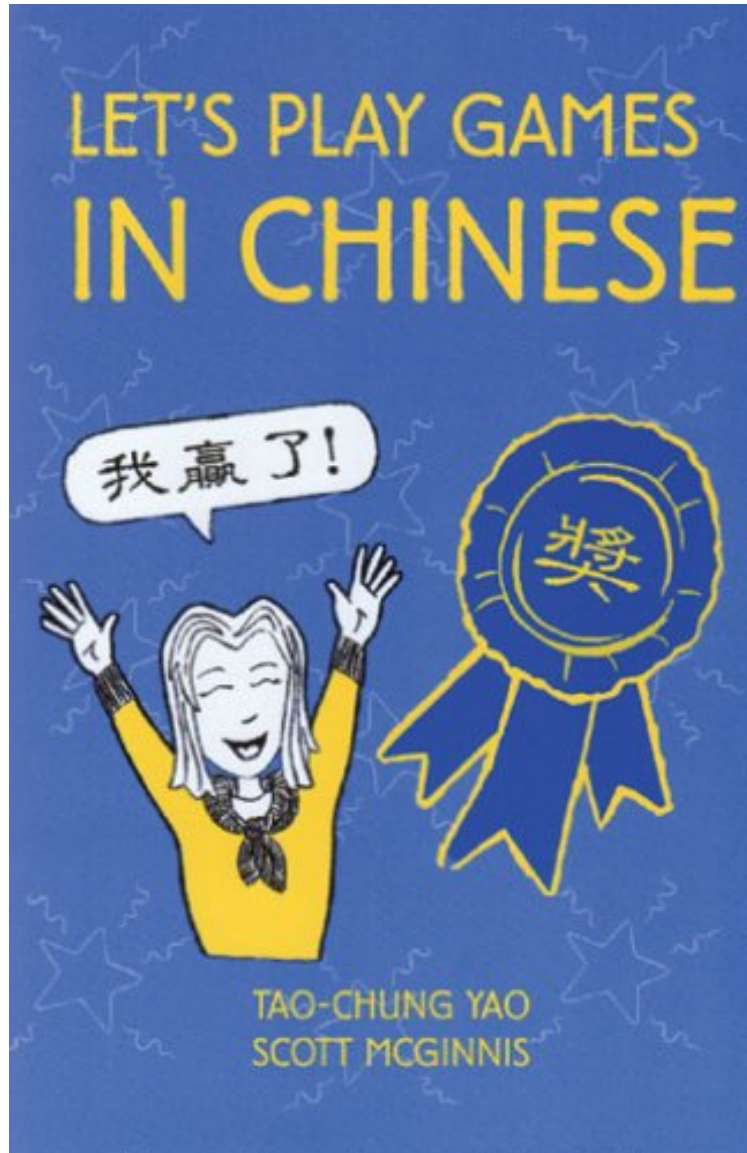


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Let's Play Games in Chinese

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Tao-chung Yao, Scott McGinnis : Let's Play Games in Chinese before purchasing it in order to gauge whether or not it would be worth my time, and all praised Let's Play Games in Chinese:

0 of 0 people found the following review helpful. Won't help an experienced teacherBy JTCThis book will only be helpful to very inexperienced teachers. The games are mostly obvious (knock-offs of classic game shows, relays, etc.). The rest require a great deal of very labor intensive preparation.4 of 5 people found the following review helpful. Uniquely written to add a bit of educational funBy Midwest Book ReviewCollaboratively written by Tao-Chung Yao

(Chinese Language Program Coordinator, University of Hawaii at Manoa) and Scott McGinnis (Executive Director of the National Council of Organizations of Less Commonly Taught Languages, National Language Center, College Park, Maryland), *Let's Play Games In Chinese* is a book uniquely written to add a bit of educational fun to the difficult task of learning the Chinese language. Offering television-inspired games, card games, role-playing games, and more to help make vocabulary and grammar that much easier to internalize, *Let's Play Games In Chinese* is a superbly developed and presented supplement to any personal or academic Chinese language learning reference and study materials collection.

Add some fun to Chinese language learning! *Let's Play Games in Chinese* allows students to become more comfortable and confident as they use Chinese. This edition, with new drawings throughout, features dozens of games—from Simon Says to Visual Bingo to Connecting the Dragons—oriented toward reinforcing language skills. For students at elementary, intermediate, and advanced levels (each game is labeled as to skill level). Traditional. B/w illus.

"Uniquely written to add a bit of educational fun.... Superbly developed and presented." -- The Bookwatch
"Uniquely written to add a bit of educational fun.... Superbly developed and presented." --The Bookwatch
Language Notes
Text: English, Chinese
From the Publisher
Cheng and Tsui Company is happy to bring this popular book of games to support Chinese language learning back in print. This volume features a wealth of language-learning games including Simon Says, Visual Bingo, The Buzz Game, Connecting the Dragons and more, that are ideal activities for a Chinese-language class, as well as for extracurricular language activities such as Chinese club. The games featured may be played by a class as a whole or by smaller groups of varying numbers of students. At the beginning of each entry, tables list the skills addressed, suggested level of usage, group size, and equipment needed for each game. The games and activities in *Let's Play Games in Chinese* focus on the four basic language skills (speaking, listening, reading, and writing) and can easily be integrated into any Chinese-language curriculum. For ease of use, teachers will find the activities in this book conveniently labeled as to skill level (elementary, intermediate, and advanced).