

## HANDOUT

Description of the case: linguistic center “Albion” allows children to immerse in the language environment from the very first years of life. The center provides an opportunity to start learning English from 6 months. Firstly, classes are supported by physical activities, and then, when children are older, with more academic means since Albion’s program implies preparing for the Cambridge exam.

The Commissioner formulated some problematic aspects of the case, the main of which is that studying English is out of touch with the real-life practice which is the root of children’s poor motivation for studying the English language. Thus, the main task for us was to propose suggestions for organizing extra-curricular forms of communicating in English and for initiating communication with native speakers.

It should be noted, that during the work on the case, the Commissioner informed us that unfortunately she had to close the Centre in Murmansk. Moreover, while, continuing working online in another region, the Commissioner is no longer intended to educate very young children. This new reality forced us to make slight changes in our plans. For instance, we had to reject the idea of initiating cooperation with children's quest rooms, provided by KIDROOM in Murmansk, etc.

### OUR SUGGESTIONS:

- 1) **Camping Scenario** - fully scheduled event in a game form for children, with detailed instructions. The document consists of 20 pages and implies all the stages of organizing this event, including even preliminary work in class. It also contains the detailed descriptions of contents for children, a list of all the required equipment, all the necessary attachments and pictures (so that the Commissioner does not need to waste time on searching for them), it contains even teachers’ replicas and explanations;
- 2) **Exchange programs** - review of exchange programs with our border countries that fit our criteria and are the least costly;
- 3) **Interactive forms for conducting classes** - a review that includes two organizations that can conduct quizzes for children. As well as a selection of websites and applications for interesting language learning, in the form of games and quizzes.

"Albion" Linguistic Center



# CAMPING SCENARIO

(Extra-curriculum form of communicating in English)

April, 2020

## 1. General description

Camping is an extra-curricular form of communicating in English out of the classroom.

**Aim:** learning English, combined with the acquisition of useful practical skills.

### **Benefits:**

- Low financial costs
- Out-of-class activity (fresh air)
- Practical skills
- Communication skills (teamwork)
- Wide range of lexical topics can be covered

### **Opportunities:**

- Attract foreign students (communication with native speakers)
- Diversity of locations (forest, hill, coast)
- Cultivate careful attitude to nature (eco-tourism)

### **Threats:**

- Depends on weather conditions
- Security issues

## 2. Organizational issues

- ❖ **Number of children involved:**  $\approx 12$  (2 teams, 6 children in each team)
- ❖ **Age of children:**  $\approx 9-13$  years
- ❖ **Number of teachers involved:** minimum 4 teachers + 2-3 parents
- ❖ **Location** (within the city boundaries)
- ❖ **Time:**  $\approx 4-4,5$  hours

### 3. Scenario



## STEP 1 >

## PRELIMINARY WORK

**In class:** read the story about people who got into situation when they had to survive in the forest while staying with unknown people from other countries (so that they HAD TO communicate in English) → motivation to learn English since such situations happen in real life and we should be prepared for them OR you can read text like this and ask children to answer the questions:

### Text for reading in class

Camping is an exciting way to spend a weekend. Camping requires certain skills, especially if the route is chosen in the forest or in the mountains. Mountains and forests are wild places where unexpected situations can happen, and you have to be prepared for them. Single tourism is not welcome, you should always go in groups.

First of all, you need to choose practical clothes and comfortable shoes. You need a cap or bandana to prevent the sun from baking your head, and sunglasses.

Compulsory equipment of the tourist is: a backpack, a camping tent, special dishes, matches, a flashlight, a rope, a knife, an ax, a sleeping bag, a first-aid box, a raincoat. If you suddenly get lost, you must have a map and a compass. Nights in the mountains and in the forest are usually very cold, so do not forget a pair of woolen socks, a warm sweater and pants.

Collecting all the necessary things is only half of the work. You should know how to use them. To make a fire and set up a tent you need some time, so you have to master these basic skills in advance, in order not to spend time on studying the instructions.

Camping food should be light, high-calorie, which is quickly prepared and takes up little space: tea, biscuits, crackers, canned food. Camping helps a person to test himself learn about himself a lot of new things.

\*Full version, for the 9<sup>th</sup> grade students, URL: <https://s-english.ru/topics/klass-9/a-hiking-trip>

**ADDITIONALLY:**

Difficult essays on the topic: <https://www.bartleby.com/essay/My-First-Day-At-The-Forest-PKYL89CP9LX>

Teacher's Guide to Discovering the Forest:

[https://www.fs.usda.gov/Internet/FSE\\_DOCUMENTS/stelprdb5201734.pdf](https://www.fs.usda.gov/Internet/FSE_DOCUMENTS/stelprdb5201734.pdf)

You can also find various brilliant ideas for organizing preliminary work in this book:



## STEP 2 >

## INTRODUCTION

\* T = Teacher

**After arriving at the camping place:**

- T. divides group into 2 teams (6 pupils in each). Children take from the pocket small cards (with their eyes closed):



or



Now there are 2 teams.

