

Linguine

The European Day of Languages

The European Day of Languages (EDL) is dedicated to celebrating linguistic diversity across Europe and takes place on the 26th of September. Each year, many schools and institutions celebrate this day by organising various activities for people of all ages and language backgrounds.

Europe is home to over 225 native languages. Showcasing this rich linguistic and cultural heritage and promoting its preservation is one of the main goals of the EDL. Keeping languages alive also means actively using them, which is ensured by through teaching and learning. Lifelong language learning enhances multilingual skills which encourage intercultural compassion and tolerance.

The European Centre for Modern Languages

The European Day of Languages is coordinated at an international level by the European Centre for Modern Languages (ECML), an institution of the Council of Europe. The ECML is located in Graz, Austria, and is dedicated to encouraging excellence and innovation in language teaching and learning. The Centre works with ministries and education experts to come up with new ideas and solutions to help teach languages more efficiently and with member states on the successful implementation of their language education policies.



2-30 players



60 mins

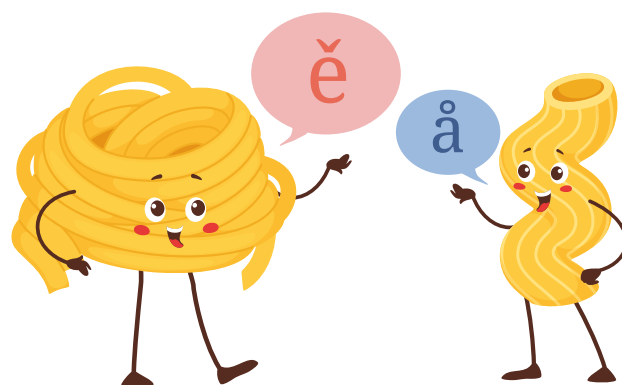


advanced:
ages 16+
beginners:
ages 10+

Linguine

Linguine is a fun board game with an educational element created to celebrate the European Day of Languages. The title is a reference to the Italian word “linguine”, meaning “little tongues”. In this game, players advance by answering quiz questions about languages. It is designed to be played in teams in a classroom setting.

As players move through the game, they will encounter quiz cards that introduce them to various languages spoken across Europe, including minority languages and even sign languages. This game is not just about winning — it is about encouraging teamwork, learning something new, and appreciating Europe’s linguistic diversity.



SET UP AND ASSEMBLY INSTRUCTIONS ON THE EDL WEBSITE

Materials supplied in this PDF:

- 1 game board
- 10 pawns
- Question, challenge, and special cards

Materials needed:

- Scissors, glue and tape (for assembling the game)
- A dice (you can also use multiple dice if you are working with large groups)

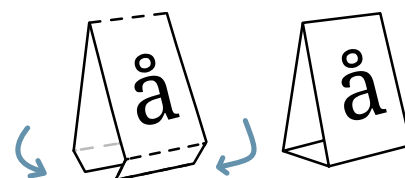
ASSEMBLING THE GAME

Cards

Cut along the solid black lines to separate each card from the sheet. Keep in mind that most cards have the answers written on them, so you might not want your players to cut them for you! Make a pile for each category of cards.

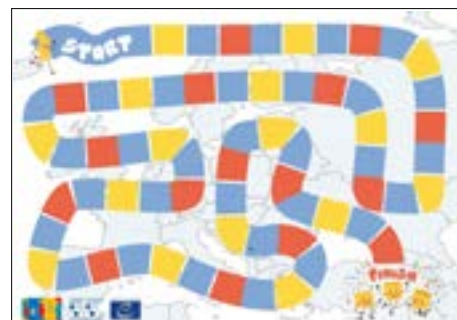
Pawns

Cut along the solid lines to separate the pawns from the sheet. Fold the pawn along the dashed lines as shown in the illustration. Apply some glue the two outward flaps to form the base. Press and hold the parts together until the glue sets.



