

IMAGLEE

Your joker with numbers in pictures



TEACH4FUTURE
10-11 September 2021
Petr Hedbávný

Falling in love with learning, again and again ...



Multifunctional cards with numbers in pictures

-> Close your eyes ...
... and imagine ...
... you are
seamlessly hiding
a number
into a picture ...



Story of Petr and Jana

seamlessly hiding
numbers
into pictures
since January 2014

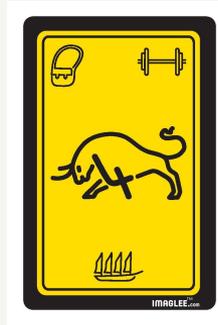
And discovering
1,001 ways how to
use Imaglee
for learning



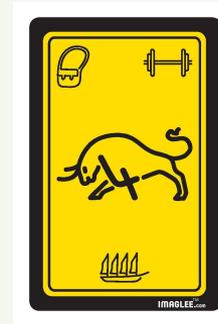
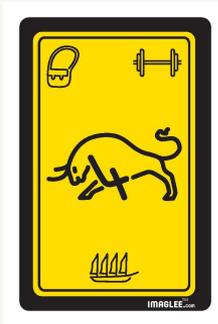
Endless options with #s in pics

1

Colour - number - picture



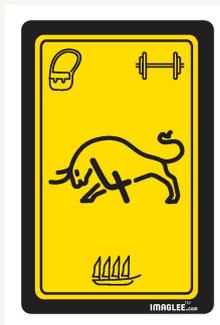
-> think of an exercise for learning English, inspired by the card ...



Endless options with #s in pics

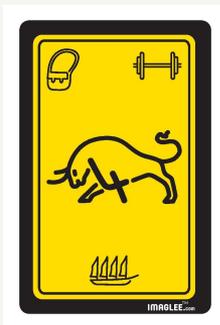
1

Colour - number - picture



2

Adjustable difficulty
(A1 to C2)



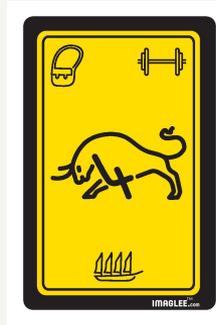
*-> Think how to adjust
the difficulty of your
exercise ... (A1, A2, B1, ...)*



Endless options with #s in pics

1

Colour - number - picture

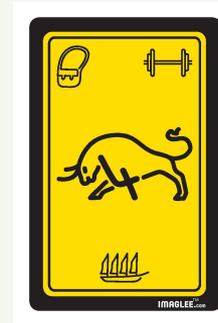
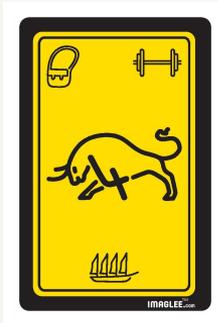