- T. explains the rules:
  - the team which finishes first and which gains more points will be the winner
  - it's prohibited to use mobile phones during the game
  - try to speak English all the time
- The first pre-task for each team is to think about the team name and the logo (and present it)

**Time:** ≈ 10 minutes

# Ready, steady, go! ↓

## STEP 3 >

## TASKS

### **Stage 1.**

**Teacher:** “If you want to learn a lot you should train your memory. The task is simple: one person from the team looks at the paper and tries to remember as many words and phrases as possible. After 30 seconds the paper will be moved away. Then he/she should name everything that he remembered. Another team-member will be a translator. You can get 1 point for each word and 1 point for each right translation”.

\* For each child in a team there is a new paper with words ([see Attachment № 2](#))

**Time:** ≈ 7-10 minutes

**What is required:** printed papers with words

**Vocabulary:** ([see Attachment № 2](#))

### **Stage 2.**

**T:** “Every tourist should know what is necessary to take with him in a trip. Now let’s divide into 2 groups. The first group (3 persons) will be with closed eyes (distribute scarfs). The task is to put **ONLY** necessary things in these bags. The other 3 persons will direct them, say where to go and which things to grab. There should be only 5 things in each bag. At the end the same things should be in all 3 bags”

\* Children divide into pairs (who will listen to whom); 3 persons close their eyes; teacher throws things randomly on the grass. Those children who are with opened eyes need to identify quickly which 5 things (same) to put in a bag and start to explain at the same time. When the task is completed, teacher asks to name the things in a bag. It can be difficult, so teacher just show the thing, names it in English and children repeat all together twice.

**!!!** Children cannot use Russian words to explain the direction, otherwise they get penalty points. They can say *“move forward”, “turn to the right”, “turn to the left”, “one step back”, “one step forward”, “take it”, “not this one”, etc.*

**Maximum points:** 15 points (1 point for 1 thing in a bag, 5\*3 bags)

**Time:** ≈ 10 minutes

**What is required:** 3 empty travel backpacks, 3 masks for sleeping or scarfs to close eyes, 3 empty (security concerns) matchboxes, 3 medicine boxes, 3 torches, 3 packets of instant porridge, 3 kettles + extra things that are obviously not necessary: various toys, balls, hairbrushes (less than 3), children's blocks, slippers, books (less than 3), towels (less than 3), a hairdryer, jackets (less than 3), caps (less than 3), small tour pillows (less than 3), a packet of sweets, a notebook, dishwashing sponges, etc.

**Vocabulary:**

Matches	Спички
A medicine box	Аптечка
A torch	Фонарик
Food	Еда
A kettle	Котелок

### **Stage 3.**

**T:** “Forests are full of wild animals. Now it's time to check how well you know them. The task is to correlate pictures (give out pictures of animals) with the cards (animals are written there in English). If you don't know how this animal is called in English, try to guess. For each right answer you'll get 1 point.”

\*Give some time for children to match who is who. When they are ready:

**T:** “All right. The second part of the task is to read the words correctly! For each right answer you'll get 1 point. Use the phrases: “*X corresponds with picture number 1*”, “*X matches picture number 2...*”, “*X relates to...*”, “*X means...*”.

**!!!** Children should read words one after another, not all together. They cannot help each other with pronunciation. Each team-member should name 3-4 words by himself (each person holds 3-4 pictures and suitable cards). If child makes a mistake, teacher pronounce the word correctly and everyone should repeat. It's obvious that not all the animals are well known, but it will be fun to guess.

**Maximum points:** 58 points = 29 points (for right correlation) + 29 points (for right pronunciation)

**Time:** ≈ 10 minutes

**What is required:** 29 printed pictures with animals (**Attachment №3**); printed (small) cards with names of animals; a paper with written blue phrases.

