



ceumannan 2

Ceumannan 2

Pàipear-taic 3 *Appendix 3*

Geamannan Cànan *Language Games*

Geamannan Cànan

Tha geamannan cànan an-còmhnaidh feumail ann an clas Gàidhlig. Chan eil na sgoilearan mothachail gu bheil iad a' cleachdadh a' chànan agus mar as trice tha iad nas deònaiche agus nas misneachail an cuid sgilean a chur gu feum. Tha iad gu h-àraid feumail aig toiseach no deireadh leasain airson faclan no puingeann cànan a dhaingneachadh. Tha fhios gum biodh cuid de na geamannan gu feum ann an clas nam fileantach cuideachd. Obraichidh tòrr de na geamannan seo gu math a' cleachdadh ICT (bòrd eadar-ghnìomh) agus dealbhan a chaidh an stòradh air coimpiutair. Seo eisimpleirean de gheamannan a dh'fhaodar a chleachdadh agus far am biodh iad gu feum ann an Ceumannan 2. Cuimhnich gu bheil feadhainn ann an leabhran Ceumannan 1 a bhios a cheart cho feumail an seo.

Language games are always useful in the Gaelic classroom. The pupils are unaware that they are using the language and usually they are more willing and more confident in putting their skills in the language to use when the learning has some fun attached to it. Games are particularly useful at the start or the end of a lesson to reinforce new words or a language point. Some of the games would also be useful in the fluent speakers' class. Here are some examples of games which could be of use and where, in particular, they could be used in Ceumannan 2.

Modal 1 Aonad 1 Buill na bodhaig

[Cuideachd: Modal 1 Aonad 2 Coltas,
 Modal 2 Aonad 1 Obraichean,
 Modal 2 Aonad 2 Cur-seachadan]

Cairtean Taisbeanadh

Cluich na geamannan èisteachd/leughaidh seo (1-4) mar phàirt den chiad leasan. Ann an aon leasan, tha e nas fheàrr gun a bhith a' toirt dhaibh ach 8 no 9 faclan ùra. Feumaidh tu

- seat de chairtean taisbeanadh mòra
- seat de chairtean beaga airson gach càraid (leis na h-aon dealbhan orra 's a tha air cairtean taisbeanadh an tidseir).
- seat de chairtean beaga airson gach càraid (leis na faclan Gàidhlig ùra orra)

Play the listening/reading games below (1-4) as a class as part of the first lesson. In one lesson, it is best to limit the number of new words to around 8 or 9.

You will need a set of large flashcards (for class use) with the parts of the body on them, a set of small cards for each pair (with the same pictures on them as the large set kept by the teacher). A set of small cards for each pair (with the new Gaelic vocabulary on them) would also be useful.

1 Gnìomh clas

Cuir na cairtean taisbeanadh (an seo 's ann air buill na bodhaig a bhios an clas a-mach) air a' bhòrd gheal. Cuir àireamhan rin taobh (1-9 a rèir 's cia mheud a tha thu a' cleachdadh). Ainmich àireamh don chlas agus iarr air na sgoilearan an làmhnan a chur suas ma tha fhios aca



dè th' anns an dealbh aig an àireimh sin. Iarr orra an rud a th' anns an dealbh ainmeachadh ann an Gàidhlig.

Put the flashcards (in this unit, the pupils are learning the parts of the body) on the whiteboard. Number the cards. Say a number (in Gaelic) to the class and ask the pupils to put their hands up if they know the Gaelic for the corresponding picture on the board. They should say the word in Gaelic.

2 Gnìomh clas

Ainmich ball na bodhaig ris a' chlas/ri aon sgoilear. Feumaidh iad sealltainn air a' bhodhaig aca fhèin dè am ball den bhodhaig a th' ann. Ma dhùineas iad an sùilean, chan fhaigh iad cothrom coimhead air daoine eile.

Name the parts of the body in Gaelic for the class. They should point to the part of the body mentioned on their own bodies. If they keep their eyes closed, they won't be able to cheat.

3 Gnìomh càraid

Feumaidh gach càraid seat de chairtean beaga le dealbhan orra. Cuir na dealbhan, air am beul fodha, air an deasg. Gabh turas mu seach.

Caraid 1: Tog cairt. Na seall gu do charaid i. Ainmich an rud a tha air a' chairt.

Caraid 2: Èist ris na chanas do charaid. Cuir do chorrach air a' bhall cheart de do bhodhaig.

Caraid 1: Inns dha do charaid a bheil iad ceart/ceàrr. Seall dhaibh a' chairt.

Each pair will need a set of small cards with the pictures on them. Place the cards, face down on the desk. Take turn about.

Partner 1: Lift a card. Don't show it to your partner. Name the item on the card.

Partner 2: Listen to your partner. Point to the correct body part mentioned on yourself.

Partner 1: Tell your partner if he's right or wrong. Show him/her the card to confirm.

4 Gnìomh càraid

Feumaidh gach càraid seat de chairtean beaga le faclan orra. Gabh turas mu seach.

Caraid 1: Tog cairt. Na seall dha do charaid i. A-rèir 's na tha sgrìobhte air a' chairt, cuir do chorrach air a' bhall cheart de do bhodhaig. Na can am facal idir.

Caraid 2: Coimhead air na tha do charaid a' sealltainn dhut. Can am facal ceart.

Caraid 1: Inns dha do charaid a bheil iad ceart/ ceàrr. Seall dha/dhi a' chairt.

Each pair will require a set of small cards with words on them. Take turn about.

Partner 1: Lift a card. Don't show it to your partner. According to what is written on the card, point to the correct body part on yourself. Don't say the word.



Partner 2: Look at your partner's actions. Say the correct word.

Partner 1: Tell your partner if he/she is right or wrong. Show him/her the card to confirm.

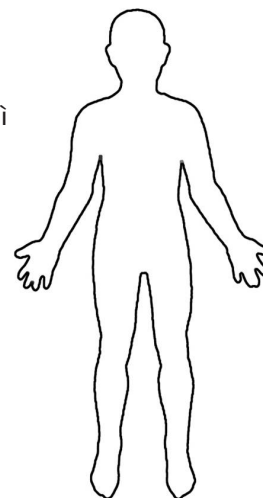
Partner 1: Lift a card. Don't show it to your partner. Name the item on the card.

Partner 2: Listen to your partner. Point to the correct body part mentioned on yourself.

Partner 1: Tell your partner if he's right or wrong. Show him/her the card to confirm.

5 Gníomh leughaidh *The human race*

Tarraing dealbh mòr mar seo air a' bhòrd gheal. Cuir cairtean leis na faclan airson buill na bodhaig air aon taobh den dealbh. Feumaidh stopclock a bhith agad. Turas mu seach (ma tha an clas beag) feumaidh gach sgoilear a' bhodhaig a lèibealadh leis na cairtean ceart. Feuch cò nì seo san àm as giorra. Ma tha an clas caran mòr, faodaidh buidhnean a bhith an sàs aig an aon àm, ach bidh fuaim ann!



