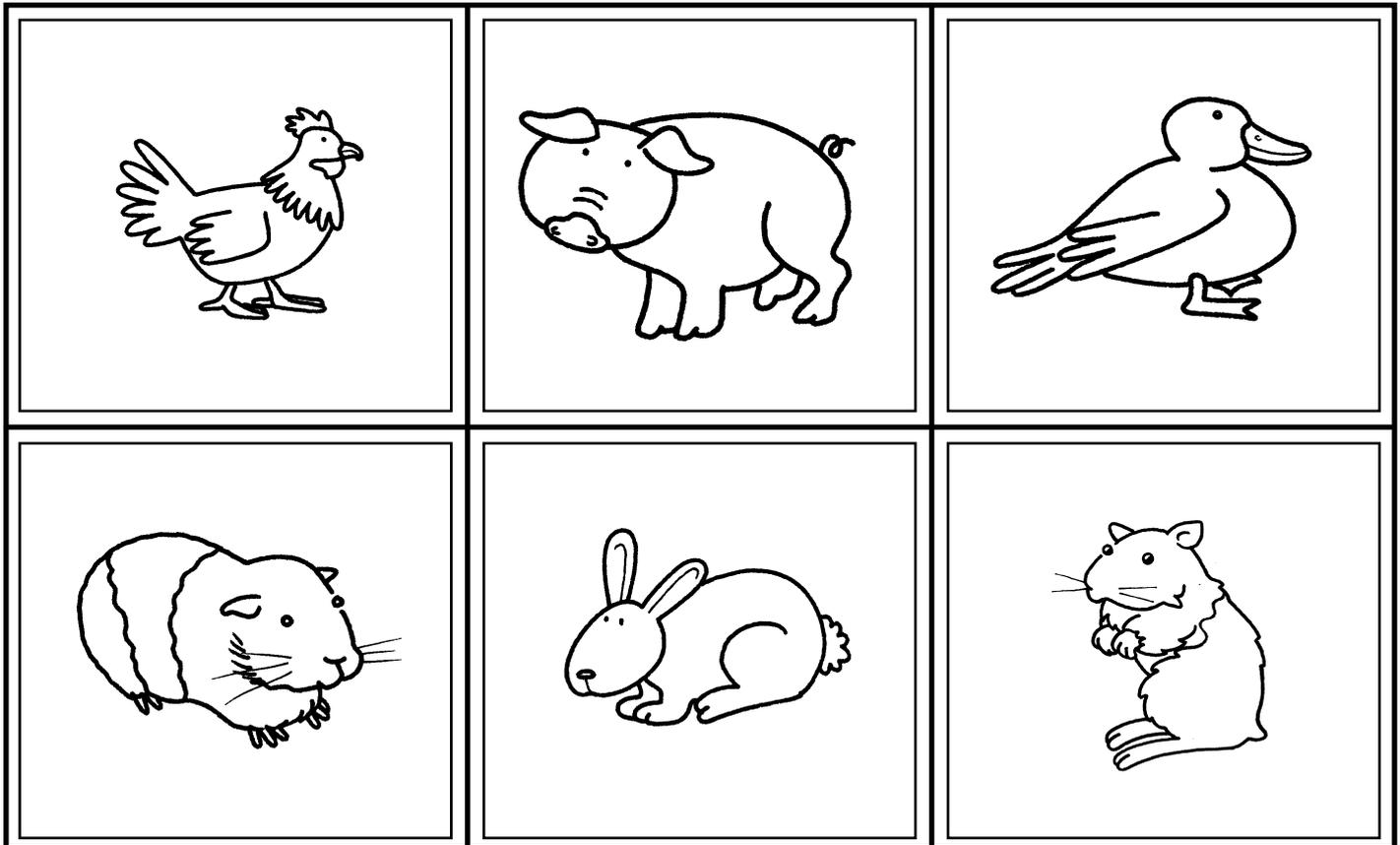


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Lotto! (Squadra 3)

