



Ludic Language Pedagogy Playground

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Ludic Language Pedagogy is *MMM* ... way more delicious than digital game-based language learning

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Key points

- **What is this?** A one-page introduction to the **core** of *doing* LLP.

Tweet synopsis

What's that teacher cooking up in her classroom?

MMM!

Smells good.

Doing LLP means considering your *mmm* (Methods, Materials, Mediation).

Read on.

#llpjournal #mmm

View at the LLP Playground: <https://llpjournal.org/2021/02/28/j-york-j-de-haan-llp-mmm-delicious.html>

The zine layout is available on itch.io: <https://llpjournal.itch.io/llp-zine-01>

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Introduction

The idea behind this playground was to limit ourselves to making a one-page introduction to doing LLP. This playground was a game of sorts; we restricted ourselves to one-page (and a zine) to make sure we only included our main ideas. The one-page format and the zine were rules for us to play inside of.

Additionally, James's background (and hobby) is in the *chiptune* music scene where people make modern music with the sound design limitations of defunct game consoles (such as the Gameboy, NES, Sega Genesis, etc.). This ethos of exploring the possibility of such strict limitations was carried into the creation of this playground.¹

That is, we wanted to make something as SIMPLE and as SHORT and EASILY DIGESTIBLE as possible. Making the playground though, we started to think laterally about what "one-page" means. The result.... The thing in your hands right now: A playground that fits onto a single piece of A4 paper. In indie/geek circles, what you are holding is called a [zine](#).



Below is the content of the zine for OPR purposes as well as for readers to have access to the links we provided.

¹ See also the "demo scene" <https://www.youtube.com/watch?v=MHmbGbnhHak>

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Take the LLPepsi challenge

1. LLP ingredients are prepared by a chef | DGBLL is “mechanically separated” (leaves everything to bland vocabulary games)
2. LLP sustains teachers and learners with a balance of content and motivation | DGBLL is empty calories (students get a motivation sugar rush, then crash)
3. LLP dishes can be enjoyed from food trucks, bistros, Michelin-star restaurants or grandma’s kitchens all over the world | DGBLL never leaves the laboratory kitchen (never transfers to classroom practice)



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Prep: 5 mins (to read this recipe)

Additional: 1 hour - 1 year for creation and implementation

Servings: 1-100 (your class size)

Nutrition Info: 157 calories;

Ludic 10.4g; Language 16.8g; Pedagogy 21.5g

Ingredients

Methods, Materials, Mediation

Instructions

1. Consider your guests’ preferences (**students**).
2. Read great chefs’ books or nutritionists’ guidelines (research and **methods**)
3. Gather the right ingredients (**methods, materials, mediation**)
4. Lay the table (prepare your **materials** and classroom)
5. Be sure to stir (**interaction, mediation**)
6. Ask how your guests liked your meal (get **feedback** from students)
7. Share your creation on instagram or Discord (Tell the LLP **community** about it.)
8. Bake it again (**iterate, improve, innovate!**)

Page 4 & 5 (Double spread)

	Explanation	Ingredients	Recipes
Methods Ludic ★★★★★ Language ★★★★★ Pedagogy ★★★★★	The overall why and way you organize your teaching to reach a specific goal for your learners. - 4-skills development - participation in fan communities - intercultural communication	CLT - Communicative Language Teaching TBLT - Task-based language teaching PedML - The Pedagogy of Multiliteracies Remixing - Constructionist gaming + more	CLT - DM Jones (2020) TBLT - James York (2019) PedML - Jonathan deHaan (2020) Game-remixing - Savvani & Liapis (2019)
Materials Ludic ★★★★★ Language ★★★★★ Pedagogy ★★★★★	Things you find-adapt-make-use that help organize and express the method to your students.	Worksheets Presentations Templates Previous student work Ludic elements (games, roles) Realia + more	Worksheets - York (2019) Worksheets - Warner, Richardson & Lange (2019) Presentations - deHaan (2020) Realia - Bregni (2017) Roles - Jonathan deHaan et al. (2012)
Mediation Ludic ★★★★★ Language ★★★★★ Pedagogy ★★★★★	The interaction that teachers have with students before , during and after gameplay and the material work.	Explanations, modeling, framing, guiding, assisting, adapting, questioning, prompting, providing feedback, repeating tasks, translation, transcription, + more	LLP Walkthroughs - deHaan (2020) - York (2019) LLP Playgrounds - Jones (2020) - McFadyen (2020) - Rasmussen (2020)

Page 6 & 7 (Double spread)

🤔 What makes your LLP go “MMM?”²

	Explanation	Ingredients	Recipes to remix
Methods Ludic ☆☆☆☆☆ Language ☆☆☆☆☆ Pedagogy ☆☆☆☆☆			
Materials Ludic ☆☆☆☆☆ Language ☆☆☆☆☆ Pedagogy ☆☆☆☆☆			
Mediation Ludic ☆☆☆☆☆ Language ☆☆☆☆☆ Pedagogy ☆☆☆☆☆			

² <https://www.youtube.com/watch?v=XF2ayWcJfxo>

Back page

Read this zine
online to access all of
the links + recipes
(references) 📖

Join our cooking club
Please fill in the zine, and
send us a pic on our Discord,
or Twitter, tagging us
"@llpjournal".
The best ones win an LLP
recipe book*

James
@cheapshot

Jonathan
@jonathandehaan

* Psyche. We don't gamify our kitchens. Or yours. All our
recipes are free on the site, so please take a look!

👨🍳 Recipes! Research! References!

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