Draw a big picture of the outline of a human body on the whiteboard. Put cards with the words for the body parts on one side of the picture. You will need a stopclock. Turn about, (if the class is small) each pupil must label the body with the correct cards. Who can do this in the shortest time? If the class is quite big, groups can do the labelling together. This will be noisier!

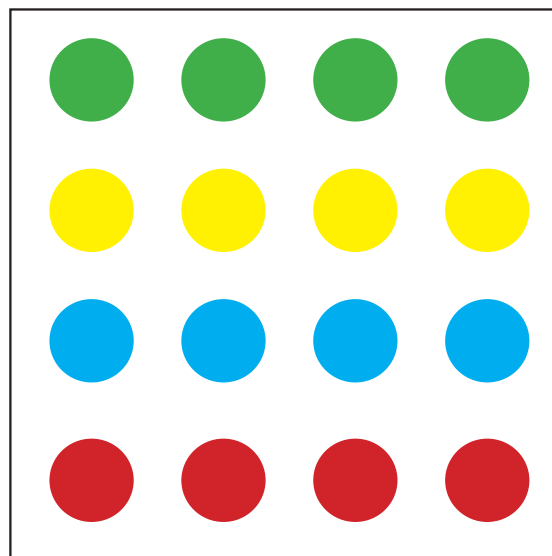
6 Gèam èisteachd/labhairt *Twister*

Obraich ann am buidheann de chòighear. Mura h-eil an gèam Twister aig duine sam bith sa chlas, tha e furasta gu leòr an gèam a dhealbhadh – agus còrdaidh seo ris a' chloinn. Bu chòir gum bi fios aig na sgoilearan air ciamar a chluicheadh iad an gèam. Seo mar a bhios bòrd mòr 'Twister' air an làr.

Bheir aon sgoilear òrdan seachad agus bidh an ceathrar eile ag èisteachd ris agus a' leantainn an òrdain (**Cuir do làmh/do chas air uaine/buidhe/gorm/dearg!**)

Airson barrachd spòrs, faodaidh iad làmh chli/dheas agus cas chli/dheas a chleachdadh sna h-òrdain.

Ma thuiteas duine no ma ghluaiseas duine bho na spotan aca fhèin nuair nach eil còir aca, tha iad a-mach às a' ghèam.



Work in a group of 5. If no-one in the class has the game Twister, it's easy enough to make and the pupils will enjoy putting it together. They should know how to play the game. The picture above shows how the big Twister board will look on the floor. One pupil will call out orders and the others will listen and carry out the orders: (**Cuir do làmh/do chas air uaine/buidhe/gorm/dearg!**) For a bit more fun, they can put left hand and right hand and left foot and right foot into the orders. If pupils fall or move from the spot out of turn, they will be out of the game.

7 Gèam clas *Tha Sìm ag ràdh...*

'S e gèam èisteachd a tha seo agus cha bhi ach aon duine air fhàgail sa ghèam aig an deireadh. Tha seo a' toirt dhaibh cothrom fàs cleachdte ris mar a tha fuaim nam facal ag atharrachadh an dèidh '**mo**' agus '**do**'. Tha e cuideachd a' toirt facal ùr eile dhaibh – '**corrag**'.

Tha an gèam seo math airson blàthachadh suas aig toiseach leasain no airson crìoch a chur air gnothaichean aig deireadh leasain. Tha e coltach ris a' ghèam Simon Says ach cleachd "Tha Sìm ag ràdh..." A bharrachd air èisteachd airson faclan ùra, feumaidh a' chlann èisteachd airson na h-abairt "Tha Sìm ag ràdh cuir do chorrage air..."

Mura can an tidsear "Tha Sìm ag ràdh..." mus can e/i an t-òrdan, chan fhaod iad na sgoilearan gluasad.

Tha sgoilear a-mach às a' ghèam ma:

- chuireas iad corrag air àite ceàrr
- chuireas iad corrag air àite gun "Tha Sìm ag ràdh..." a chluinntinn an toiseach.

Bu chòir dhut an gèam a dhèanamh caran luath air neo bidh e ro fhurasta dhaibh.

Airson dùbhlana bharrachd a thoirt dhaibh, cleachd barrachd air aon bhall den bhodhaig anns gach òrdan. Mar eisimpleir: **Tha Sìm ag ràdh: cuir do làmhan air do ghluin agus do cheann.**

Ma tha clas mòr ann, bidh e nas fhasa fhaicinn cò tha a-mach às a' ghèam ma dh'iarraas an tidsear air sgoilear no dhà sùil a chumail air na tha a h-uile duine a' dèanamh. Feumaidh iadsan a bhith eòlach air na faclan ge-tà, no cha bhi iad gu mòran feum!

Airson barrachd spòrs:

- Faodaidh cothrom a bhith aig sgoilear na h-òrdain a thoirt seachd agus faodaidh an tidsear sùil a chumail air gnothaichean.
- Iarr air na sgoilearan an gèam a chluich len sùilean dùinte! Chan urrainn dhaibh an uair sin a bhith a' copaigeadh a chèile.

*This is a class elimination game which involves listening carefully to instructions. The game gives pupils the opportunity to familiarise themselves with the sound changes after **mo** and **do**. They will also learn the new word '**corrag**'.*

*This game is good for a warm-up at the beginning of the lesson or as a filler at the end. It's just like the game Simon Says... but use **Tha Sìm ag ràdh...** instead. Apart from listening for new words, they must also listen for the phrase: **Tha Sìm ag ràdh...** at the start. If the teacher doesn't say this, the pupils shouldn't move. A pupil is out of the game if he/she puts his finger on the wrong part of the body or if they point to the body part without hearing "**Tha Sìm ag ràdh...**" first.*



The game should be played at a fairly fast pace, otherwise it will be too easy. To make it more tricky, use more than one body part in each command. Mar eisimpleir: **Tha Sìm ag ràdh: cuir do làmhnan air do ghlùin agus do cheann.** If the class is big, it would be easy to keep an eye on who is to be eliminated if the teacher asks some pupils who have been eliminated early to keep watch. They need to know the parts of the body well!

For more fun, each pupil could have a turn of giving out the commands and the teacher could keep an eye on things. Alternatively, ask the pupils to play the game with their eyes shut – then it's impossible for anyone to cheat!

8 Gèam èisteachd/labhairt/leughaidh

Aig an Dotair

Cò an dotair as fheàrr? Cluich an gèam (Ceumannan 2, duilleag 8) ann am buidhnean. Mar chlas, faodaidh sibh co-fharpais a dhèanamh airson barrachd spòrs. Iarr air dithis dhotairean agus aon euslainteach tighinn a-mach air beulaibh a' chlas. Bidh 'plastairean' deiseil aig na dotairean. Feumaidh na dotairean faighneachd "**Dè tha ceàrr ort?**" agus canaidh an t-euslainteach "**Tha mo/m'... goirt.**" Gheibh an dotair as luaithe leis a' phlastair puing.