### **Vocabulary:**

Wild animals, birds and insects	
A wolf	Волк
A fox	Лиса
A hare	Заяц
A squirrel ['skwɪrəl]	Белка
A mouse [maʊs]	Мышь
A bear	Медведь
A lynx [lɪŋks]	Рысь
A racoon	Енот
A snake	Змея
A reindeer	Олень
A hedgehog	Ежик
An elk	Лось
An otter	Выдра
A rat	Крыса
A beaver	Бобер
An owl [aʊl]	Сова
A wild boar ['waɪld'bɔ:]	Кабан
A lizard	Ящерица



A marten	Куница
A woodpecker	Дятел
A cuckoo ['kuku:]	Кукушка
A spider	Паук
A bee	Пчелка
A mosquito	Комар
A fly	Муха
An ant	Муравей
A grasshopper	Кузнечик
A frog	Лягушка
A duck	Утка

#### **Stage 4.**

**T:** “Everything can happen during your trip. That’s why you should know how to provide First aid. The task is to follow the instructions (show pictures = **Attachment №4**) and fix each other legs and hands. You can get 1 point for each person”.

Before giving out the instructions, teacher shows all the pictures and asks: “What has happened to you?” and children should choose (see Vocabulary). When the task is completed, teacher asks again: “What has happened to her / him?”. And children should give answers about their peers (in order to repeat the words).

All bandages should be put into 6 small transparent packets. In order to get them and start to “cure”, one person from the team goes with these packets away (T should show the length of the distance, where he should stand), turns back to his team and starts to throw pockets. If the team catches the packet, they can start to “cure”, if it falls on the ground, it should be thrown again.

\*It’s up to children to choose which strategy to stick to: they can “cure” one person all together or they can divide or try to “cure” themselves. Teacher should be ready to help children.

**Maximum points:** 6 points

**Time:** ≈ 10 minutes

**What is required:** print pictures (**Attachment №4**), bandages, 6 packets, soft cloths, wide sticks, paper where teacher can write down difficult new words (to injure).

**Vocabulary:**

I broke my leg
I broke my arm
I broke my wrist [rist]
I hurt my head
I injured my chest
She broke her leg, etc.

#### **Stage 5. \*Task for both teams**

**T:** “We should take care of our nature. After picnics, the place where we had a rest should stay clean. For the first team the task is to grab as much garbage as possible and to put it into the

garbage bag. You'll have only 5 minutes to complete the task. The other team will stand in front of you. They will have 2 soft balls which they are going to throw into team №1. If the ball hits the player, then he can no longer collect garbage".

\* Members of Team №2 can stand in different locations (so that everyone can catch a ball and throw it). It's important to mark the territory where they cannot stand, there should be a small distance between teams. After 5 minutes the teams change.

**Maximum points:** depends on the amount of garbage, 1 point for 1 garbage item in a garbage bag

**Time:** ≈ 12-15 minutes (5 minutes for 1 team => 10 minutes for both teams + 2 minutes to count the grabbed garbage)

**What is required:** a timer, 2 garbage bags, soft little balls, clean garbage = plastic bottles, crumpled paper, old newspapers, empty packets, dishwashing sponges, candy wrappers, old shoes, etc.

### **Vocabulary:**

When the task is completed, the teacher asks: "What's there in your bag?"

### **Stage 6.**

**T:** "One team member runs to me (a relay race), takes a piece of paper with advice "How to behave during camping", reads it quietly and translates to me (the rest of the team shouldn't hear this). You can get 1 point for the right translation. After that you should explain this advice to your team using only gestures and sounds. You can get 1 more point if your team managed to guess what you showed".

\*The next person can start running to Teacher (with advices) only when the previous one returned to the team and passed the baton (it can be a torch). Children can use Russian when they are trying to guess. If it's difficult for a child to translate, he can ask his mate to help him.

**Maximum points:** 28

**Time:** ≈ 10-12 minutes

**What is required:** print advices (see vocabulary), a torch

### **Vocabulary:**

Do not take a heavy bag
Do not chat on the phone a lot, it can get discharged
Do not panic if you got lost
Take enough food with you
Don't forget to put on a hat
Put up a tent near the water
Do not eat unknown berries
Use dry branches to light a fire
Take water with you
Make noise and you will not meet wild animals
Pretend to be dead if you see a bear
Do not go through swamps

Do not sit turning back to the trees (animals can jump on you)
If you got lost, go down the river

### **Stage 7.** \*Task for both teams

**T:** “Any tourist should know how to prepare a place for sleeping. The task for you is to put up a tent, to bring enough sticks to make a fire and to bring water. When the tent is ready, all team-members should sit into it and pretend that you are sleeping. The team which finishes first, will get 10 points”.

\* Children can bring water using a big cup, they should pour it out into big bowls which stand near tents. When the task is completed T can ask who was responsible for which kind of activity and children should answer: “*I was responsible for bringing water, I was responsible for bringing sticks, I was helping to put up a tent*”

**Maximum points:** 10 points

**Time:** 5-7 minutes

**What is required:** 2 not too high (almost equal) tents, be sure that there are many wooden sticks nearby, 2 big cups, 2 big bowls, be sure that there is water nearby.

