

Matamoscas

A *matamoscas* is a flyswatter. Sometimes in language classes this game is played by putting Spanish vocabulary words on sticky notes on a wall. Students stand in two teams some distance away from the wall. You call out the English word and the two students in front of the two team lines run to the wall and hit the word that is the correct translation. The first child to slap the correct translation first earns a point for her team.

We recommend that you use this game in more meaningful ways than simple translation, however. In Lesson 8, we suggest that you put the categories *cosa*, *persona*, and *lugar* on the wall. Call out words that fall into those categories from all the vocabulary from Levels A, B, and C. The first child to hit the word that shows the category for the word gets a point for his team.

Example

If you call out *madre*, students should run to hit the word *persona*.

As an example of another way to use this game to practice this level's vocabulary, you can draw clocks with various times on the sticky notes and call out the times for students to find and hit the correct paper. After each correct time, remove that clock and quickly add another with a new time.

For more communicative ways to use this game, see CalicoSpanish.com/Stories/CultureC. This game can also actually be played with flyswatters!

Dígalo con mímica (Charades)

Students have been learning to use many activity words, especially in Levels B and C. They have also learned a lot about how to tell how they are doing.

Use a game of charades whenever you would like to incorporate a fun way to review these two aspects of vocabulary. Make a list of the gestures you want students to show and put each on a slip of paper in a cup. Each child draws a paper from the cup and shows that gesture. The first child to guess the term correctly wins a point.

Example

If Theo rubs his stomach and Mariah guesses "*tengo hambre*," then she has won a point.