Who is the best doctor? Play the game **Aig an dotair** (Ceumannan 2, page 8) in groups. As a class, you could make it a competition between the different groups for more fun. Ask two doctors and one patient to come out in front of the class. The doctors will have 'plasters' ready. Each doctor must ask: **Dè tha ceàrr ort?** and the patient will tell him/her what is wrong: "**Tha mo/m' ... goirt.**" The quickest doctor to put a 'plaster' on the sore part of the body gets a point.

9 Gèam Clas Xs is Os

Modal 1 Aonad 1 Buill na bodhaig

Cuideachd: Modal 1 Aonad 2 Coltas, Modal 2 Aonad 1 Obraichean, Modal 2 Aonad 2, Cur-seachadan

'S e gèam labhairt/leughaidh/sgrìobhadh a tha seo. Tha an gèam seo math airson sùil a thoirt air ais air cuspair aig toiseach no deireadh leasain. Dèan clàr airson a' ghèam air a' bhòrd gheal. Mar seo:

Cuir cairt taisbeanaidh anns gach bogsa (air a beul fodha). Dèan dà leth den chlas.

Tagh cuideigin bhon sgioba a tha a' tòiseachadh. Innsidh e/i dhan tidsear/chlas càit an tòisich e/i air a' chlàr. Seallaidh tidsear dha/dhi a' chairt le dealbh oirre. Feumaidh e/i Ghàidhlig a ràdh airson na tha air a' chairt. Ma gheibh ceart e, gheibh e/i X no O anns a' bhogsa a chaidh thaghadh. Feumaidh sgioba 3 Xs no 3 Os fhaighinn ann an loidhne dhìreach airson buannachadh.

Faodar an gèam seo a chluich le faclan/dealbhan/ceistean/gnìomh sam bith anns na bogsaichean. Dh'fhaodadh na sgoilearan fhèin 'cairtean dùbhlain' (challenge cards) a dhèanamh suas airson nam bogsaichean. Mar eisimpleir: Count in Gaelic from 1-20 and back in 20 seconds no Spell the Gaelic for Glasgow. Dh'fhaodadh bogsa de chairtean a bhith aig tidsearan a bhiodh freagarrach airson gèam aig deireadh leasain sam bith, ma tha rudeigin a dhith airson an ùine a lìonadh.



Chan fhaod gach duine ach aon turas a ghabhail – a’ dèanamh cinnteach gum feuch a h-uile neach sa sgioba. Mura h-eil duine ann an sgioba deònach feuchainn bidh an turas acasan a’ dol chun na sgioba eile – cha chòrd seo ris an fheadhainn eile san sgioba is mar sin bheir e put dhaibh pàirt a ghabhail!

This game is good for reviewing a topic at the beginning or the end of a lesson. Make a grid for the game on the whiteboard, as above. Choose someone from the group to start. He/she should tell the teacher which box in the grid to start with. The picture card should be shown to him/her. He/she must give the Gaelic for whatever picture is on the card. If this is correct, a X or an O will be awarded. The game can be played with words, pictures, questions or activities in the box. These should be prepared in advance by the teacher. The pupils themselves could make up challenge cards: Mar eisimpleir: Count in Gaelic from 1-20 and back in 20 seconds no Spell the Gaelic for Glasgow. The teacher could keep a box of cards which would be suitable for use at the end of lessons as a useful time-filler.

Each pupil should only take one turn – ensuring that everyone in the group has a go. If someone doesn't want to take part, that turn should go to the other team. The team losing the points won't be happy and this might encourage everyone to take part.

10 Èist, leugh agus seinn

- A bheil cuimhn' agad air na h-òrain seo?
- Seinn na h-òrain còmhla.
- Siuthad, air do chasan!
- Feuch air!

You are sure to remember singing some of these songs when you were little. Try these Gaelic versions to the same tunes. Come on, on your feet!

Ceann, gualainn, glùin is cas...

Ceann, gualainn, glùin is cas, glùin is cas,
Ceann, gualainn, glùin is cas, glùin is cas,
Is sròn is beul is cluas agus sùil,
Ceann, gualainn, glùin is cas, glùin is cas.

Ma tha thu toilichte an-diugh...

Ma tha thu toilichte an-diugh, buail do làmh,
Ma tha thu toilichte an-diugh, buail do làmh,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, buail do làmh.



Ma tha thu toilichte an-diugh, breab do chas,
Ma tha thu toilichte an-diugh, breab do chas,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, breab do chas.

Ma tha thu toilichte an-diugh, priob do shùil,
Ma tha thu toilichte an-diugh, priob do shùil,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, priob do shùil.

Ma tha thu toilichte an-diugh, seas suas,
Ma tha thu toilichte an-diugh, seas suas,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, seas suas.

Ma tha thu toilichte an-diugh, seinn a-mach,
Ma tha thu toilichte an-diugh, seinn a-mach,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, seinn a-mach.

Ma tha thu toilichte an-diugh, bi sàmhach,
Ma tha thu toilichte an-diugh, bi sàmhach,
Ma tha thu toilichte an-diugh, feumaidh tusa innse dhomh,
Ma tha thu toilichte an-diugh, bi sàmhach.



Modal 1 Aonad 2

1 Gèam clas Cò th' ann?

Obraich mar chlas no còmhla ri caraid. 'S e gèam labhairt a tha seo. Mura h-eil an gèama-bùird Guess Who? aig duine sa chlas, faodar seo a chluich mar chlas còmhla. Nam b' urrainn do na sgoilearan seann aodach, falt, speuclairean, adan is mar sin air adhart a chur orra mar 'disguises', bhiodh barrachd spòrs aca.

Iarr air a h-uile duine sa chlas seasamh. Tagh aon sgoilear (sgoilear 1) airson ceistean fhaighneachd agus neach eile (sgoilear 2) airson ceistean a fhreagairt.

Bidh sgoilear 2 a' taghadh cuideigin sa chlas (gun innse cò th' ann). Mar eisimpleir:

Sgoilear 1: A bheil falt bàn air/oirre?

Sgoilear 2: Chan eil.

Faodaidh sgoilear 1 iarraidh air a h-uile sgoilear le falt bàn suidhe sìos a-nis. Cùm a' dol ag obair mar seo gus an obraich iad a-mach cò th' ann.

Ma tha an clas agaibh freagarrach airson seo a chluich, dèan 'identity parade' le mu dheichnear air beulaibh a' chlas. Bidh aon sgoilear (no an tidsear) a' taghadh cuideigin bhon 'ID parade', gun innse cò thagh iad. Faodaidh na sgoilearan eile turas mu seach a ghabhail airson ceistean fhaighneachd.

Bidh na ceistean a leanas feumail airson Guess Who? a chluich.

A bheil falt _____ ort?

bàn/donn/dubh/ruadh/liath

fada/goirid/curlach/dualach/dìreach

A bheil sùilean _____ agad?

gorm/uaine /donn/glas

A bheil feusag ort?

A bheil stais ort?

A bheil thu maol?

A bheil speuclairean ort?

A bheil ad ort?