2

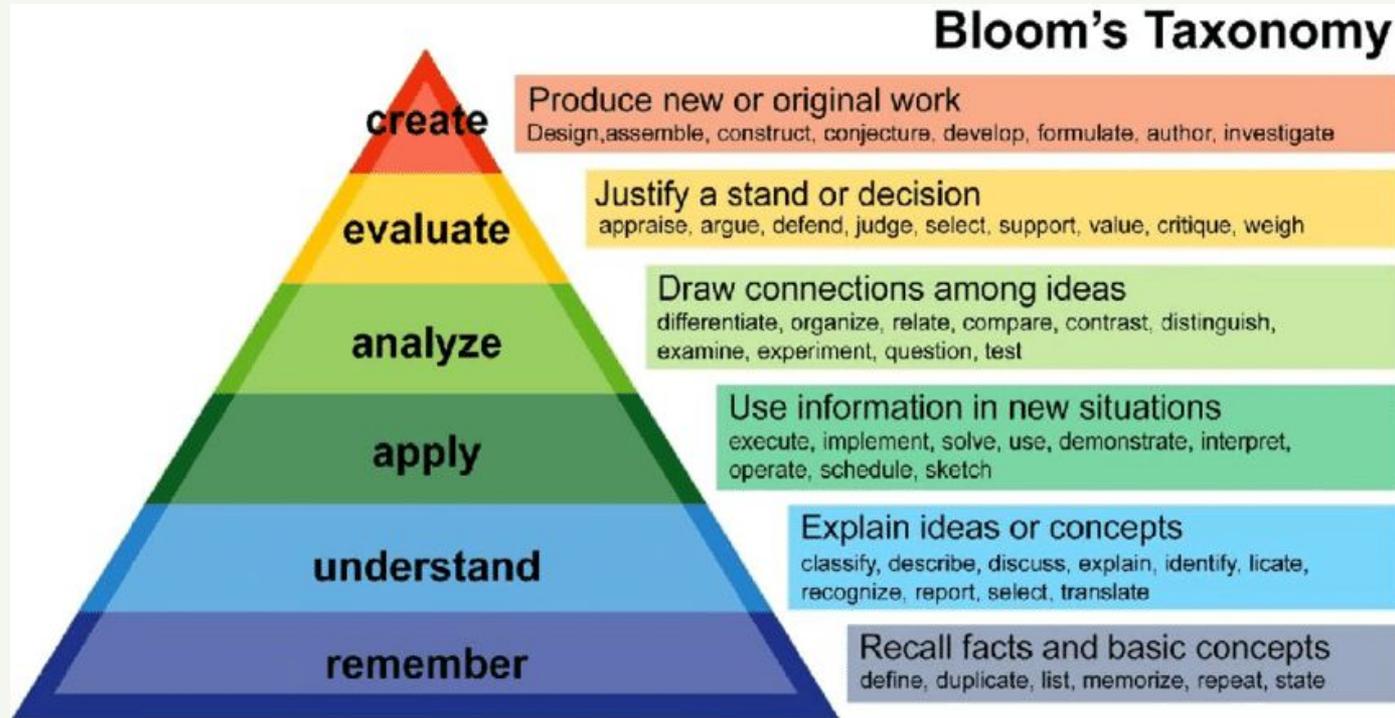
Adjustable difficulty
(A1 to C2)

3

Adjustable depth
(Bloom's taxonomy)



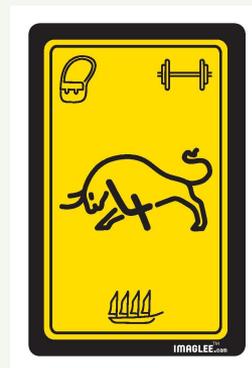
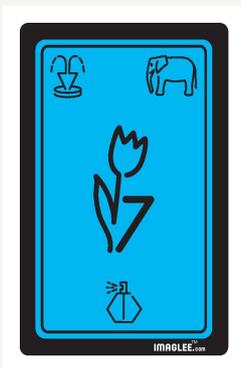
Adjustable depth (Bloom)



Source: Armstrong, Patricia. "Bloom's taxonomy." *Vanderbilt University Center for Teaching* (2016)

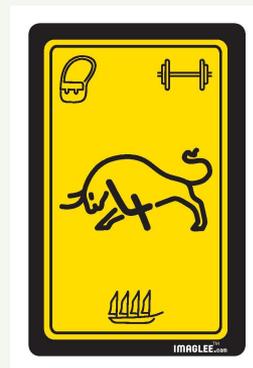
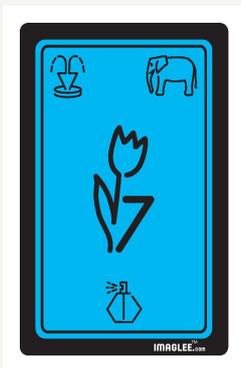
Pantomime

- ★ One player (the mime) acts, the others guess (several guessing attempts made one after another are allowed).
- ★ The mime draws cards from the deck, one by one, and acts out the central picture.
- ★ The first player to guess correctly gets the card.



