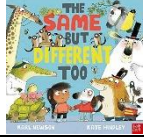




The World of Words

Possible text:

The Same But Different Too
by Karl Newson, illustrated by Kate Hindley



These children and animals are all very different to each other. Some are big, some are small. Some are gentle, some are rough. Everyone is playful, but who's the best at hiding? One thing's certain: they **all** love a good bedtime story!

Possible ways to enjoy the book:

1. Share the book, enjoying the rhyming structure and the illustrations.
2. Ask the children whether they have been to any other countries and discuss some of the similarities and differences between different peoples and cultures, locating places on the world map.
3. Ask about languages which are spoken and what words/ phrases children might also know.
4. Discuss how English has been affected by invasion and settlement through the ages, how it has gained and lost words.
5. Briefly revise dictionary skills before introducing The World of Words game.

The World of Words:

There are six houses: Arabic, French, Hindi, Italian, German and Dutch. The seventh house (Spanish) is to be used as an example.

The castle contains lots of different word from around the world which we might think are English, but which originate in other languages. When words are adopted from one language to another (it happens in other languages- le weekend (French), whiskey (Spanish)), they are known as 'loanwords'.

There are two ways to play either individually or as part of a team:

1. The children have a copy of each house and add words to their correct 'home' as they look them up.
2. The children have just one house, e.g. Italian and have to find the 10 words which belong there.

Either way, the game offers practice and development of dictionary skills, a greater understanding of vocabulary and the understanding that words have been 'borrowed' from other languages- we are more similar than they might think!

It is essential that the dictionaries used have been checked for these words and that they give the etymology/ history of each word.

Using the Spanish house, model choosing 'cargo' from the castle (it's in capitals!) Model looking this up in the dictionary and identifying that it comes from Spain. The same can be done with patio (also in capitals so the children know not to choose these words).

The game can be played until completed or for a set time before discussing what the children have discovered.

The game can be adapted to reflect the children in any class and the languages they speak.