An e _____ an t-ainm a

th' ort?

air/oirre

aige/aice



Dòighean eile

Ma tha sibh airson seo a dhèanamh mar obair sgrìobhaidh, iarr air na sgoilearan cairt fiosrachaidh (fior) a sgrìobhadh mun deidhinn fhèin (gun a bhith ag innse cò iad).

Dh'fhaodadh sibh, an dàrna cuid, na bileagan a chur suas air a' bhalla agus cothrom a thoirt don chlas an leughadh airson obrachadh a-mach cò th' ann. No dh'fhaodadh sgoilearan eadar-dhealaichte feadhainn a leughadh a-mach (gnìomh leughaidh agus èisteachd) gus an obraich an clas a-mach cò th' ann.

Work as a class or in pairs. If nobody in the class has the board game Guess Who? you can still play the game together. If pupils could take in old clothes, wigs, glasses, hats etc they will have more fun playing this game. Ask all the pupils to stand. Choose 1 pupil (Pupil 1) to ask the questions and another (Pupil 2) to answer. Pupil 2 should choose someone in the class (without saying who it is). Mar eisimpleir:

Pupil 1: A bheil falt bàn air/oirre?

Pupil 2: Chan eil.

Pupil 1 can then ask all those with fair hair to sit down. Keep going like this until Pupil 1 works out which person Pupil 2 has chosen. If the class is suitable, do an 'ID parade' with about 10 pupils in front of the class. One pupil (or the teacher) can choose someone from the identity parade (without saying who it is). Other pupils, turn about, must ask question to try to guess the identity of the person chosen.

The list of questions in the Gaelic section above will be useful to play the game.

If the game would be more useful as a writing activity, ask each pupil to prepare an information card (true) about themselves. The cards (typed to prevent recognition of writing) could either be put up on the wall or some could be read out by different pupils as a reading and listening exercise until the other members of the class guess who is being described.

2 Gèam clas Nonsaireachd

Cuir an clas ann an dà bhuidheann. Thèid rudan ceàrr innse don chlas mu dhaoine eile sa chlas/dhaoine ainmeil leis an tidsear no le sgoilearan eile. Chan eil ach aon fhacal/abairt ri cheartachadh gach turas. Feumaidh buidheann, turas mu seach, pìos fiosrachaidh a chur ceart.

Mar eisimpleir: Seantans ceàrr: Tha falt donn air Màiri.

Seantans ceart: Chan eil. Tha falt bàn air Màiri.

Seantans ceàrr: Tha speuclairean air Mgr MacNèill.

Seantans ceart: Tha feusag air Mgr MacNèill.

Seantans ceàrr: 'S e Diluain a th' ann an-diugh.

Seantans ceart: 'S e Dihaoine a th' ann an-diugh.

Put the class into two teams. Groups will be told incorrect pieces of information about various members of the class/famous people by the teacher or other pupils. There should be only one incorrect piece of information in each sentence. Turn about, each group must put right the incorrect information by saying the whole sentence correctly. See examples above.



3 Gèam clas A bheil cuimhn' agad?

Cuir an clas ann an dà bhuidheann. Thèid rudan ceàrr innse don chlas mu dhaoine eile sa chlas/dhaoine ainmeil leis an tidsear no le sgoilearan eile. Chan eil ach aon fhacal/abairt ri cheartachadh.

Obraich mar chlas. Cuiridh an tidsear dithis sgoilearan a-mach às a' chlas. Inns don chlas gu bheil aca ri cuimhneachadh air cò ris a tha an dithis taobh a-muigh an dorais coltach agus dè an t-aodach a th' orra.

Sgrìobh geàrr-chunntas de na co-dhùnaidhean aca air a' bhòrd. Iarr air an fheadhainn a dh'fhàg an rùm tilleadh gus am faic an clas an robh iad ceart.

Dòighean eile

Obraich mar charaid. Seasaidh dithis cùl ri cùl. Tha aig gach caraid ri innse dè an t-aodach a th' air a nàbaidh agus cò ris a tha e/i coltach.

Work as a class. Two pupils will be asked to leave the room. Tell the class that they must try to remember what the two people outside the door look like and what they are wearing. The teacher should write a summary of the descriptions on the board. The pupils who left the room should be invited back in and the class will see how close they were to guessing correctly.

Variation

Work with a partner. Two people will stand back to back. They must say what their partner is wearing and what he/she looks like.



Modal 1 Aonad 2

1 Gnìomh labhairt Dèan dealbh!

Obraich mar chlas no ann am buidheann. Tha an gèam seo coltach ri Pictionary. Feumaidh na sgoilearan turas mu seach a ghabhail a' dèanamh dealbh de dh'obair. Feumaidh an sgoilear a tha a' dèanamh dealbh innse dhaibh cuideachd (le dealbhan) mas ann boireann no fireann a tha na daoine (/). Feumaidh an clas tomhas a dhèanamh air dè an obair a th' ann, a' faighneachd "**An e ... a th' ann?**" no "**An e ... a th' innte?**"

*This game is like Pictionary. The pupils must take turns to draw pictures of different jobs. They should also show (in pictures) if the person in the picture is male or female (/). They should draw a sketch for a job on the whiteboard. The class will try to guess which job it is, asking "**An e ... a th' ann?**" or "**An e ... a th' innte?**" The person drawing will tell the others whether their guesses are correct (**S e/Chan e**). The person who guesses correctly takes the next turn.*

2 Gnìomh labhairt Dèan balbh-chluich!

Obraich mar chlas/bhuidheann. Feumaidh aon sgoilear leigeil air/oirre gu bheil e/i ag obair. Feumaidh an clas/a' bhuidheann tomhas a dhèanamh air dè an obair a th' aige/aice, a' faighneachd "**An e ... a th' annad?**" Bu chòir don chleasaiche freagairt a thoirt seachad: "**S e a th' annam.**" no "**Chan e ... a th' annam.**" Ma tha an luchd-amhairc feumach air beagan taic, feumaidh an cleasaiche seo a thoirt seachad ann an Gàidhlig. Mar eisimpleir: **Bidh mi ag obair ann an taigh-bìdh = neach-frithealaidh/còcaire...**

*Work as a class/group. Each pupil should take a turn of miming a job. The class/group must try to guess what job each person has by asking "**An e ... a th' annad?**" The actor should answer either "**S e a th' annam.**" or "**Chan e ... a th' annam.**" and should keep miming until someone guesses correctly.*

*If the audience needs a clue, one should be given in Gaelic. Mar eisimpleir: **Bidh mi ag obair ann an taigh-bìdh = neach-frithealaidh/còcaire...***

3 Gèam clas/buidhne Fichead ceist

Obraich mar chlas no ann am buidheann. Feumaidh sibh steigearan beaga airson seo a chluich. Feumaidh na sgoilearan obair a sgrìobhadh air steigear ann an Gàidhlig. Chan fhaod duine eile seo fhaicinn. Feumaidh iad seo a steigeadh air ceann cuideigin sa chlas. Feumaidh iad tomhas a dhèanamh air dè an obair a th' aca. Chan fhaod buidheann ach fichead ceist fhaighneachd uile mus bi aca ri tomhas a dhèanamh.