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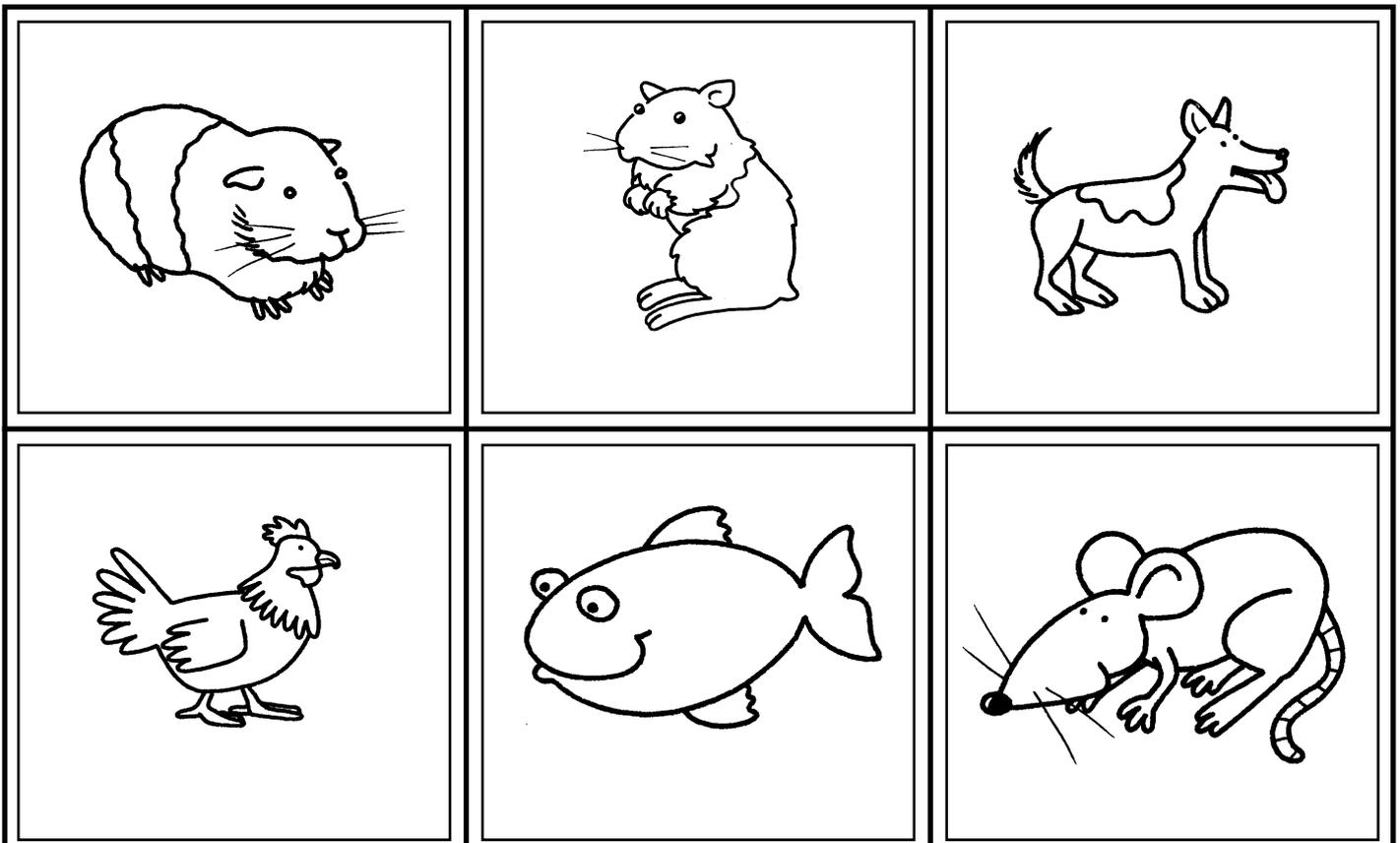


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Lotto! (Squadra 4)

Nome: _____

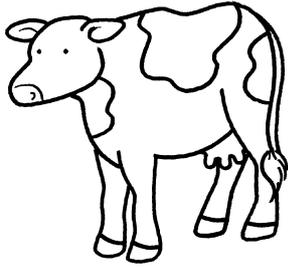


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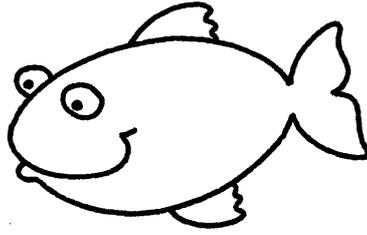
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Lotto! (Squadra 1)

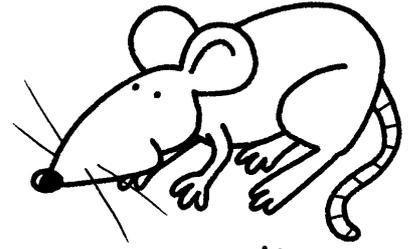
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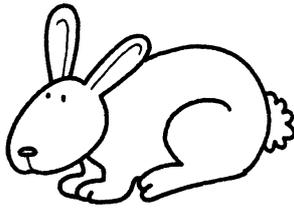
una mucca



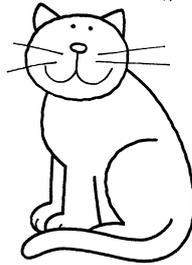
un pesce rosso



un topolino



un coniglio



un gatto



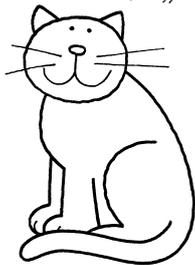
un criceto

Lotto in Italiano – Gli animali

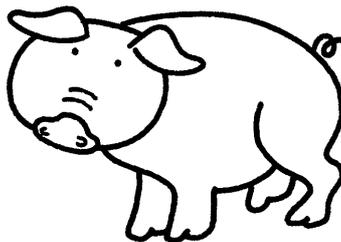
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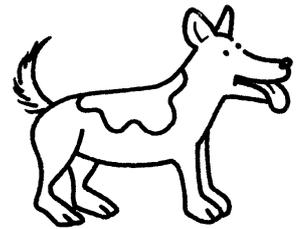
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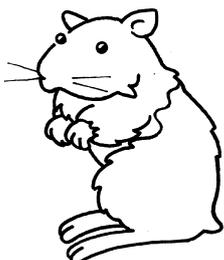
un gatto



