Cultural heritage vocabulary

In order to meet your language learning objectives and to create as authentic and immersive an experience as possible for students, educators should utilize appropriate cultural heritage vocabulary when designing their enigmas.

Material required

- Any resources that you can extract inspiration on cultural heritage vocabulary from (storybooks, maps, timelines, brochures about cultural institutions and events, costumes, videos, songs)

Possible uses for creating enigmas

- Word guessing puzzles (such as word searches, crossword puzzles, charades) can use cultural heritage vocabulary
- Maps/timelines in which students have to identify famous landmarks, monuments, cities, historical events...
- Clues related to objects from cultural heritage sites (artifacts found in museums, works of art in galleries, endemic species found in the national parks/biodiversity of a culture)

Possible restrictions

- **Keeping references relevant to the theme of the ER:** In order to have a cohesive game, be mindful not to mix vocabulary that does not suit the time period or setting of your ER.

Is it inclusive for SLD?

- Yes, but new vocabulary should be introduced using verbal explanations (no metaphors) or visual explanations (such as flashcards) with repetitions throughout.

Speak-ER