Work as a class or as a group. You will need little stickers or Post-its to play this game. Each pupil should write the Gaelic word for a job on a sticker, without letting anyone else see this. They should stick this on another class member's forehead so that everybody in the group but the person wearing the sticker can see it. Pupils should take turns to ask questions to guess what jobs they have by asking 'Am bi mi ag obair ann an...?' 'An e ... a th' annam?' If they get a 'no' answer then it's the next person's turn. If they get a 'yes' answer, they may ask another question until they guess correctly. Only twenty questions are allowed altogether before a guess must be made.



Modal 2 Aonad 2

1 Gèam labhairt Thèid Calum...

Obraich mar chlas no an am buidheann cuimseach mòr. Tòisichidh a’ chiad sgoilear le “**Thèid Calum dhan...**” Feumaidh iad àite a chur a-steach. Feumaidh an dàrna sgoilear an aon rud a ràdh agus an t-àite aca fhèin a chur ris agus, mar sin air adhart. Ma dhìochuimhnicheas sgoilear àite air an liosta, tha iad a-mach às a’ ghèam. Cumaidh seo a’ dol gus nach bi ach aon sgoilear air fhàgail. Dh’fhaodar duais a thoirt seachad airson an neach a bhuannaicheas. Airson barrachd dùbhlain, iarr orra latha no uair a chur ann airson gach àite ach bidh seo gu math doirbh dhaibh.

*Play this game as a class or in a large group. The first person starts with, “**Thèid Calum dhan bhùth...**” The next person says this and adds his/her own choice of place. Each person must think up a different place.*

Mar eisimpleir:

*Sgoilear 1: **Thèid Calum dhan bhùth.***

*Sgoilear 2: **Thèid Calum dhan bhùth agus dhan stèisean.***

*Sgoilear 3: **Thèid Calum dhan bhùth, dhan stèisean agus dhan chonsairt.***

If a pupil can’t remember all the places Calum is going to, he/she is eliminated from the game. Who has the best memory in the class/group? How many places could he/she remember? To make the game more tricky, you might want to try adding times or days too!

2 Gèam buidhne Maidseadh

[Cuideachd:	Modal 1 Aonad 2	Cò ris a tha daoine coltach?
	Modal 2 Aonad 1	Dè an obair a th’ aig daoine?
	Modal 3 Aonad 2	Càit an deach thu?

Bu chòir dà chairt a bhith aig gach sgoilear. Bu chòir dhaibh ainm a chur air aon chairt (ann an litrichean mòra) agus fiosrachadh mun deidhinn fhèin a chur air a’ chairt eile. Bu chòir dhaibh pinn agus sgrìobhadh eadar-dhealaichte a chleachdadh air gach cairt.

Cairt 1: DAIBHIDH

Cairt 2: Is fìor thoigh leam an giotàr. Is urrainn dhomh an giotàr a chluich agus tha mi measail air ceòl rock.

Cuir na sgoilearan ann am buidhnean, no obraich mar chlas ma tha a’ bhuidheann beag gu leòr. Bu chòir dhaibh na cairtean fiosrachaidh uile a chur an lùib a chèile agus an uair sin càrn de chairtean, air am beul fodha, a chur air an deasg. Bu chòir dha na cairtean le ainmean orra a bhith air an deasg cuideachd.

Togaidh a’ chiad duine cairt fiosrachaidh. Leughaidh e/i a-mach dè am fiosrachadh a th’ air a’ chairt. Feumaidh an fheadhainn eile às a’ bhuidheann obrachadh a-mach cò sgrìobh am fiosrachadh sin. Cumaidh an sgoilear a fhuair an t-ainm ceart an dà chairt. Buannachaidh an sgoilear aig a bheil as motha de chairtean aig deireadh a’ ghèam.



Dòigh eile

Lean stiùiridhean a' chiad ghèam gu *. Nuair a tha na sgoilearan ann am buidhnean, faodaidh iad na cairtean aca fhèin a leughadh a-mach do chàch. Bu chòir dhaibh uile, turas mu seach, cothrom a ghabhail a bhith ag innse don chlas cò iad agus dè na cur-seachadan th' aca.

An uair sin, feumaidh iad na cairtean uile a' measgachadh còmhla. Bu chòir dhaibh na cairtean a chur air an deasg gus am faic a h-uile duine iad. Turas mu seach, feumaidh na sgoilearan cuimhneachadh air cò thuirt dè agus na cairtean a chur ri chèile. Tha iad a' cumail gach paidhir de chairtean a tha a' maidseadh.

Tha an gèam seo math cuideachd do dhaoine nach eil ro eòlach air a chèile. Mar eisimpleir, sgoilearan a tha air tòiseachadh às ùr san sgoil agus a thàinig à diofar bhun-sgoiltean. Faodaidh am fiosrachadh a tha air na cairtean a bhith furasta no doirbh, a rèir cho adhartach 's a a tha an clas. Obraichidh seo gu math le fileantaich cuideachd.

Each pupil should have two pieces of card. On one card the pupil should write his/her name (in capital letters) and on the other card some piece of information about him/herself. In this unit, the topic would be hobbies.

Cairt 1: DAIBHIDH

Cairt 2: Is fìor thoigh leam an giotàr. Is urrainn dhomh an giotàr a chluich agus tha mi measail air ceòl rock.

Put the pupils in groups or work as a class if the group is small. They should shuffle all the information cards together and put them in a pile, face down, on the desk. The name cards should be spread out on the desk. The first person lifts an information card. He/she reads out the information on the card. The other members of the group must guess who wrote that information. The pupil who guesses correctly keeps the information card and the name card. The winner is the one who can win most sets of cards before the end of the game.

Variation

As above to. Once the pupils are in groups, they can read out their own cards to the other members of the group. They can then mix all the cards together. The cards are placed on the desk where everyone can see them. Turn about, the pupils must remember who said what and match the information cards and name cards. They should keep each pair they match correctly.*

This game is also good for pupils who don't know each other too well – pupils who have just recently arrived in high school from different primary schools, for example. The information on the cards can be very simple or quite challenging, depending on the fluency of those in the class. It works well with fluent speakers too.



Modal 3 Aonad 1

1 Gnìomh clas/buidhne Anns a' bhaga

Obraich mar chlas/bhuidheann. Feumaidh an clas/a' bhuidheann eadar 10 is 12 rudan àbhaisteach a chruinneachadh agus бага a tha mòr gu leòr airson an stuth a chur ann. Bu chòir na faclan Gàidhlig a bhith aig na sgoilearan airson gach rud.

