Teaching scenario title: **Scrabble**

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1. Teaching scenario identity

Thematic field: Traditional game in Language and Literature

Thematic Unit: Scrabble in Literature

Class: High School

Competence level: Prior knowledge required: Main authors, titles, topics, genres of the universal literature, specially from European countries

Profile of target group: Students from 16 year old

Teaching scenario aim: Review of the knowledge of universal literature.

Teaching scenario objectives:

- Students know the main international authors: writers, poets...

- Students know the most famous works of world literature and the main topics.

- Students practices their knowledge.

Duration: 30 min

Teacher's role: Referee, facilitator and observator

Method of students' work: Individual work

Required materials: Scrabble game, table.

2. Brief description of the teaching scenario

Scrabble is a famous board game in which player should create words using letter tiles. In this variant of the game we should:

- Set up the scrabble board, letter racks and letter tiles. Put all the letter tiles in the cloth bag, put out one letter rack per player and split <u>all</u> the letter tiles between the players.

- Play words, can be laid out vertically or horizontally, but it can't go diagonally across the scrabble board. In this variant of the game all the words should be related to Universal Literature, it means, they should be part of:

> - an important work (novel, drama play, poetry...) - in case it isn't the full name you should name it.

> - the name or surname of an important author

> - one of the main topics or genres in literature.

- Once the first player has made their move and ended their turn, the person to the left of this individual follows suit. When this player finishes up with their turn, then the person to the left of them makes their play, and so on.

It is important all the tiles should be connected. If you add tiles to someone else´s word on the board, the tiles must create 1 new word. However, if your tiles touch other tiles somewhere else on the board, these connections need to also make valid words for your play to count.

The game continues until there is one winner: the first player have used all their tiles. In case it is not possible, the player with the player with the least number of tiles wins.

3. Worksheets and their keys

Not available