### **Stage 8.**

**T:** “During camping it’s important to have a quick reaction. The task is to dance or just to move randomly when you hear music, but when the music is stopped, you should listen to my command and do what is asked as quickly as possible!”

**Maximum points:** 10 points

**Time:** ≈ 5-7 minutes

**What is required:** music

**Vocabulary:** commands announced by Teacher

Touch something brown!
Start to sing!
Touch something green!
Touch something soft!
Pretend that it’s too hot!
Touch something beautiful!
Touch someone’s leg!
Divide into pares!
Touch a bag!
Touch something long!
Start to laugh!
Touch someone’s T-shirt!
Pretend that it’s too cold!
Sit on someone’s’ knees!
Make a big circle!
Embrace all together!

## **Stage 9.**

**T:** “In order to survive in difficult situation, you should be creative. The task for you is to complete and develop the story and act out an episode. Each team member should be involved and say something. Be creative”.

**Maximum points:** 6 points

**Time:** 10 minutes

**What is required:** 2-3 copies of printed card with the beginning of the story (pens)

**Vocabulary:**

*“Once upon a time there lived a small boy. On the weekend he decided to go to\_\_\_\_\_with his\_\_\_\_\_. He put\_\_\_\_\_and\_\_\_\_\_into his bag. His mother told him: “\_\_\_\_\_!” But he didn’t listen to her. Suddenly, they met\_\_\_\_\_in the forest. ....”*

## **Stage 10.**

**T:** “In any difficult situation it’s important to have a good team spirit! The task is to stand in a line, to tie legs to each other. You should cross the “river” and not to fall down. On each “island” there is a paper with the word. The first person takes the paper (cannot show it to the neighbors) whispers it to the second child, he transmits it to the third, etc. (so called “broken telephone”). The team can continue moving further only if the last person names the right word”.

\* on the grass there should be a path made of old newspapers (there should be distance between them) – children should stand ONLY on papers; they shouldn’t stand on the grass at all. Children cannot repeat and whisper the word twice. Only if the last person announces the wrong word, the team can try again from the very beginning.

**Maximum points:** 13

**Time:** ≈ 10 minutes

**What is required:** newspapers to stand on (they should be different in shape and size!), papers with words (see vocabulary), ropes to tie legs

**Vocabulary:**

go camping
make a fire
put up a tent
picnic table
sleeping bag
life jacket
matches
lose the way
equipment
walking boots
use a compass
pick up berries

make a meal on the open fire

### **Stage 11.**

**T:** The task is to knock down plastic bottles using a stick one after another. In each bottle there is a paper with a word. But letters are mixed. You should get the paper, guess and translate what is written there”.

**Maximum points:** 10 points

**Time:** ≈ 10 minutes

**What is required:** empty bottles, printed papers with words with mixed letters, a heavy stick

**Vocabulary:**

Mountain	n m u o t i a n
Hill	l i h l
Map	p m a
River	r r v e i
Lake	e a l k
Summer	m e m u s r
Frog	g r f o
Road	a o r d
Rope	p r o e
Star	r a t s

### **Stage 12.**

**T:** “If you are lost, you should give a signal to other people. Remember that this signal should be bright, big, and made in an open space. It can be made out of stones, for example. Now we’ll try to give such signal to the rescuers. The task is to make the word “HELP” on the ground using toy blocks. You should divide into pairs and bring blocks pair after pair, not all together. Pupils in a pair can NOT use hands to bring the block. They can put it between their stomachs or head or back. If a block falls on the ground, you need to start from the Start line again”.

\* Its’ prohibited to put blocks into pockets

**Maximum points:** points (2 for each letter)

**Time:** ≈ 7 minutes

**What is required:** enough toy blocks

## STEP 4 >

### SUMMARIZING

- Teacher thanks children for a wonderful game
- Another teacher counts the points and announces the winner
- Gives out the medals (printed or chocolate) and a packet with sweets (or whatever) to the winner team and a consolation prize to the team who didn't succeed
- Group photos with medals

## STEP 5 >

### REFLECTION

- Everyone sits around the fire (parents should prepare a table during the game; be sure that you have something to sit on and to make a fire)
- Every child should share his impressions. Teacher can help to do it while asking the following questions:
  - Did you like the game?
  - Which task did you like most of all?
  - Did like to work in a team?
  - Was it difficult to work in a team for you?
  - Would you like to go to such camping once again?
  - Which task was the most difficult?
  - Did you learn any new words?
  - Was it useful for you?
- Can eat and sing songs altogether that everyone knows (be sure that you have music, print the words of these songs if its needed)