Mar eisimpleir:	poca-peansail	seòclaid	àireamhair
rùlair	planair	ubhal	not
peann	brògan-spòrs	cupa	deich sgillinn
peansail	scarfa	leabhar-sgrìobhaidh	dealbh
sporan	miotagan	leabhar	
fòn-làimhe	ad	rubair	

1. Chì a h-uile duine na rudan còmhla airson cothrom a thoirt dhaibh cuimhneachadh orra. (mu 30 diog?)
2. Cuiridh an tidsear/sgoilear a tha a' stiùireadh na buidhne cuid de na rudan anns a' bhaga. Cuiridh e/i na rudan eile am falach an àiteigin.
3. Turas mu seach, bidh an clas/a' bhuidheann a' faighneachd **"An do chuir thu/sibh ... anns a' bhaga?"**
4. Mas e **"Chuir"** freagairt na ceist, gheibh an sgoilear an rud bhon bhaga. Mas e **"Cha do chuir"** am freagairt, tha an sgoilear a-mach às a' ghèam.
5. Bidh an gèam a' dol mar seo gus am bi am бага falamh.
6. 'S e an neach aig a bheil an àireamh as motha de rudan nuair a bhios am бага falamh a bhuannaicheas.

Work as a class/group. The group will require between 10 and 12 everyday items:

ruler	pencil-case	hat	book
pen	planner	chocolate	rubber
pencil	trainers	apple	calculator
purse	scarf	cup	£1
mobile phone	gloves	jotter	10p

1. All those in the group should get the chance to see the items that could potentially go into the bag so they can memorise what is there (about 30 seconds).
2. The teacher/pupil who is in charge of the group should put the items in the bag and put the bag (and the unused items) away.
3. Turn about, the class/group will ask questions: **"An do chuir thu/sibh ... anns a' bhaga?"**
4. If **"Chuir"** is the answer, the pupil will get the item from the bag. If **"Cha do chuir"** is the answer, the pupil is out of the game.



5. The game will continue until the bag is empty.
6. The person with the most items at the end of the game is the winner.

2 Gnìomh caraid Dìsnean

Obraich ann am pàidhrichean. Feumaidh gach càraid dìsinn airson a' ghèam seo.

Feumaidh an clas/tidsear sia gnìomhairean a thaghadh (òrdain) – aonan do gach àireamh air an dìsinn.

1. Tilgidh aon charaid an dìsinn. Feumaidh e/i ceist a chur air an neach eile a rèir àireamh an dìsinn. Mar eisimpleir: 3. Gabh **“An do ghabh thu bracaist an-diugh?”**
2. Feumaidh an neach eile a' cheist a fhreagairt. Mar eisimpleir: **“Ghabh”** or **“Cha do ghabh”**.
3. Cumaidh iad a' dol gus an ruith iad a-mach à ceistean.

Airson rudan a dhèanamh nas sìmplidhe, faodaidh an tidsear ceistean a dhèanamh suas airson gach àireamh agus an cur air a' bhòrd gheal. Chan fheum na sgoilearan an uair sin ach smaoinichadh air freagairtean airson gach ceist.

Fhaodar an geam seo a chleachdadh ann an diofar dhòighean. Mar eisimpleir:

sgoilear a' tilgeil dìsinn agus feumaidh iad seantans a dhèanamh suas an àite ceist. Fhaodar aon ghèam a chluich far a bheil iad ag ràdh gun do rinn iad rud, agus gèam eile far a bheil iad ag ràdh nach do rinn iad rud. Mar eisimpleir: Chluich mi ball-coise no Cha do chluich mi ball-coise. Nì seo feum airson gnìomhairean riaghailteach agus mì-riaghailteach a dhaingneachadh nach eil uair sam bith furasta do luchd-ionnsachaidh (no do na fileantaich aig amannan!)

Work in pairs. Each pair will require a dice. The teacher should choose 6 verbs – commands – one for every side of the dice and display these clearly on the whiteboard.

1. One partner throws the dice. He must ask his partner a question, depending on which number appears on the dice. Mar eisimpleir: **“An do ghabh thu bracaist an-diugh?”**
2. The other partner must answer the question. Mar eisimpleir: **“Ghabh”** or **“Cha do ghabh”**.
3. The game continues until the pair run out of questions.

To make things simpler, the teacher can make up in advance the questions for each number on the dice and write them on the whiteboard. The pupils will then only have to think of answers to the questions.

*The game can be played in different ways. Mar eisimpleir: a pupil throws the dice and must make up a sentence instead of asking a question. The game could also be played using all yes answers and another round played for no answers. Mar eisimpleir: **Chluich mi ball-coise, Dh'òl mi cupa tè no Cha do chluich mi ball-coise, Cha do dh'òl mi cupa tè.** This will be useful in order to reinforce regular and irregular verbs which often cause learners (and fluent speakers) problems.*



Modal 3 Aonad 2

1 Gèam buidhne Anns na saor-làithean chaidh mi a/dhan...

Tha an gèam seo math airson **a/dhan** a dhaingneachadh.
Feumaidh iad an gèam a chluich ann am buidheann bheag.
Feumaidh iad cairtean le ainmean àite orra.

Turas mu seach, tha na sgoilearan a' togail cairt ainm àite agus ag ràdh: "**Anns na saor-làithean, chaidh mi a/dhan ...+ ainm àite.**"

Airson a' ghèam a dhèanamh nas duilghe:

Sgoilear 1: Tog cairt le ainm àite. Can "**Anns na saor-làithean chaidh mi a/dhan ... + ainm-àite.**"

Sgoilear 2: Dèan ath-aithris air na thuirt sgoilear 1 agus an uair sin tog cairt ùr airson innse càit an deach thu fhèin.

Mar eisimpleir: "**Anns na saor-làithean chaidh (ainm sgoileir 1) a/dhan ... agus chaidh mise a/dhan...**"

Sgoilear 3: **Anns na saor-làithean chaidh (ainm sgoileir 1) a/dhan..., chaidh (ainm sgoileir 2) a/dhan... agus chaidh mise a/dhan...** agus mar sin air adhart timcheall a' bhùird.

*This game is useful for reinforcing understanding of a/dhan. The game should be played in a small group. Each group will need cards with place names on them. Turn about, each pupil lifts a place name card and says: "**Anns na saor-làithean, chaidh mi a/dhan ... + ainm-àite.**"*

To make the game more challenging:

*Pupil 1: Lifts the card with the place name on it and says: "**Anns na saor-làithean chaidh mi a/dhan ... + ainm-àite.**"*

Pupil 2: Repeats what pupil 1 said and adds a place name of his/her own.

*Mar eisimpleir: "**Anns na saor-làithean chaidh (ainm sgoileir 1) a/dhan ... agus chaidh mise a/dhan...**"*

*Pupil 3: The game continues: "**Anns na saor-làithean chaidh (ainm sgoileir 1) a/dhan ... agus chaidh (ainm sgoileir 2) a/dhan ... agus chaidh mise a/dhan...**"*

2 Gèam buidhne Chaidh mi dhan bhùth agus cheannaich mi...

[Cuideachd: Modal 1 Aonad 1 Bha mi aig an dotair. Bha mo chas goirt...
 Modal 2 Aonad 1 'S e manaidsear a th' annam...
 Modal 2 Aonad 2 'S urrainn dhomh seinn...]

Obraich ann am buidheann suas ri deichnear. 'S e gèam cuimhne a tha seo. Tha e nas fhasa ma shuidheas na sgoilearan ann an cearcall.

