

2. Giochetti per il passato prossimo

Italian, Section 36 : Passato prossimo

Practise the passato prossimo by creating your own interactive game! Templates for some language games can be downloaded from Languages Online. You can then enter your own text, images or voice recordings to create your own game. Finished game can be saved on the school network for other students in your class to play.

- Decide what aspect of the passato prossimo that you need to practice:
 - Forming the past participle?
 - The irregular past participles?
 - Deciding whether to use essere or avere?
 - Deciding whether the past participle has to agree?
- Go to the Languages Online homepage (<http://www.education.vic.gov.au/languagesonline/default.htm>) and select one of the following Game Makers that suits topic (*look at some of the examples to find out how each game can be used*):
 - Memory Game Maker
 - Matching Game Maker
 - Tetris Game Maker
 - Sentence Game Maker
- Install the Game maker on your computer
- Print and complete the 'planner' sheet.
- Work through each step of the Game Maker to create your game.
- When saving use your own name or initials in the File Name, and remember where you save your game. (*If you are working at school try and save your game on a share drive so others can open and play your game. If you are working at home save to a USB memory sticks so you can take it to school*)
- Play your game to check that all the answers are correct.
- Share your game with you classmates!



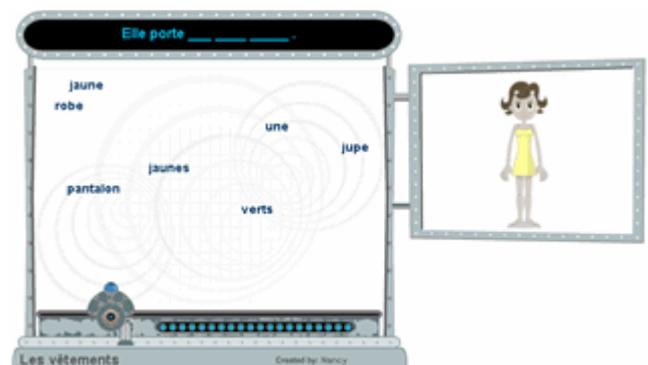
A Memory game



A Tetris game



A Matching game



A Sentence game