

### Kit 6, Activity 1: The Alphabet game (lead-in)



*Image source:* The category of definiteness in language pair German-Macedonian, Anchor Academic Publishing, Hermannstal 119k, 22119 Hamburg, [www.anchor-publishing.com](http://www.anchor-publishing.com)

This is both a subject and a language activity

#### **Aims:**

- to activate language about the Social Entrepreneurship and Social Enterprise
- to make learners aware of their progress over time.

**Time:** 10'

1. Learners will make a list of all the letters of the alphabet in their notebooks, letters underneath each other.
2. They have to think of as many different words possible that relate to the SE. The one with the widest variety of words (as many different letters as possible) wins. *Time: 2'*
3. Once the timer starts, all learners start writing.
4. Once the timer ends, all learners stop writing.
5. Learners will be instructed to raise their hand when they have used more than 10 different letters.
6. The learner(s) with most letters used in words have to say their words out loudly and write them down on the board.
7. The goal is to have at least one word following every letter.

When the activity is over and all the words have been written down, learners shortly discuss the amount of words they have learned since the beginning of the curriculum. This makes them aware of their growth.