1. Canaidh a' chiad neach: "**Chaidh mise dhan bhùth agus cheannaich mi...(rud)**".



2. Bidh an ath neach ag ath-aithris na thuirt a' chiad neach agus a' cur rud eile ris an liosta, agus mar sin air adhart.
3. Ma nì cuideigin mearachd no ma dhìochuimhnicheas iad rud air an liosta, tha iad a-mach às a' ghèam.

Gabhadh an cànan sa ghèam seo atharrachadh a rèir dè na h-abairtean a tha an clas ag ionnsachadh agus a rèir comas a' chlas. Cho fad is a tha liosta aca...

Mar eisimpleir:

Chaidh mi dhan bhaile agus chunnaic mi...

Chaidh mi dhan Fhraing agus dh'ith mi...

Thèid mi air saor-làithean dhan/a...

Bha mo cho-là-breith ann an-dè agus fhuair mi...

Work in a group of up to ten pupils. It is easier if the pupils are seated in a circle.

Pupil 1: Chaidh mi dhan bhùth agus cheannaich mi...(rud)".

Pupil 2: Repeats what the first pupil say and adds something of his/her own to the list. The game continues in this way.

If someone makes a mistake or forgets something from the list, he/she is out of the game.

3 Gèam clas Cagairean Ceilteach

Obraich mar chlas. Cluich an gèam Cagairean Ceilteach mar chlas no ann am buidheann mhòr.

1. Tha an tidsear no sgoilear a' tòiseachadh le pìos fiosrachaidh agus a' cagar an fhiosrachaidh ann an cluasan cuideigin eile: "**Chuala mi seo...**" (dh'fhaodadh an tidsear pìosan fiosrachaidh a dheasachadh ro làimh). Mar eisimpleir: **Chuala mi seo. Chaidh Màiri dhan Fhraing Diciadain ach chan eil na saor-làithean a' còrdadh rithe idir.** 'S dòcha gum biodh e feumail nam biodh cairtean deiseil airson a thoirt do sgoilearan aig a bheil duilgheadasan.

2. Tha am fiosrachadh a' siubhal bho sgoilear gu sgoilear eile gus an tèid faighneachd don sgoilear mu dheireadh: "**Dè chuala tu?**" Feumaidh an sgoilear: "**Chuala mi seo...**" a ràdh agus am fiosrachadh innse. Nì an tidsear cinnteach gur e sin a' chiad fios a chaidh innse leis a' chiad sgoilear a' faighneachd: "**A bheil sin ceart?**"

3. Faodaidh an tidsear faighneachd do sgoilear sam bith an uair sin: "**An cuala tusa sin?**" agus freagraidh an sgoilear: "**Chuala.**" no "**Cha chuala.**"

'S e dòigh mhath a tha seo airson a bhith a' toirt air na sgoilearan a bhith ag èisteachd gu dlùth agus a bhith ag obair air labhairt, gu h-àraid ma tha faclan doirbh no faclan ùra sa chiad phìos fiosrachaidh a thàinig bhon tidsear.

Dòigh eile

Dh'fhalbh mi air saor-làithean agus **thug** mi leam...

Play the game Cagairean Ceilteach. It is just the same as the game Chinese Whispers. Play as a class or in a large group. The teacher or a pupil starts off with the message. It may help to have some phrase cards ready to hand to pupils that would find it difficult to come up with a phrase/



sentence of their own.

Pupils relay the message along the chain of players starting off by saying “**Chuala mi seo...**” and then whispering the message to the person beside them, who in turn does the same to the next person and so on.

After the message has circulated to all players the teacher (or group leader) asks the last person in the chain “**Dè chuala tu?**” They must say “**Chuala mi seo...**” followed by the Gaelic phrase/sentence they heard. Teacher confirms this with the first person who started the message by asking “**A bheil sin ceart?**” or “**An tuirt thu sin?**”. If it is wrong, the teacher should ask: “**Dè thuirt thu?**”

or

Once a message has circulated fully, the teacher can ask random pupils in the chain “**An cuala tusa seo...?**” followed by the original message. They answer “**Chuala.**” or “**Cha chuala.**”

This is a good way to get pupils to listen carefully and to be careful about the clarity of their speech and pronunciation – especially if the teacher starts them off with a message that has one or two unfamiliar words in it.

Variation

Another memory game for group/class: Dh’fhalbh mi air saor-làithean agus thug mi leam...

Each pupil must add one item to the list after repeating all those said by others before him/her.

2 Gàim buidhne Cò rinn e?

Obraich ann am buidhnean de cheathrar. Tha murt air a bhith sa bhaile. Bidh aon phoileasman agus trìuir a tha fo amharas anns gach buidheann. Feumaidh an tidsear seat de chairtean a sgaoileadh do gach buidheann: fiosrachadh dhan phoileasman agus fios dhan fheadhainn a tha fo amharas.

Air cairt a’ phoileasmain (Cairt 1), tha fiosrachadh mu na thachair agus ceistean don fheadhainn a tha fo chasaid. Cha bu chòir don phoileasman seo a shealltainn dhan fheadhainn eile.

Tha cairt 2, 3 is 4 aig an fheadhainn a tha fo chasaid a dh’innseas dhaibh dè rinn iad an oidhche ud agus a tha a’ toirt fiosrachadh don phoileasman air cò rinn am murt.

1. Tha am poileasman a’ faighneachd cheistean don fheadhainn a tha fo chasaid. Obraichidh iad nas fheàrr mar bhuidheann ma dh’fhaighnicheas am poileasman Ceist 1 do gach duine eile an uair sin Ceist 2 do gach duine agus mar sin air adhart.
2. Nuair a tha am poileasman air na ceistean gu lèir fhaighneachd, tha còir fios a bhith aige cò rinn am murt.
3. Faodaidh am poileasman an uair sin innse dhan a h-uile duine cò rinn e. Feumaidh cuimhne a bhith aige air ainmean nan daoine.

Work in a group of 4. There has been a murder in the town. One member of the group will be the policeman and three others in the group are murder suspects. The teacher will distribute a set of cards to each group: a card for the policeman and a card each for the suspects.

On the policeman’s card (Cairt 1), there is information about the murder and questions for the suspects. The policeman should not show his card to anyone else. Cards 2, 3 and 4 are for the



suspects. They give them details of their responses to the questions. These responses should give the policeman enough information to discover the identity of the murderer.

- 1. The policeman asks questions to the suspects. The group will work better together if the policeman asks each suspect question 1 and gets the answers, question 2 and gets the answers etc.*
- 2. Once the policeman has asked all the questions, he should be able to make up his mind about who committed the murder.*
- 3. The policeman can then reveal the murderer's identity to the others.*



Cò rinne e?

Cairt 1 Am Poileasman

'S e poileasman a th' annad. Chaidh murt a dhèanamh sa bhaile a-raoir ach cò rinn e? Tha trìuir an grèim aig a' phoileas aig an stèisean.

