



# KLOO School Case Study

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## The Impact of the KLOO Game System in the classroom

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From age 5 to age 72

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### WHY DO YOU USE GAMES FOR TEACHING A LANGUAGE?

**SS:** Everybody benefits from learning with games, not just children. Finding a novel, engaging, interactive way of learning really helps with information retention..

### HOW DID YOU HEAR ABOUT KLOO?

**SS:** I heard about KLOO whilst shopping online for a present for a student. When I saw the range of products offered, I liked them so much that I bought some to use with other students too, many of whom have subsequently purchased the games to use at home.

### HOW HAVE YOU USED KLOO?

**SS:** I use KLOO regularly with my students. If I am teaching an individual student, I frequently use the KLOO cards as a patience-style game, to test the vocabulary they have learnt with me during previous sessions. I firmly believe presenting the information in varied and interesting ways helps the student to really digest the information. I use the game boards with small groups of 2-4 students and they always prove very popular.



## WHAT WAS THE REACTION OF THE CLASS?

**SS:** The game boards and cards definitely cater to all students. Students who are less confident can still earn points in the games for using up their cards, and can learn the new vocabulary at a gradual pace, which is great. Depending on the personalities involved, it is down to the teacher to ensure that the competitive spirit stays kind hearted!

## DOES IT SUPPORT YOUR CURRICULUM AND IN WHAT WAY?

**SS:** It covers many of the topics that are used in KS3 and GCSE exams, for example clothes, everyday objects, food and drink and places. I do however sometimes find the verbs are a little more obscure than the ones taught at this level, so I prefer to explain them first.

## TO WHAT EXTENT DOES KLOO IMPROVE CONFIDENCE IN LANGUAGE ABILITY:

**SS:** Hugely improves confidence



## TO WHAT EXTENT DOES PLAYING KLOO IMPROVE ENTHUSIASM FOR LANGUAGE LESSONS:

**SS:** Definitely engages students. They are always happy to see the game and often ask me to bring it back the next week so that they can play with a different deck..

## TO WHAT EXTENT DOES PLAYING KLOO IMPROVE SPEAKING OUT LOUD:

**SS:** To some extent. The way the words are “sounded out” on the cards is a helpful tool, but it can mean they don’t focus on how the word looks. Instead they focus on the phonetic description.

## TO WHAT EXTENT DOES PLAYING KLOO IMPROVE BUILDING VOCABULARY:

**SS:** Excellent! Students enjoy searching for the words they don't know in order to score extra points and they generally remember them the second time around.

## TO WHAT EXTENT DOES PLAYING KLOO IMPROVE SENTENCE CONSTRUCTION:

**SS:** It definitely helps to embed the difficult idea in French and Spanish that adjectives generally follow a noun.



## DO YOU HAVE ANY ANECDOTAL EVIDENCE TO SUPPORT KLOO'S IMPACT ON LEARNERS IN CLASS?

**SS:** Several students have purchased the game and one seven-year-old girl told me it is "the best game ever and I could play it every week, forever".

## WHAT WAS YOUR ROLE IN THE CLASS?

**SS:** I tend to supervise, but that is also due to the fact that my groups are normally small, with a maximum of one game happening at any one time.

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

**SS:** I think it works well both as an assessment tool and an end of term activity. Teach some of the verbs before playing as it really supports the game.

## WHAT DID YOU FIND HELPFUL IN GETTING STARTED?

**SS:** Reading the rules and watching the video clips really clarified things. I even made my own YouTube clip!

## WHAT IS MOST CHALLENGING ABOUT USING KLOO?

**SS:** As stated above, the verbs need an extra bit of knowledge to ensure that their usage is understood.

## 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

## WHAT OTHER LANGUAGE TEACHERS HAVE SAID ABOUT KLOO

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

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

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

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

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

"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

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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For more information on KLOO:

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**Play the Game. Speak the Language**