

## Resources

Video: *Kows ha Flows 4. "Giss yer number?"*

4.2 Name that Card

4.3 Gwra Pyskessa Vocabulary

4.4 Rules of Play

4.5 "Giss yer number?"

Decks of playing cards (one between four students)

**Video:** play the video [*Kows ha Flows 4. "Giss yer number?"*] which will introduce the general vocabulary used in the session.

**Starter:** ask learners if they have found out how to count to ten in Cornish. Get everyone chanting together up to (and down from) ten.

**Activity 1: 'Name that Card'** Give out the vocabulary sheets [4.2 Name that Card]. Encourage the students to repeat the names of the face cards and suits. Draw a random card from the deck, challenge learners to name the card in Cornish. Set up pairs to race against each other; who can be the first pair to correctly name 10 random cards?

**Activity 2: 'Gwra Pyskessa!'** Teach the core vocabulary from 4.3 Gwra Pyskessa Vocabulary and display this vocabulary so it can be used as a 'crib sheet'. Divide the group into smaller sets (works best with 4 people per group) and give each a deck of cards. Follow 4.4 Rules of Play; play Gwra Pyskessa entirely in Cornish. (The game will take about 15-20 minutes to play.)

**Activity 3: 'Giss yer number?'** Challenge learners to mingle and find out each other's numbers using "Pyth yw dha niver klapkodh?", "Ow niver klapkodh yw..."

**Plenary:** give out copies of 4.5 "Giss yer number?" script, watch the video again, pausing and discussing any points raised.

**Homework:** what is your favourite hobby/pastime? Find out the word for it in Cornish