



KLOO School Case Study

The Impact of the KLOO Game System in the classroom

By: Karen Christiansen, Foreign Language Teacher

Teaches: French, Spanish, ESL
Grades 8-12; 13-18 years old

School: Prince Charles Secondary School, Creston, BC, Canada

WHY DO YOU USE GAMES FOR TEACHING A LANGUAGE?

KC: Students react well to playing games (it doesn't seem like work, etc); it's a good addition to the other things we do in the classroom and adds more variety. The students often want to play games in class.

HOW HAVE YOU USED KLOO?

KC: I've been mostly using the Race to Paris version (I teach more French than Spanish). I'm just starting my Spanish class on the Race to Madrid. We usually use it as something the early-finishers can take to the side of room and play (without supervision) while others are still finishing the assigned work.

WHAT WAS THE REACTION OF THE CLASS?

KC: When I told them they can play a board game in class, they were really happy. At first the reluctant learners thought that they couldn't do it because they couldn't translate their cards independently. After teaching them how it works, and how they can verify their translations themselves, they liked it a lot more because it didn't feel like "work".



WHAT WAS YOUR IMPRESSION OF LEARNING?

KC: I like the fact that the students see a subject and a conjugated verb together, and get used to seeing those pairs. It increases their conjugating skills and their sense of "that sounds right".

DOES IT SUPPORT YOUR CURRICULUM AND IN WHAT WAY?

KC: Sometimes it's hard to get the students to believe that they can make a whole sentence in a foreign language. KLOO really helps them make lots of sentences, and believe that they CAN make sentences, on their own.

WHAT WAS YOUR ROLE IN THE CLASS?

KC: I have found that I only needed to closely supervise or monitor the play for the first play or two. After that they can go on very independently. And they can independently decide that they've used a set of cards enough, and they need to refresh the experience by changing up the card set. And sometimes they want to play with more than 1 set at a time, to increase the variety of the sentences.



WHAT WOULD YOU SAY TO OTHER TEACHERS THINKING ABOUT USING KLOO?

KC: We read the rules and discussed them in class, but what really helped was the videos on youtube (although the students thought that the animation in the videos was kind of strange). Then we went to the written rules to check out the fine points.

WHAT IS MOST CHALLENGING ABOUT USING KLOO?

KC: The most challenging part for the students is understanding that the language on the top of the card and the bottom of the card are different, and then that they need to keep the card "bottoms" visible to be used as the word bank for future translations.

DO YOU HAVE ANY TOP TIPS FOR TEACHERS?

KC: I have tried to give the class about 40 minutes the first time they play and that seems to be enough time to get over any confusion or uncertainty about what to do next. 40 minutes may sound like a long time, but I think it's time well spent for the benefits I will gain in class (they can use it independently later, early-finishers, etc). It's not that rewarding for them the first time. But the next time, they are asking to play. They can pick up the game and play independently and even for short times, unsupervised. Sometimes they want to play with the game board, and sometimes they play with just the cards and a score paper. It's a great option for my early finishers to use their extra time productively. Also sometimes the whole class plays as a reward, or for a Fun Day.

KEY FACTS

- KLOO is a purpose made game to help people learn a language
 - KLOO has won 9 major game awards including ToyTalk's Best Board and Card Game of the Year
 - In the US KLOO has won The Academic Choice Award for its educational value
 - In the UK KLOO is the # 1 Best Selling Foreign Language Game (source: Amazon UK)
 - Students, even beginners, can learn to make grammatically correct sentences in 10 seconds
 - Students learn vocabulary through Discovery Learning as they play
 - KLOO is used by thousands of schools in the UK and USA teaching 6 through to 15 year olds
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WHAT OTHER LANGUAGE TEACHERS HAVE SAID ABOUT KLOO

U U I discovered KLOO (French) last year and EVERYONE enjoyed it. My bottom set was able to build sentences following a strict colour code order while my top set reinvented the word order and went the creative way (much laughter was heard, disturbing my head of department who congratulated me on making French so much fun). No more headache and a lot of fun!"

- Anouk B, French Teacher, Worth School, W Sussex

U U I like to end my lessons with something fun and a bit different than the rest of the lesson. I'll often say to my students, "What would you like to do? Reading, a song, noughts and crosses, hangman, Kloo?" and 9 times out of 10, the answer is KLOO!!

- Lindsay D, MFL Teacher, Northants

U U My students get lost in this game. As they fly around the board they don't even notice they are learning"

- Sarah O, MFL Teacher, Liverpool

U U I am a teacher of MFL and was curious about how useful it would actually be for the students in the new department I would be starting up so I tested it on my partner and relatives. Despite them having no knowledge of Spanish at all, they were able to pick up new words and create sentences accurately. I bought an entire class set for my students and often we play. I definitely recommend this product for in class and at home use – a fun way of developing vocabulary and language skills."

-Isaac G, Spanish, Ormesby School, Middlesborough

U U At first I thought KLOO was just another game. Then I realised this was different. It's fun, it's intuitive and, more importantly, it works. It's a wonderful way to learn a language."

- Professor Jack Lonergan Director, Language Training, London

U U "I bought a couple of sets of KLOO at the Language Show and the language assistant plays it with the students, all ages and abilities. They absolutely love it!"

- Dulce F, Spanish Teacher, Leventhorpe School, Herts

U U My students quickly became engrossed in the game and were correcting each others sentences in a way that would make an Ofsted inspector proud!"

- Kate Norman, Director of Language College, Peterborough

I teach French, within a school setting, to children aged 7-10 and was so excited to discover this product. Complex sentences can be formed with the game player having very little knowledge of French. The children enjoy racing each other to Paris with the little racing cars. I also play the game at home with my children aged 7 and 11 and my husband. It is great to be able to indulge in a shared family passion while playing a fun game. I could not recommend it highly enough."

- French Teacher, Amazon Review

I love this game – all my French students have benefited so much from using it."

- Helen Burlefinger, MFL Teacher

I am a highly qualified language teacher and native Spanish speaker and teach Spanish. I have carefully assessed the contents of the Race to Madrid game (board and cards) and am absolutely thrilled at how it will help my students improve their Spanish while having fun. These games are creative, clever, imaginative and motivating. I am grateful to and congratulate whoever created these fabulous teaching resources."

- Maria Londono, Spanish Teacher

Our academy based its teaching on the communicative approach and for this, the KLOO game is an amazing tool. Students build sentences easily and gain in confidence rapidly. Highly recommended!"

- Nathalie, Amazon Review



For more information and case studies of how KLOO can be used in school contact Andrew:



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Play the Game. Speak the Language