Chaidh murt a dhèanamh mu leth-uair an dèidh aon uair deug a-raoir ann an cafaidh air Sràid na Pàirce. Thàinig ambaileans, ach bha an duine marbh. Faisg air an duine bha glainne fion, CD de cheòl na pìoba agus tiogaid bus.

Ach cò rinn e? Feumaidh tusa sin obrachadh a-mach.

1. Dè an t-ainm a th' ort?
2. Càit a bheil thu a' fuireach?
3. Cuin a dh'fhàg thu an taigh a-raoir?
4. Càit an deach thu?
5. An deach thu anns air a' bhus?
6. Dè dh'ith thu?
7. Dè dh'òl thu?
8. Dè rinn thu ?
9. Am faca tu an duine?
10. Cuin a dh'fhàg thu an cafaidh?
11. An deach thu dhachaigh?
12. Cò chaidh don chafaidh còmhla riut?
13. An urrainn dhut ionnsramaid a chluich?



Cò rinne e?

Cairt 2 Neach fo amharas

Seo na freagairtean a dh'fheumas tu a thoirt seachad.

1. Is mise _____.
2. Tha mi a' fuireach ann am Baile na Mara.
3. Dh'fhàg mi an taigh aig naoi uairean feasgar.
4. Chaidh mi don chafaidh air Sràid na Pàirce.
5. Cha deach. Choisich mi.
6. Dh'ith mi piotsa.
7. Dh'òl mi fion dearg.
8. Bhruidhinn mi ri mo charaidean.
9. Chan fhaca mi idir e.
10. Dh'fhàg mi an cafaidh aig meadhan-oidhche.
11. Cha deach. Chaidh mi gu club anns a' bhaile.
12. Chaidh mi dhan chafaidh còmhla ri mo bhràthair.
13. Chan urrainn. Chan eil mi math air ceòl idir.



Cò rinne e?

Cairt 4 Neach fo amharas

Seo na freagairtean a dh'fheumas tu a thoirt seachad.

1. Is mise _____.
2. Tha mi a' fuireach ann am Baile na Mara.
3. Dh'fhàg mi an taigh aig deich uairean feasgar.
4. Chaidh mi don chafaidh air Sràid na Pàirce.
5. Cha deach. Dhràibh mi dhan chafaidh.
6. Dh'ith mi pìos cèic.
7. Dh'òl mi cofaidh.
8. Dh'èist mi ri ceòl. Tha ceòl rock a' còrdadh rium.
9. Chan fhaca mi idir e.
10. Dh'fhàg mi an cafaidh aig uair sa mhadainn.
11. Cha deach. Chaidh mi gu club anns a' bhaile.
12. Chaidh mi ann còmhla ri mo bhràthair.
13. Is urrainn. Tha mi uabhasach math air giotàr.



Modal 1 Aonad 1 – Modal 3 Aonad 2

1 Gnìomh clas Pàipear-naidheachd balla

'S e cothrom math a tha seo dhan chlas air fad beagan sgrìobhaidh a dhèanamh. Obraich mar aon-neach, ann am buidhnean beaga no pàidhrichean, ge b' e dè as èifeachdaiche. Bu chòir gach buidheann rudeigin a dheasachadh airson pàipear-naidheachd balla co-dhiù uair sa mhìos. Feumaidh pìosan naidheachd a bhith ann mun sgoil, mu na sgoilearan sa chlas, air saor-làithean, spòrs, cur-seachadan, cèol, sgeulachdan èibhinn, dealbhan èibhinn agus mar sin air adhart. Feumaidh cuideigin (sgoilear nas sine ann an clas eile, 's dòcha, a tha dèonach a bhith na neach-deasachaidh) dèanamh cinnteach nach eil mearachdan san stuth a thèid air a' bhalla. Dh'fhaodadh ùine a bhith ann a h-uile mìos airson an taisbeanadh atharrachadh. Dh'fhaodadh an taisbeanadh a bhith san trannsa taobh a-muigh a' chlas agus dh'fhaodadh clasaichean eile rudan a chur ris cuideachd gus am bi measgachadh fìor mhath ann. Cuir fàilte chridheil cuideachd air stuth a thèid a chruthachadh san ùine aca fhèin. Dh'fhaodadh duaisean a bhith ann airson na pìosan as fheàrr no an oidhirp as fheàrr gach mìos. Cuideachd, faodar pìosan à tidsearan (tidsearan a tha ag ionnsachadh Gàidhlig gu h-àraid) a chur suas cuideachd. Bhiodh an gnìomh a tha seo ag obrachadh glè mhath air-loidhne cuideachd aon uair is gu bheil coimhearsnach Cheumannan ag obrachadh mar bu chòir.

This is a good writing opportunity for learners' classes. Pupils can work individually, in small groups or in pairs, whichever is the most effective. Each group should prepare materials for the class wall newspaper each month. There can be simple information about what's going on in school, about the members of the class, holidays, sport, hobbies, music, jokes, cartoons, horoscopes (using the future tense!) and any other relevant material. Someone needs to be responsible for the editing and display of the materials (an older pupil who is willing to act as editor, perhaps). Time should be given in class each month to preparing new material for display. The exhibition could also be in the corridor so as more people will see it and perhaps other classes also contribute to it so as there will be a greater range of materials. Materials prepared in pupils' own time should also be welcomed. Prizes could be awarded for best work/best effort. Articles from teachers (particularly teachers learning Gaelic) could also be encouraged. This would also work very well online once the Ceumannan community is established. Pupils can then share work and articles with other schools.

2 Gnìomh càraid Deich Dealbhan

Feumaidh an tidsear 10 dealbhan a dheasachadh ro-làimh. Bidh na dealbhan uile eadar-dhealaichte ach bidh ceangal aca ri obair an leabhair – obraichean, buill na bodhaig, ionnsramaidean, cur-seachadan, àitean...

Ann am pàidhrichean, cuiridh na sgoilearan sgeulachd ri chèile. Feumaidh na rudan a th' anns na dealbhan air fad a bhith a' nochdadh san sgeulachd. Faodaidh na sgoilearan na dealbhan a chleachdadh ann an òrdugh sam bith. Faodaidh iad àireamh nan dealbh a sgrìobhadh ri taobh gach pìos teacs. Leughaidh gach sgioba na sgeulachdan air beulaibh a' chlas gus an cluinn iad uile ciamar a dhèilig gach sgioba ris na dealbhan.

Nuair a tha an clas air na sgeulachdan eadar-dhealaichte a chluinntinn, faodaidh iad na sgeulachdan aca a sgrìobhadh airson a' bhalla. Bhiodh e math na deich dealbhan a chur air a' bhalla agus sgeulachdan gach càraid a chur timcheall orra.



The teacher should prepare 10 pictures beforehand. The pictures will all be different and can include jobs, parts of the body, instruments, hobbies, places... In pairs, the pupils will put a story together and they must use all the pictures. The pictures may be used in any order. The number of each picture used should appear beside each piece of text. Each pair will read their story to the class so that everyone can see how the pictures have been used differently. When the class has heard all the stories, they can be written out neatly for display on the wall. Ideally, the 10 pictures should be in the middle of the display surrounded by the different stories.