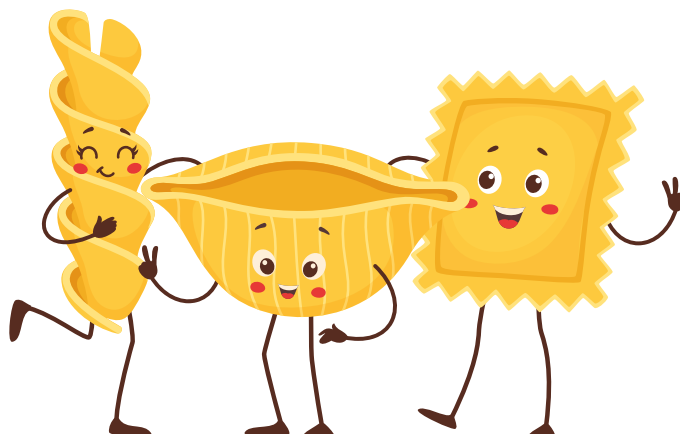
Board

The board can be printed in A4, A3 or A2 format.



TEAM FORMATION

1. Form teams. The game is primarily designed to be played in a classroom with teams consisting of at least 2 people. We recommend forming teams of 3 to 6 people.
2. Ask every team to choose one pawn and place it at the start. Optionally, you can also use your own pawns.



HOW TO PLAY

AIM OF THE GAME

The team whose pawn lands on the final tile first wins the game.

WHO GOES FIRST?

Each group takes turns rolling the dice. The team that rolls the highest number starts the game. Play then continues clockwise.

ON YOUR TURN

Roll the dice and move your pawn. Draw a card based on the colour of the tile you land on. One team member picks a card from the pile and reads the card out loud. Each team must rotate which player reads the card on the team's behalf to ensure that everyone participates. The rest of the team discusses and decides on their answer. The only exception relates to challenge cards, which are explained below. After your turn, put the card in a separate pile for discarded cards.

CARD TYPES

There are three types of cards:



QUESTION CARDS

Question cards contain a question that one team member reads aloud. The rest of the team discusses and decides on their answer. Since the correct answer is written upside down at the bottom of the card, **the reader does not participate in the discussion**. Once the team members agree on their answer, the reader reveals the correct answer. If the team is correct, they move their pawn by the number of spaces indicated on the card.



CHALLENGE CARDS

Challenge cards contain challenges in which **every team** can participate. One team member reads the challenge. All teams that complete it correctly can move their pawn by the number of spaces indicated on the card. If the card contains a question, each individual team discusses their answer among themselves. Once all teams have answered, the correct answer is revealed by the reader, and teams that answered correctly move their pawns.



SPECIAL CARDS

Special cards can make your team move forwards or backwards.

HOW TO PLAY WITH TWO PLAYERS

The player with the highest number rolled with the dice begins. Roll the dice and move your pawn. Your opponent will pick a card and read it out loud for you and check your answer. When reading challenge cards, cover the answer until each of you has guessed the answer.

RECOMENDATIONS FOR TEACHERS

BEFORE STARTING THE GAME

To prepare your class for the game, it's a good idea to give your students some context. For example, you could:

- introduce them to the European Day of languages;
- talk about the languages that they are familiar with and the similarities and differences between those languages;
- have a class discussion on why learning different languages and celebrating linguistic diversity is important, and why might they be important in relation to democracy and human rights.

This will help your students understand the game's significance and get more engaged. On our website, you'll find an annex designed specifically for teachers. It contains resources for classroom use, including sources for the language facts on the cards, additional information, links to interesting videos and more.

BLANK CARDS

We have included blank cards in the print files to add your own question and challenge cards. You can tailor the game to match material covered in class, or to add questions and challenges related to any languages of choice.

FORMING TEAMS

Because this game is about celebrating linguistic diversity, we recommend forming teams with students of different language backgrounds, if possible.

Encourage everyone to follow the core rules of good teamwork:

- Make decisions as a team, prioritise the group over individuals.
- Respect everyone's opinions.
- Listen to others.

A NOTE ON CAMAREDIE

The core aim of *Linguine* is to celebrate languages and linguistic diversity. Ensure that players never feel embarrassed by mistakes, especially when answering questions that involve speaking another language. Encourage students to focus on the knowledge they have, rather than on what they do not know. Celebrate their attempts and progress!