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