

MATHS-BALLS

9001: Add and subtract to 20

9002: Add and subtract to 100

9003: Multiplication (Times Table)

- Two players keep score by checking each other's answers.

- If there are more team-mates, they can line up in groups with one team leader each, plus one referee. The team leader throws the ball to a member of his team. If the question is answered correctly, the player runs to the back of his group line. The ball is then thrown to the next player in the group. After a number of predetermined runs, the referee checks the time used. Then the next team enters the game. The team with the best time score wins.

- If two or more balls are available, several teams can compete against each other simultaneously.

9004: Alphabet

- Calling out words (nouns, verbs, adjectives).
- A-Z of towns/countries/animals/food ...
- Creating sentences (Anna Pets The Cat) etc.
- Foreign language training.

9007: Animals

- Name? Species? Habitat?
- What does it eat? How does it move?
- Find words that rhyme: rabbit—habit / snake—cake...

9009: Fruit and Vegetables

- Name? Fruit or vegetable?
- How does it grow? Where does it come from?
- Describe it

ICEBREAKER BALLS:

9006: Kennenlernball (German)

9008: Icebreaker (English)

9010: Balle de Conversation (French)

- A creative way for a group of people to learn more about one another by talking about themselves.

9011: Zeit und Uhrzeit (German)

9012: Time (English)

- Answer questions about time and time elements.

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9013: Story ball

- Name the picture.
- Where can the object be found?
- What is the object used for?
- Tell a story (real or fantasy).
- Start a story; next player continues with the next picture.
- Find definition: (e.g. chair = a seat for one person)
- Memory training games: a) Pack your Bags b) Sequential: recall who named which object

9014: Emotions

- Establishing how emotions influence behaviours.
- Learning to read facial expressions.
- Acting out the pictures through mime.
- Strengthening communication skills.
- Encouraging contributions to the discussions.
- Role playing

9015: Metric Units of Measurement

- Converting length, mass, volume (capacity)

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9019: Road Safety

- Recognising safe/unsafe situations
- Talking about safety rules when crossing the road, cycling, riding in cars and buses, etc.
- Learning about traffic lights and what each colour indicates
- Curb training, zebra crossing/pedestrian pavement rules
- Discussing cycle helmet, reflective vest, child car seat, etc.
- Right/left recognition
- Learning the Crossing Code: Stop, look and listen ...

9020: Elements of the Periodic Table

- Identifying 30 of the most common elements, their symbols and atomic mass.

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9020: Jobs

- Learning about 15 different jobs and practising jobs vocabulary. Discussing gender roles. Finding matches (jobs and their tools).

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9022: Numbers and quantities to 10

BASIC GAME: Number names, quantity recognition and counting to 10.

ADVANCED GAME: The difficulty of the game can be increased by combining the symbol under the **right** thumb AND the **left** thumb, i.e. addition/subtraction and greater/lesser/equal to.

9023: Wortarten bestimmen

(German grammar ball: available in German language only)

- Das Wort vorlesen und es den farbcodierten Wortarten Substantive, Adjektive, Verben zuordnen.
- **Substantive:** mit Artikel/Einzahl-Mehrzahl. **Adjektive:** steigern. **Verben:** konjugieren.

The Joker

If a player's thumb lands on the joker, he/she can decide an activity for the others in the group:

- Hopping on one leg
- Walking backwards
- Running on the spot ...

