

**French Trip****Brief summary of activity:**

In this puzzle the user is a participant in a race to get around France with as few accidents as possible. In the race pupils have to drive their car to specific French cities. In the process they have to answer a series of questions and upon successfully giving the correct answers, pupils get a key to unlock a city. The goal is to collect enough keys to unlock codes that will make the race more exciting. In each city a game can be played or a quiz can be attempted.

**Specific Curriculum Area:**

Key Stage 3 MFL - French

**Assessment Method:**

Teachers would be able to follow a pupil's progress by ascertaining the cities that the pupil had unlocked. Further evidence of success will be shown if the pupil unlocks the special codes which make the race more exciting.

**Differentiation:**

The level of difficulty of the activity can be set by the user. It is suggested pupils try the initial level first to determine their prowess before choosing a more difficult level.

**Learning Outcomes:**

Children will be able to use French expressions in an unfamiliar setting.

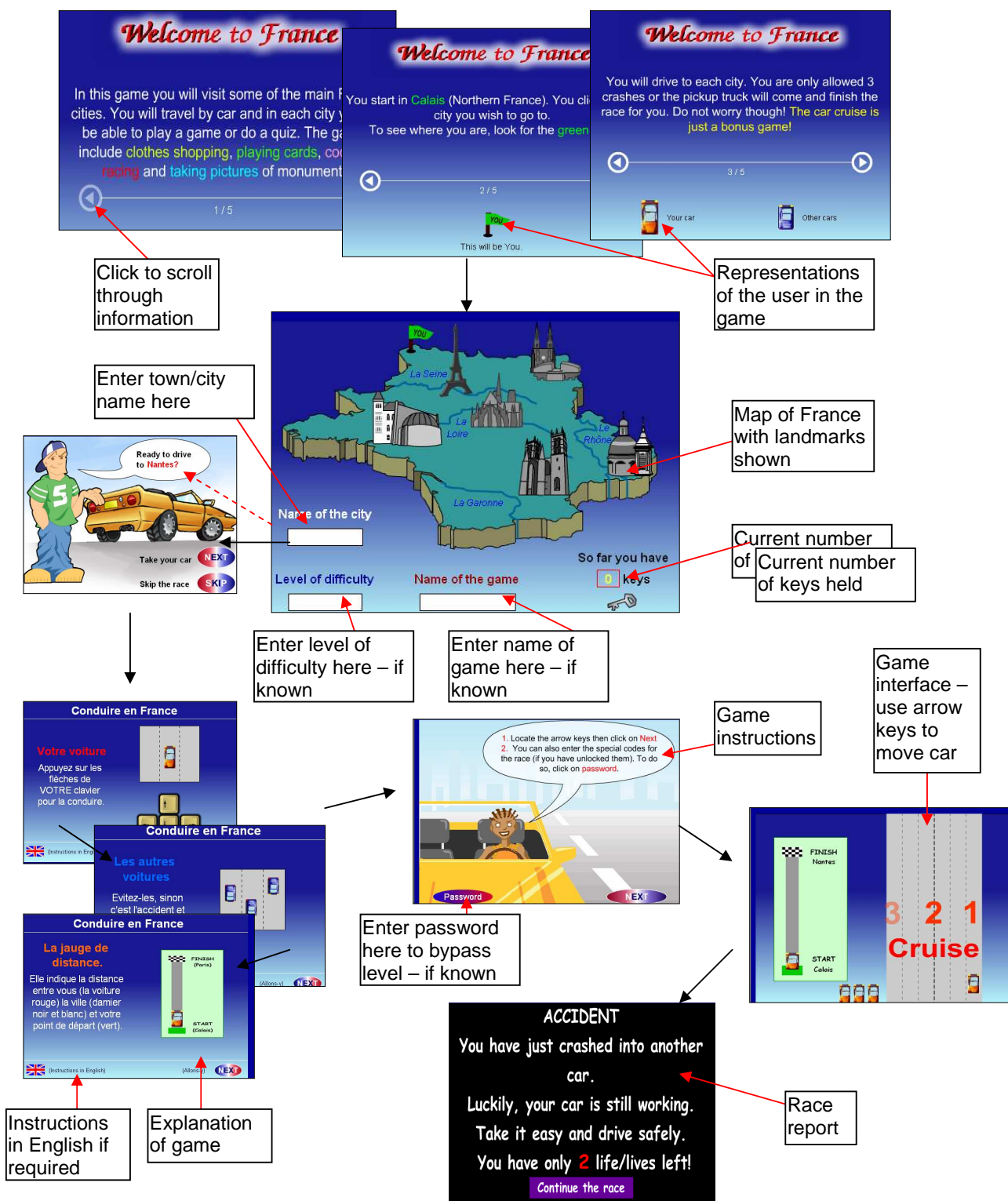
**Use of Activity in a Lesson:**

This activity would work equally well if it was demonstrated by a teacher on an Interactive Whiteboard, or if it was set as an individual task for pupils to try individually. As a group activity it could foster camaraderie as the whole class try to get round France.

**Hints and Tips for Teachers:**

1. Ensure pupils read the instructions carefully.
2. Ensure pupils know and are aware that the instructions can be shown in English.
3. Tell pupils that a secret feature can be unlocked when they collect enough keys.
4. Pupils need to read the instructions (in French or English) in before they race
5. Pupils should be made aware that they can skip a race if they want to just answer the questions because they are only allowed to make a set number of mistakes (crashes).
6. It may be handy to have a map of France handy.

URL:



### Troubleshooting:

Pupils can see the instructions in English if they want. If pupils crash twice early in the game it might be advisable to tell them to skip a race until they get further into the activity.

### Other Links:

<http://library.thinkquest.org/12447/>