# A Level French

## Millions ou prison

## *Instructions and answers for teachers*

***These instructions should accompany the OCR resource 'Millions ou prison' activity*** *which supports OCR A Level French.*



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**The Activity:**

This resource is based on a board game format which is optimised for use on an interactive whiteboard.

**Associated materials:**

'Millions ou prison' Lesson Element activity (PowerPoint)

You may choose to supply mini whiteboards, pens and wipes for every student

**Suggested timings:**

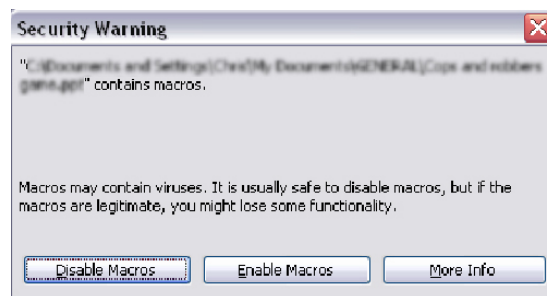Up to 1 hour, depending on the number of students and questions

## Preparation

### Macros

Before you begin the game, please ensure you have enabled macros within the PowerPoint file. This is very important as the 'drag and drop' macro will allow you to move the 2 players on the game board when in Slideshow view.

**To enable macros:**

You should see the following security warning message when you open the file:



Click 'Enable Macros'. This will enable the 'drag and drop' macro.

With the macro enabled, you will now be able to move each of the players by clicking once to lift and clicking once again to drop (don't hold the mouse down).

### Preparing the game

1.  Select two team captains. On **Slide 6**, write the name of each team captain under the relevant team icon.

2.  Next, divide the rest of the class into teams. The two teams should sit on opposite sides of class.

    *Optional* - Underneath each captain (chosen in step 1) write the names of the students in each team.

3.  Hand out mini-whiteboards and pens to each student (or in pairs if it is a big group) and ensure all pens work.

4.  Read the story on **Slide 4** and make sure the whole class understands the game.

5.  Move onto **Slide 5** – this is the game board.

    Explain the rules of the game (see slides 2–4).

6.  Hand out mini whiteboards and pens to each student (or in pairs if it is a big group) and ensure all pens work.

7.  Decide who goes first and begin by asking a question like: What is 44 in French?

## How to play

The students' objective is to get their robber to the desert island first by moving along the board. The more French they get right, the quicker they move.

Click on question 1 for team 'A'. The team then has 45 seconds to answer the questions on screen. You can change the time allowed, depending on the ability and the difficulty of the question.
Note: One player may only write one answer (ignore any extra answers) and if two players have the same answer, count it as one correct response. This encourages teamwork and discourages over-reliance on one player.

At the end of the 45 seconds, count the number of correct answers you can see. Then look at the scores and move the character along according to how many points they have scored (for example, 3 correct answers may mean forward 1 or 6 correct may mean forward 3). Sometimes you may have to move them backwards as well. Note that the bull at the bottom of the question screen will take you back to the board.

Then team 'B' have a turn, so click on question one for team 'B'. At the end of the 45 seconds, count the number of correct answers you can see – move the second team along and repeat the process until a winner appears.

There are two extra options in the game which are '*la montgolfière*' (go straight to question 12) and '*La prison*' (skip a turn).

'*Les questions folles*' are an added twist where the students don't know what their answers' values are and they only have 30 seconds to answer. You should be careful not to click twice on questions 3, 7 and12 until the 30 seconds is finished. You can then reveal the values which may sometimes mean that poorer answers score higher points (slides 13 and 25 being extreme examples of this). For question 12, students will need more than 30 seconds but they will not know what their answers' values are.

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