



# KLOO School Case Study

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

**By:** Veronica Fernandez Sobejano

**Teaches:** Spanish

**To:** US Navy Personnel, adults and children

**Where:** US Naval Base, Rota, Spain

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

**VFS:** It is not the first time I've used games in my lessons, however, this has been the best one. I think using a game can make lessons more fun and also, competition makes students be more attentive. Both children and adults love doing new things once in a while, and games are a useful tool to turn lessons into something fun. I had always thought that Spanish games are a good way to achieve a great balance between fun and actual learning.

### WHY DID YOU DECIDE TO TRY KLOO?

**VFS:** First of all, I liked the game, I read some reviews on the internet and it seemed too good to be true. I've bought plenty of Spanish games on the internet but never a game for adults. Another of the reasons why I bought it was because of the many awards it has won. I was looking for something like this.

### HOW HAVE YOU USED KLOO?

**VFS:** My classes are formed by small groups of students. I have used KLOO with three beginner's groups and two of an intermediate level, both adult groups. Usually we are about 5 people in each class, and we have used KLOO for 40 minutes before ending the lesson. Before playing we have made a quick review of the vocabulary we were about to play with. For example, before playing with deck 2 we reviewed the vocabulary about clothes.





## WHAT WAS THE REACTION OF THE CLASS?

**VFS:** Our lessons are held in a relaxed environment, and our students both love playing and trying new things. They all were very enthusiastic about trying KLOO. It was easy to explain, the rules were very clear and intuitive. Before the lesson I used the whiteboard to explain what the game is about, how to play, how red cards with the stars are verbs... and so on.

## WHAT WAS YOUR IMPRESSION OF LEARNING?

**VFS:** I think the game is effective for learning since it covers three important competences when learning Spanish as a foreign language. To begin with it is useful for grammar learning as it is a way to learn word order in Spanish; also we practice pronunciation when reading out loud each sentence (I have found the phonetic transcription under each word very useful). Besides, playing is a better way to learn vocabulary, in my opinion faster than memorizing a list of words.

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

**VFS:** Indeed, it does. We have a book arranged by major topics. Some of them are clothes, the city, the human body, the house... So after each of the topics containing vocabulary concerning these topics we use KLOO. For intermediate students we have printed the cards of Past Simple and Future and, although they already know most of the vocabulary, they always learn new words while practicing new tenses.



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

**VFS:** KLOO helps as it is a way to simplify grammar. In my opinion a student is able to make longer sentences when using KLOO cards because he feels more secure about what he/she is saying. Besides, it is easier for a student to know how to arrange the words in a sentence when looking at the coloured arrows. Some of my students believed that learning a second language was harder. All the students, I've played it with it have loved it.

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

**VFS:** The enthusiasm increases every time we put the game box on the table. Students are eager to play.

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

**VFS:** With the help of the phonetic transcription under each word students are more confident when uttering Spanish words. Apart from the actual vocabulary contained in the deck, the students also speak in Spanish about the game: Tu turno/ Te toca (Your turn), roba una carta (draw a card)... and the chat that comes when playing a game.

## TO WHAT EXTENT DOES KLOO IMPROVE BUILDING VOCABULARY:

**VFS:** In my opinion this is the greatest thing about this game. After playing two or three times with the same deck students have almost magically learned all the vocabulary, not only to write and read each word correctly but also to pronounce it right. Competitiveness and rivalry make people learn faster.

## TO WHAT EXTENT DOES KLOO IMPROVE SENTENCE CONSTRUCTION:

**VFS:** As I've said, it is easier for a student to know how to arrange the words in a sentence when paying attention to the coloured arrows. Sometimes word order is something tricky in Spanish but with this game it is easier.

## WHAT WAS YOUR ROLE IN THE CLASS?

**VFS:** Well, I have never tried to let the students play on their own, but I guess they would be fine as all the vocabulary will come out eventually. Normally, I supervise each game to tell the students if his/her translation is right or wrong.

## FOR YOUR POINT OF VIEW, WHAT'S THE BEST ASPECT OF TEACHING WITH KLOO?

**VFS:** The best aspect is the fun. The game is actually very funny. You can play even on your first game learning a new language but you will also enjoy it when you reach an advanced level. Besides, it helps students to be relaxed and improves the atmosphere during the class.

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

**VFS:** I would totally recommend other teachers to use KLOO in their lessons, I would tell them to use it as a tool to reinforce the vocabulary knowledge acquired during the lessons.

## WHAT DID YOU FIND HELPFUL IN GETTING STARTED?

**VFS:** Knowing rules was, by far the most useful thing, however, because of videos and newsletter sent by Kloo creators I have learned more ways to play, even games to play alone which have been very handy.

## WHAT IS MOST CHALLENGING ABOUT USING KLOO?

**VFS:** I would not say that there is something very challenging when using kloo, everything has been very easy.

## ANYTHING ELSE YOU WOULD LIKE TO SAY? DO YOU HAVE ANY TOP TIPS?

**VFS:** As the squares are named as famous Spanish cities I usually use this to speak a little about the cities mentioned, I try to make playing KLOO an experience which involves learning both Spanish language and culture.

## 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, Middlesbrough



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**