**THE END**

(See attachments below)

**Attachment 1.** To count the points

Team №1		Team №2	
	Points:		Points:
Stage 1		Stage 1	
Stage 2		Stage 2	
Stage 3		Stage 3	
Stage 4		Stage 4	
Stage 5		Stage 5	
Stage 6		Stage 6	
Stage 7		Stage 7	
Stage 8		Stage 8	
Stage 9		Stage 9	
Stage 10		Stage 10	
Stage 11		Stage 11	
Stage 12		Stage 12	
<b>Total:</b>		<b>Total:</b>	

**Attachment 2.** For stage 1.

A trip	A car	A country	Direction	A bag
A fox	To lose your way	To travel	Eco-tourism	A seaside
A tent	A bear	A passport	A rabbit	Medicine bag
A train	A river	A map	Mushrooms	Environment
A wolf	Make a fire	A life-jacket	A beach	To find your way

A trip	A car	Camping	Direction	A bag
Wild animals	Hotel	To put up a tent	To get lost	A seaside
Fish	A bird	A passport	A rabbit	Medicine bag
A train	A bus	A map	To pick up Mushrooms	Environment
A wolf	Make a fire	Mosquitos	A beach	To find your way

Lake	A car	Camping	sleeping bag	A bag
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<b>Wild animals</b>	Road	To put up a tent	To get lost	A bear
Fish	<b>Summer</b>	A passport	A rabbit	Medicine bag
Rope	A bus	A map	To pick up berries	<b>Environment</b>
A wolf	<b>Make a fire</b>	Mosquitos	To use a compass	To find your way

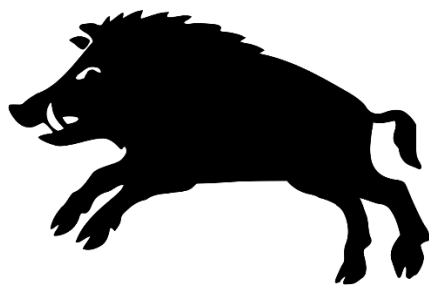
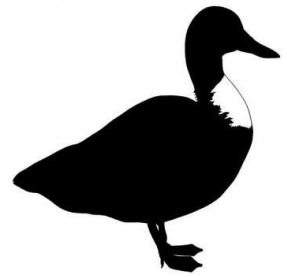
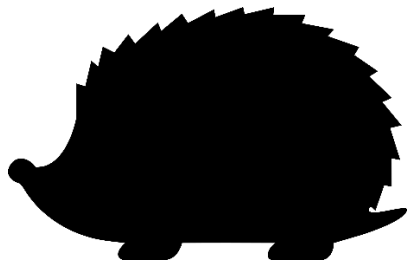
A trip	A car	Camping	Direction	A bag
<b>Wild animals</b>	Hotel	<b>To put up a tent</b>	To get lost	A seaside
Fish	<b>A bird</b>	A passport	A rabbit	Medicine bag
A train	A bus	A map	To pick up Mushrooms	<b>Environment</b>
A wolf	<b>Make a fire</b>	Mosquitos	A beach	To find your way

