



MindGame is a virtual boardgame which combines language learning with strategy. Students can play against each other or against the computer: the object of the game is to capture all your opponent's pieces and make them your own. To capture each piece you have to answer a language question. Each session has a different theme, ranging from familiar vocabulary and grammar areas such as irregular simple past forms, to homophones, anagrams and chatroom slang. As students capture, lose and recapture squares, questions are repeated, and this is remarkably effective in helping students to learn the language items and become more confident.

The independent Schoolzone evaluation found that a "real strength of this product is the ability to add your own category to reflect the work you want pupils to revise. This authoring program is intuitive and easy to use," and gives you a much greater control over the language areas you choose to make available to your learners.

More about MindGame

MindGame includes a range of different interfaces and a variety of options for students to choose from. They can adjust the skill of the computer from beginner to expert, switch a game from learn to test mode and call up reports on their performance including details of which words they have got right or wrong. Above all though, MindGame is a fun and effective way of helping students to learn discrete language items.

Each game is accompanied by a resource exemplifying and contextualising the target language. This might be a text, a picture or a song. In each case it adds a new dimension to the program.

Teacher support

MindGame comes with a Getting Started manual which gives an overview of how the program works and how you can add your own material to create games focused on your students specific language needs. The program also includes a copy of Mastering Clarity Programs: A Classroom Teacher's Guide which provides activities to help teachers get to know the program quickly and easily and ideas for integrating it into the classroom. Additionally, teachers have open access to ClaritySupport.com, a website dedicated to providing teacher support materials.

Using MindGame

A tip from the author, Mario Rinvolucru Suppose you have an elementary class and a lot of irregular past tenses have come up over the past three or four weeks in the units you have covered in the coursebook. You feel that the students need to consolidate their grasp of these bizarre verb forms (to speakers of languages with more regular verb grammar, they really do seem bizarre!). In the past you have usually given the students the homework task of revising the verbs in preparation for a classroom test. With

MindGame you can achieve the same pedagogical aim (consolidation of half-learned verb forms) without recourse to boring rote-learning homework and the stress of a test. You simply take your elementary class into the computer lab, place them two to a machine and have them work on past simple verbs or past participles. I say work because that is what they are actually doing, but most students don't perceive it that way. They feel they are playing an intriguing game; the learning of the knobbly grammar is buried in the desire to beat their partner in a classic, age-old contest.

For more tips, see Mastering Clarity Programs, a book that comes with MindGame.

Facts and Figures	
MindGame?	
1.	is derived from an idea first published in Cambridge University Press's Grammar Games written by Mario Rinvolucru.
2.	contains 4,000 language items for students to learn in a fun and motivating way.
3.	was chosen by the British Council as a global IT application for all 227 centres and has since been adopted by the Ministry of Education in Malaysia.
4.	is a Curriculum Online registered product.
5.	can be installed as an International English or American English version on installation.
6.	comes with an integrated authoring program enabling teachers (and students) to add their own materials.
7.	is sold in the US as MindLines (for copyright reasons).
8.	can be played - and enjoyed! - by children as young as seven and adults of any age.

A snapshot of the contents

Elementary

contractions; singular and plural; names and numbers; gerunds; jobs; opposites; he or she? ... and 13 more!

Lower Intermediate

A, an or some?; comparatives; simple past; spelling; in, at or on?; verbs and jobs; homophones; country and nationality... and 12 more!

Intermediate

negative prefixes; spelling; do and make; weights and measures; verbs and nouns; long and short vowels; past participles ... and 13 more!

Upper Intermediate

chatroom slang; rhyming words; animal noises; crimes and criminals; active and passive; anagrams; nouns and adjectives... and 13 more!

Advanced

words and numbers; affix opposites; homophones; "double words"; keyboard symbols; strong collocations; abstract nouns... and 13 more!

Compilation of five levels for the price of four!



Language Areas

- Grammar
- Listening
- Creates opportunities for authentic spoken communication if two or more people are playing.
- Vocabulary
- Spelling

Target Students

Age range: Upper primary through to adult learners

Language ability: Elementary to Advanced

Technical

Win 2000 / XP / Vista