

## Developing games for Functional skills in English

These games make sentence construction and modification into a fun game. They create a framework for exploring the boundaries of the language rules we use to communicate.

Principles of grammar can be drawn out of sentences created by the student.



  
**Blue Ball Press**

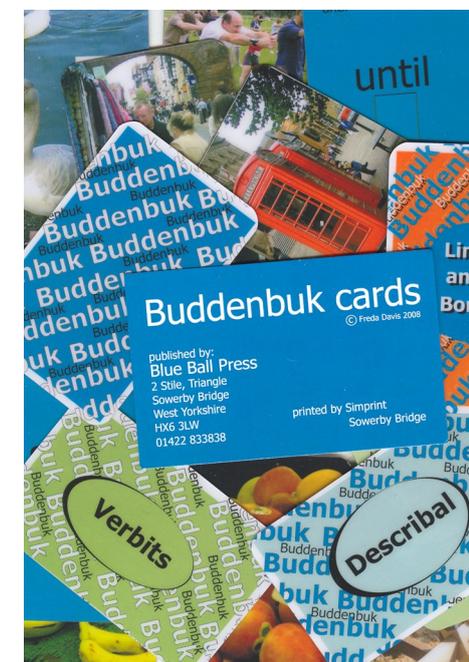
Freda and Peter Davis

Blue Ball Cottage  
2 Stile, Triangle,  
Sowerby Bridge  
West Yorkshire HX6 3LW UK

Phone: 01422 833838  
Mobile: 0797 1296025  
Email: [freda247davis@gmail.com](mailto:freda247davis@gmail.com)

## Buddenbuk Card Games

 Freda and Peter Davis



Making implicit knowledge about grammar explicit

Blue Ball Press

## Buddenbuk Games

I have developed these games in order to allow learners to discover for themselves their intrinsic knowledge of the internal rules which all native speakers have developed in order to communicate. Negative experiences of learning have often obscured from the learner the simple fact that if they did not know the 'rules' of grammar, they would not be able to communicate.

What distinguishes these methods from other flash card, sentence making games is firstly that the learner is creating the sentence himself, with the minimum of prompts, (rather than being given a sentence to reproduce), secondly that having voiced the sentence and written it down, they can read it back with understanding. Thirdly, only the categories of grammatical words which are needed for the structural roles of particular games are given. These aid the challenge of the game.



### Making a distinction between lexical and grammatical words:

The principle must be grasped that some words refer to real or imagined objects, actions, qualities, and some are there to show the relationship between these.

Lexical words differ significantly from grammatical words. Lexical words are huge open classes of words, being added to all the time. Grammatical words are rarely added to as groups, and while there are semantic implications (tense, mode, number..) they do not refer specifically to objects, actions or qualities. The photographic context of the word on the basic cards helps to convey the idea of 'lexis' or reference to the real world.

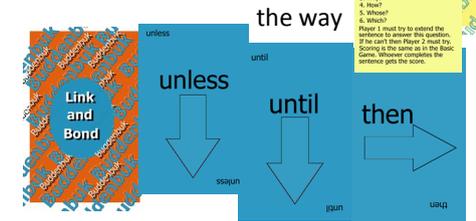
### A clause is constructed by linking two lexical words in a meaningful way.

Rather than try to teach grammatical labels and classes, the games develop confidence in constructing clauses which convey meaning, and this is done by considering a meaningful link between two lexical words, and expressing that relationship in a sentence (in a way that makes sense). The words needed to express the relationship come readily to the tongue in speech, and the challenge then is to write down what has already been spoken and makes sense, and to read it aloud.

### Further Games

The dice game 'Tell me More' helps players to construct meaningful questions and reply to them, by adding phrases and clauses to the original clause.

In the **Link and Bond** game the learners become familiar with



that different conjunctions create different links or bonds between clauses, and start to notice these words in the texts that they read.

These and other games have been developed for teaching literacy and grammar.

I am currently hoping to establish a viable market for these games, which would make it worthwhile to produce them at an affordable price.

### Freda and Peter Davis

Blue Ball Cottage  
2 Stile, Triangle,  
Sowerby Bridge  
West Yorkshire HX6 3LW  
UK

Phone: 01422 833838  
Mobile: 0797 1296025  
Email: freda247davis@gmail.com