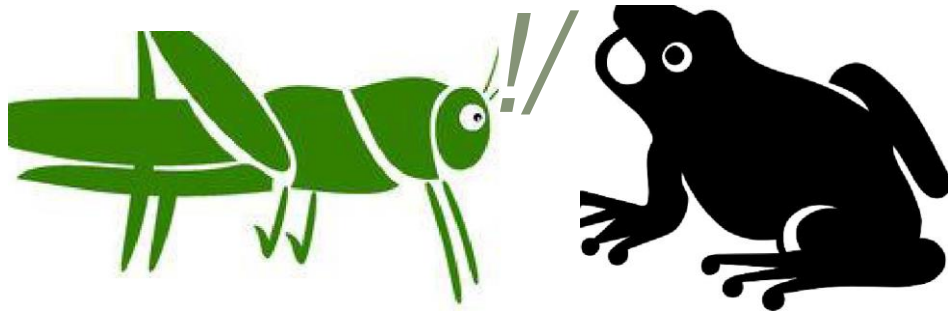
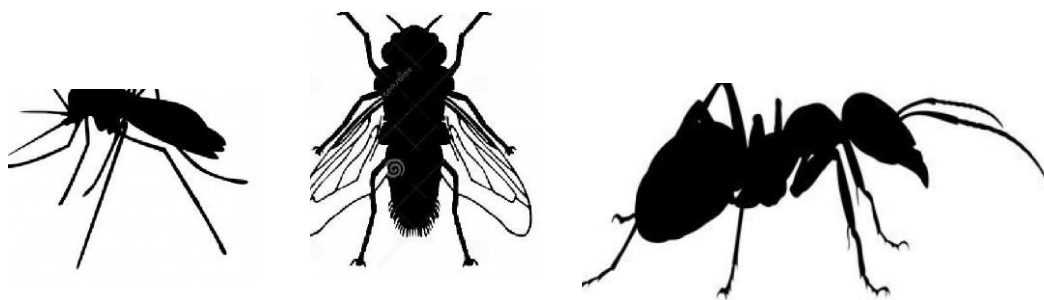
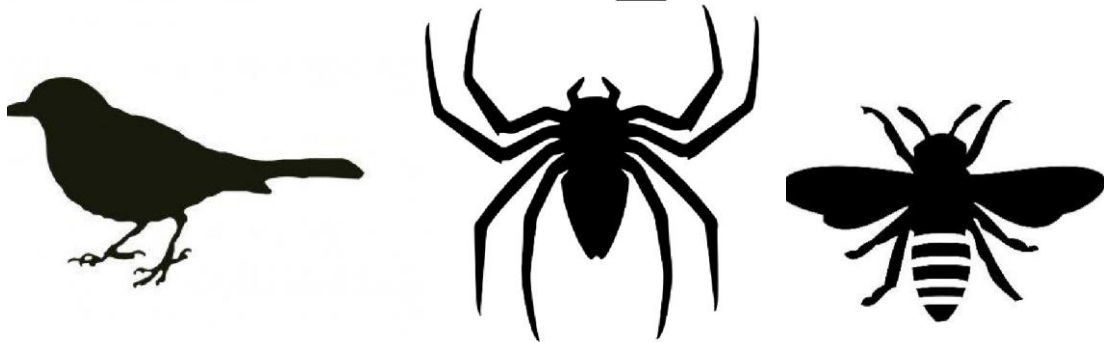
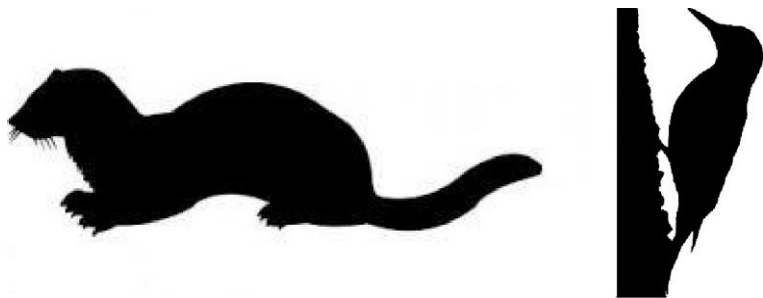


**Attachment 3.** For stage № 3.

**3.1. Pictures of animals**



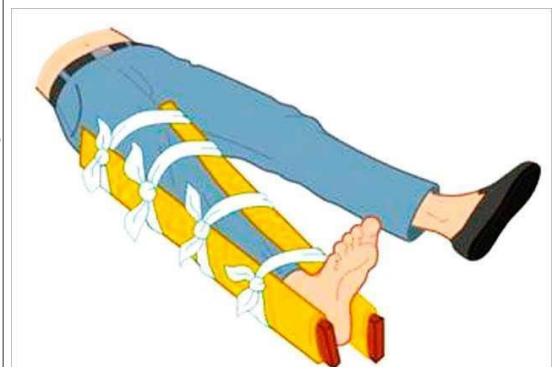
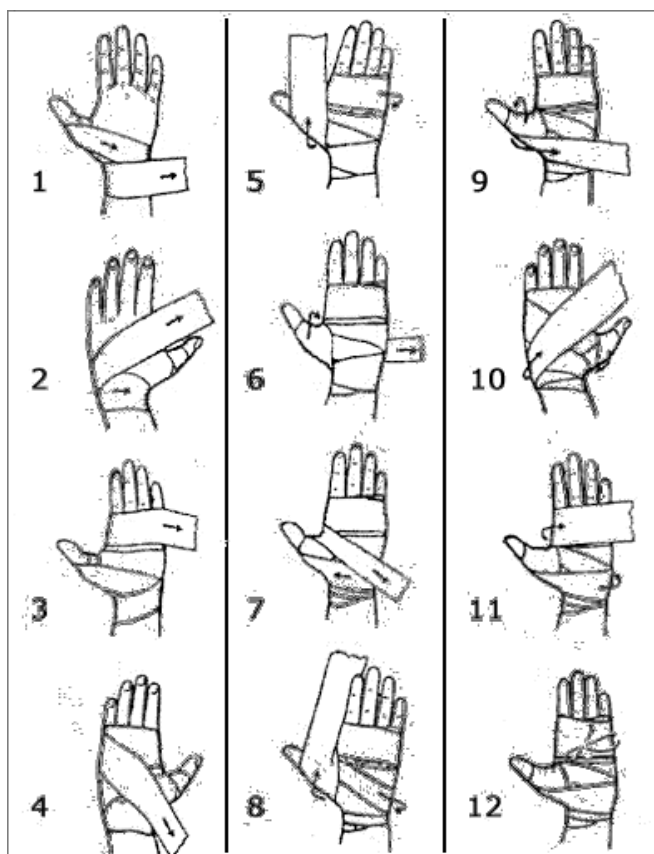