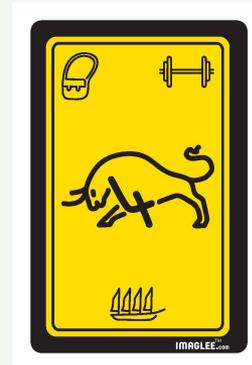
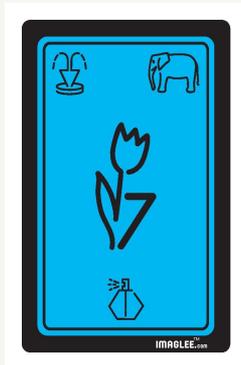
Word-based ping-pong

- ★ The players take turns in naming what is seen (= what is depicted) in the card (colours, pictures and picture components).
- ★ No words can be repeated.
- ★ The player who says the last word, gets the card.



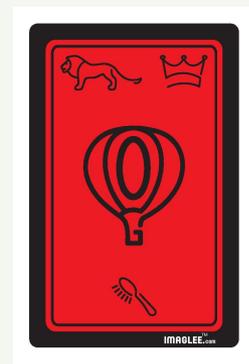
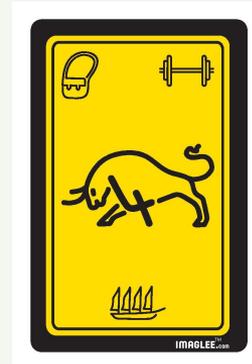
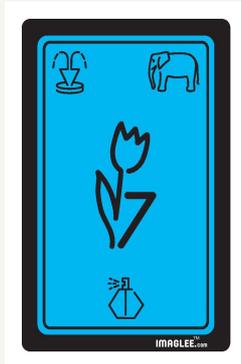
Storyfighters

- ★ Create the winning story! Each player draws five cards from the deck and tells a story using these cards. The choice of the order of the cards is up to the players themselves.
- ★ They are allowed to use any pictures, colours, and/or numbers in each of the cards.
- ★ The winner is chosen by the jury (by people from the audience or by all the players).



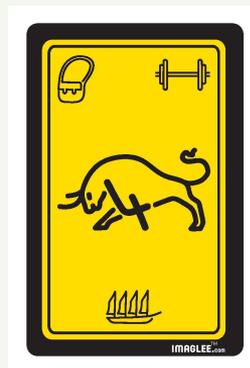
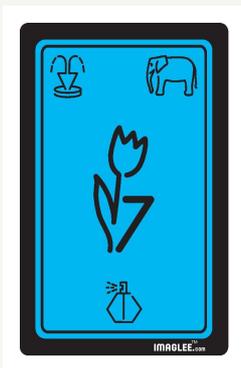
Grammar Storyfighters I.

- ★ All the Storyfighters rules mentioned above do apply.
- ★ Additionally, the whole story has to be told **in the past simple** with the following rule: **after each verb in the regular form** a verb in **irregular form has to follow**, and the other way round. For example, 'went' can be followed by 'started', but not by 'made'.
- ★ Once a mistake is spotted, the story ends.



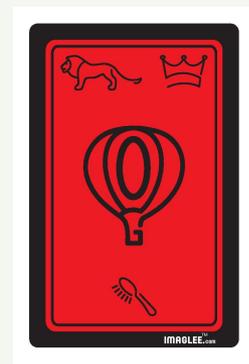
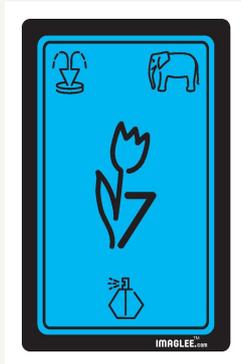
Grammar Storyfighters II.

- ★ All the Storyfighters rules mentioned above do apply.
- ★ Additionally, **any single e ('e') has to be followed by** double e ('**ee**') and the other way round. For example, 'camel' can be followed by 'bee', but not by 'forest'.
- ★ Once a mistake is spotted, the story ends.



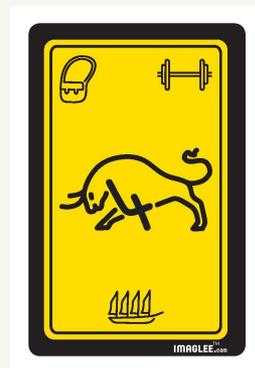
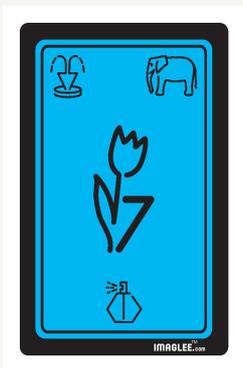
A perfect hint (avoid the bombs)

- ★ This is a co-operative game. Its goal is to give a perfect hint.
- ★ One player decides which two of the cards are 'safe' (all other cards are 'bombs') and gives a one-word hint (e.g. stables).
- ★ The other player points to the two cards he/she believes are 'safe'.