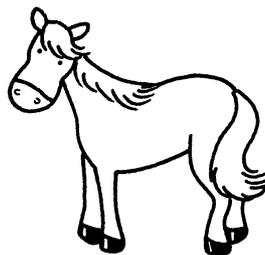
un porcello



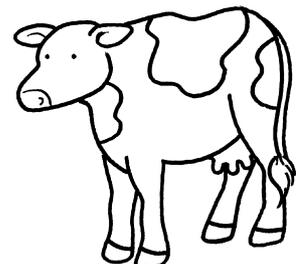
un cane



un criceto



un cavallo



una mucca

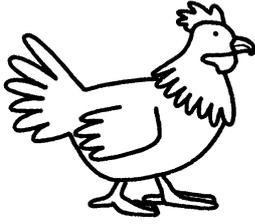
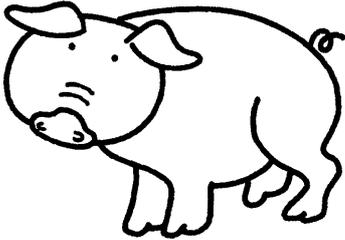
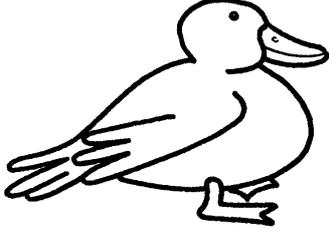
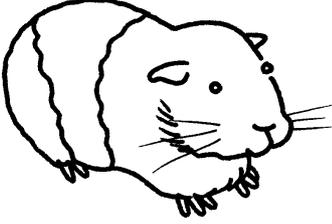
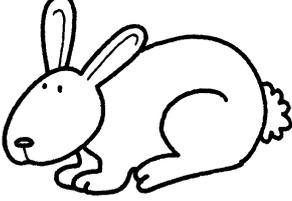
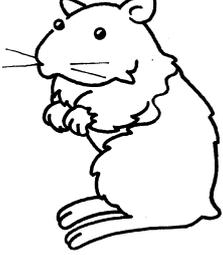
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Lotto! (Squadra 3)

Nome: _____



 <p>una gallina</p>	 <p>un porcello</p>	 <p>un'anatra</p>
 <p>un porcellino d'india</p>	 <p>un coniglio</p>	 <p>un criceto</p>

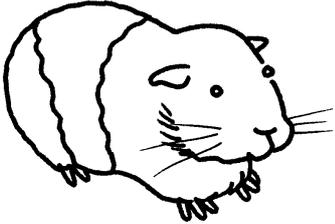
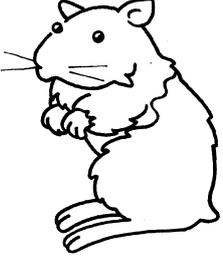
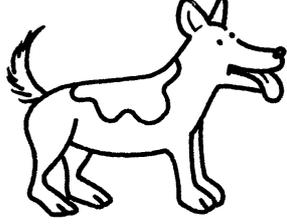
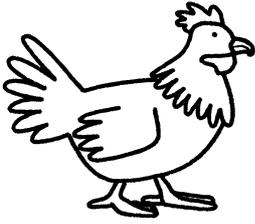
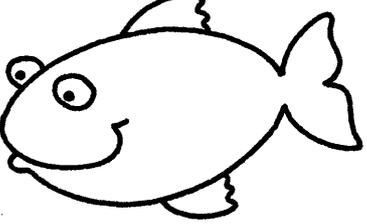
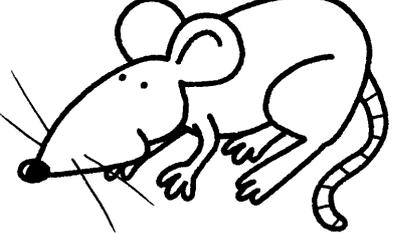
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Lotto! (Squadra 4)

Nome: _____



 <p>un porcellino d'india</p>	 <p>un criceto</p>	 <p>un cane</p>
 <p>una gallina</p>	 <p>un pesce rosso</p>	 <p>un topolino</p>

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Lotto!

 (Squadra 1)

Nome: _____



una mucca	un pesce rosso	un topolino
un coniglio	un gatto	un criceto

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Lotto!

 (Squadra 2)

Nome: _____



un gatto	un porcello	un cane
un criceto	un cavallo	una mucca

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Lotto!

 (Squadra 3)

Nome: _____



una gallina	un porcello	un'anatra
un porcellino d'india	un coniglio	un criceto

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Lotto!

 (Squadra 4)

Nome: _____



un porcellino d'india	un criceto	un cane
una gallina	un pesce rosso	un topolino

28 Lotto in Italiano – Gli animali

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