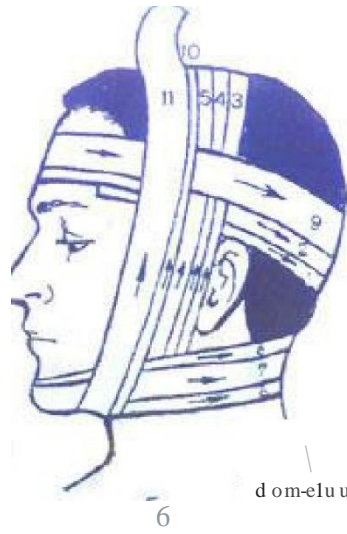
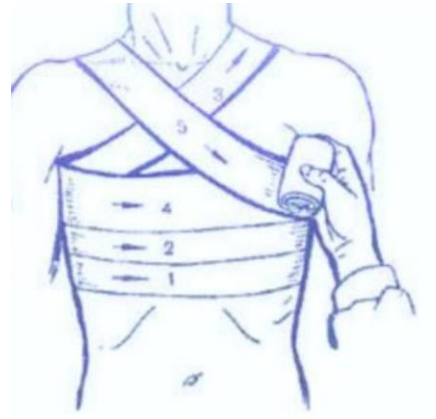
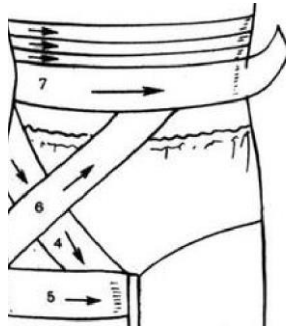


### 3.2. Cards with animals (print and cut)

A wolf	A hedgehog	A cuckoo
A fox	An elk	A spider
A hare	An otter	A bee
A squirrel	A rat	A mosquito
A mouse	A beaver	A fly
A bear	An owl	An ant
A lynx	A wild boar	A grasshopper
A racoon	A lizard	A frog
A snake	A marten	A duck
A raindeer	A woodpecker	

### Attachment 4. For stage № 4.





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## **International exchange for youth**

There are some of exchange projects by CIVS, where the children could be participants. The first one is called Village-camp, and it's for 11-years old children. The camp takes four weeks, and it has participants from 10 to 12 countries. A child goes there with three other student and one adult instructor. The main point is to make international friendships. Price: Village-camp: 600–700€  
<https://cisv.org/programmes/village/>

Another option from CIVS is a family exchange for a child from 12 to 13 years or 14 to 15 years. It takes 4 or 8 weeks at one time, and the other 4 or 8 weeks when two children visit each other's home in two different countries. So the children get to familiarize with each other's family by during the visitations. Price for family exchange: 230–350 € <https://cisv.org/programmes/interchange/>

Third possibility is the Youth Meeting. It's a camp-based programme for 12-19 + year-olds, lasting either 8 or 15 days. Youth Meetings bring small groups of young people, of similar ages together from different countries within a region. Youth Meetings are for 25-35 participants (aged 12-13, 14-15, 16-18 or 19+), coordinated by adult staff. Young people aged under 16 travel in delegations with an adult leader. Price: 250-450€. <https://cisv.org/programmes/youth-meeting/>

If you want to take part in an exchange project, the child's parents must send an application letter to your country CIVS organization. I think that you can't do it in favor of parents. But you can introduce the possibility to parents.  
<https://cisv.org/contact-us/>

Erasmus+ offers exchanges for youth group ages 13 to 30 years (group needs at last 18-years old group leader). The exchanges last from 5 to 21 days.

Youth exchanges allow groups of young people from different countries to meet, live together and work on shared projects for short periods. Youth exchanges take place outside the school environment. On a youth exchange, you can expect to participate in activities such as workshops, exercises, debates, role-plays, outdoor activities and more.