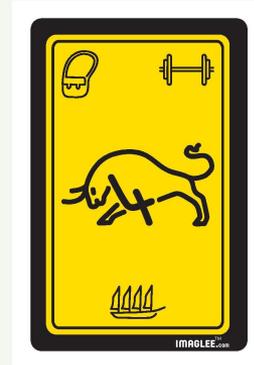
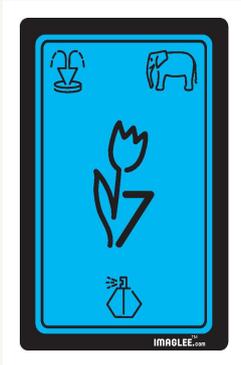
A perfect hint (avoid the bombs)

★ Example



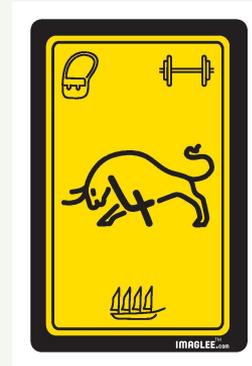
A perfect hint (avoid the bombs)

★ Example: hint = **stable**



A perfect hint (avoid the bombs)

★ Example: stable ... *but will the hint be understood? :-)*



Choose your favourite card(s)

- ★ Let us play with the cards **you** like!



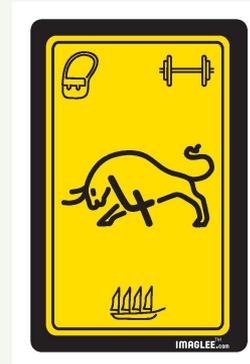
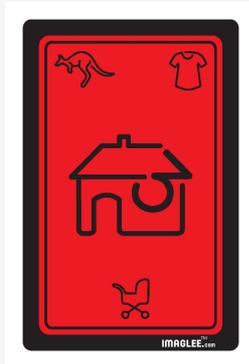
Pick up to 3 cards for oxygen*

1 colour, 1 number and 1 picture



Innovators

- ★ Draw two cards from the deck, describes which problem may arise between the central pictures, and try to come up with at least five different ways on how to solve the problem.
- ★ If you succeed, they get both cards as a reward. Otherwise, you put them aside. The next player follows.
- ★ The game is over as soon as there are no more cards left in the deck. The player who gains the highest number of cards wins.



Who trusts Imaglee? ... kind words of Ilona Šostroneková

“IMAGLEE cards are an excellent tool which can be used not only as an additional aid in any type of session but which can at the same time be the main focus of the session. ...

Personally, I enjoy seeing the kids' eagerness to try IMAGLEE CARDS on their own - they create their own scripts and rules. Another great benefit of these cards is learning about the students' personalities, and how they approach teamwork ... who seems to be the leader, who is rather an introvert ... However, so far I have never met anyone that could not find any kind of interest in the cards. My students all love them. :)

Ilona Šostroneková

(Freelance English Teacher, Slovak Chamber of English Teachers)

5 boxes with numbers in pictures

Numbers in the little symbols at the edges ("Sada pro hraní z ruky")

- = Yellow lion (basic vocab.)
- + Blue sloth (advanced vocab.)

Big number in the central symbol ("Sada pro hraní na stole")

- = Red lion (50 cards, basic vocab.) +
- + Green sloth (50 cards, advanced vocab.)

Activation pack

- = White lion (50 cards, basic vocab.)



Imaglee - special offer for conference participants 1+1 for free*

till Tuesday 13 September

Truly multifunctional cards

- a) classical games
- b) original games by Imaglee
- c) your own activities with your own rules
(space for creativity)

*full set for the price of a single pack
50 CZK discount on White lion

Visit [imaglee.com](https://www.imaglee.com).





**Thank you very much
for your attention**

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Credits

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