

1983

---

Friederike Klippel

## Jigsaw Games

### *Jigsaw Puzzle*

#### Material

As many pictures (snapshots, advertisements, cartoons, etc.) as there are groups of players (five to seven members each). Each picture is cut up into as many pieces as there are players in each group. Each piece is put into an envelope and labelled either by a letter or a number. The teacher needs a list of all the pieces that form one picture (e.g. ACDFK = bathing scene, BLMOT = shopping basket).

#### Language

Some of the language difficulties of this game are determined by the type of picture used. Since the players have to describe their puzzle pieces to each other, the teacher has to take care not to choose too complex pictures. In order to be able to describe their pictures the participants will probably need to know the use of prepositions, expressions of colour, size and shape, and the present progressive tense.

#### Procedure

*Step 1:* The class is divided into groups. Each member of a group receives an envelope with the part of a picture inside. The teacher has to make sure that all members of a group except one get parts

of the same picture. So in each group there should be one "odd man out", who has received the part of a different picture which is being discussed by another group.

*Step 2:* Each member of a group describes his/her part of the picture to the others in the group, but he/she is not allowed to show it to anyone. The group discuss which parts probably belong to the same picture and who is the "odd man out".

*Step 3:* Each group send their "odd man out" to another group and in turn receive someone from another group. This newcomer has to be questioned by the group members to find out if his/her part of the picture fits into the group picture. If the group think that they have not found the missing part, they ask the newcomer to move on to another group. They then question the next "odd man out" from yet

another group. If they feel they have found the holder of the missing part, they try and fit the puzzle pieces together.

#### Remarks

This game may be turned into a competition by setting time limits for the individual steps and by awarding points to the group that finishes first.

#### Variations

For a less difficult game, cartoon strips can be used instead of individual pictures. Then each member of a group gets one frame of a cartoon strip (e.g. taken from "Peanuts", "Andy Capp"). The words in the speech bubbles as well as the story structure of the cartoon strip enable a group to find the correct sequence more quickly, and they make it easier for them to pinpoint the "odd man out".