Other option is to go on work exchange and it can take from two days to 2 months. You will go to some participant organization to work. In this case, you have to have some partner from country who is a participant- country in Erasmus+ -project. For example Finland, Norway and Sweden includes to these countries.

Then your partner organization have to apply for funding from EU and prove that they can do the project they have planned for. There is the instruction for applying:  
[https://ec.europa.eu/programmes/erasmus-plus/sites/erasmusplus2/files/application\\_process\\_webforms2018\\_v4.pdf](https://ec.europa.eu/programmes/erasmus-plus/sites/erasmusplus2/files/application_process_webforms2018_v4.pdf)

## Interactive forms for conducting classes

Two most popular organizations conducting quizzes in various formats and work both offline and in remote online format. This is a quiz consisting of several rounds, including questions in the format: video, audio or picture questions. Questions can test your knowledge of a particular object, your attentiveness, or your quickness and intelligence. The question can be formulated in such a way that it already has an answer and the player needs to notice it. Most often, quizzes are held in restaurants or bars, in a light and relaxed atmosphere. The online platform is YouTube, and answers are filled in Google forms.

1. КиноSHOT (CinemaShot) – quizzes on the topic of movies, cartoons and TV series, work for an audience older than 18 years, but also conduct children's games. They switched to the online format due to the quarantine and gathered 48 teams on the online game. The games consist of 5-10 rounds on different topics, for a team of 4-10 people. The cost of the game for one person in offline mode is 300 rubles (3.7 EURO) . Online mode: 600 rubles per team. (7.43 Euro) <https://vk.com/kinoshot51>
2. QuizArctic – quiz on various topics, the audience from 16+, but also hold closed children's games. They work in an online format for teams of up to 6 people. The cost per team is 600 rubles. (7.43 Euro) [https://vk.com/quiz\\_arktika](https://vk.com/quiz_arktika)

Both organizations are ready to collaborate and develop quizzes in English. KinoSHOT - ready to hold an online game for 5-10 rounds about cinema (44 EURO). QuizArctic – ready to hold an online game for 7 rounds on the subject of the surrounding world (35 EURO).

3. An interesting and FREE option for our Commissioner - <https://create.kahoot.it/>

Access 40 million ready-to-play kahoots for free

With a free Kahoot! account, you can get access to millions of ready-to-play games on any topic, in different languages, for children of all ages. Many of these games were created by teachers to complement their school's curriculum. Have a look at themed game collections in our Self-study section, or search for relevant topics when you're logged in to your account.

An easy-to-use site that can test children's knowledge on the topics they have passed, as well as on any other topics, in the form of an online quiz. The ability to compose your own questions, video and audio questions, and questions with a choice of answer.

On this platform, you can choose ready-made quizzes or create your own. after registration, all these features will be available to you, and the service itself is very easy to use.



1. Ready-made games to strengthen and test your knowledge of the English

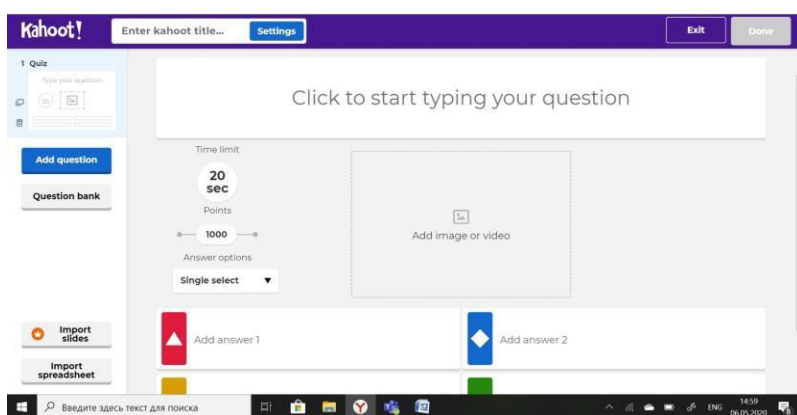
language





2. Ready-made entertainment games for children of different ages

3. A convenient and simple form for composing your own questions



4. <https://www.gamestolearnenglish.com/> - a game platform where you can listen to pronunciation and check your vocabulary. Just an interface for small children.
5. <https://kids.nationalgeographic.com/games/> - simple quizzes from national geographic, about animals and the surrounding world
6. <https://www.mokamera.com/507294705677> - FREE app for mobile devices that supports Russian for learning English
7. <https://www.enchantedlearning.com/Eisfor.shtml> - One good way to learn English with joy is picture dictionary. You can glance through words and you will see pictures of them.