



**Language Hunt
Game Set
2014 Edition**

**includes game board, cards, and
instructions for play**

**Ages
10+**



LANGUAGE HUNTERS

<http://languagehunters.org>

Presents



Version "S", April 2014

Licensed under Creative Commons
Attribution-NonCommercial-ShareAlike 3.0 United States
(c) 2014 Language Hunters



USING SIGN AND GESTURE

If you watch our videos, or play the game in-person, you'll see that we pair spoken language with sign, as needed, to clarify what we're saying and to use as a cue and a mnemonic.

Sign language also gives us another tool, besides English, to use to communicate our intent when things get tough. This keeps us in immersion.

You can use any sign - we often use a mix of American Sign Language and invented "contract sign" - but there is no one right sign. The best sign is one that you know and can use - the worst sign is one that is "right" or one that you have to jump through a bunch of hoops to learn.

Sign and gesture is there to serve the spoken language - if you find yourself really trying to perfect the sign you use in play (assuming you're not actually hunting a signed language), you've fallen off the path of language hunting.

We're here to have conversations in our target language. Always remember that.

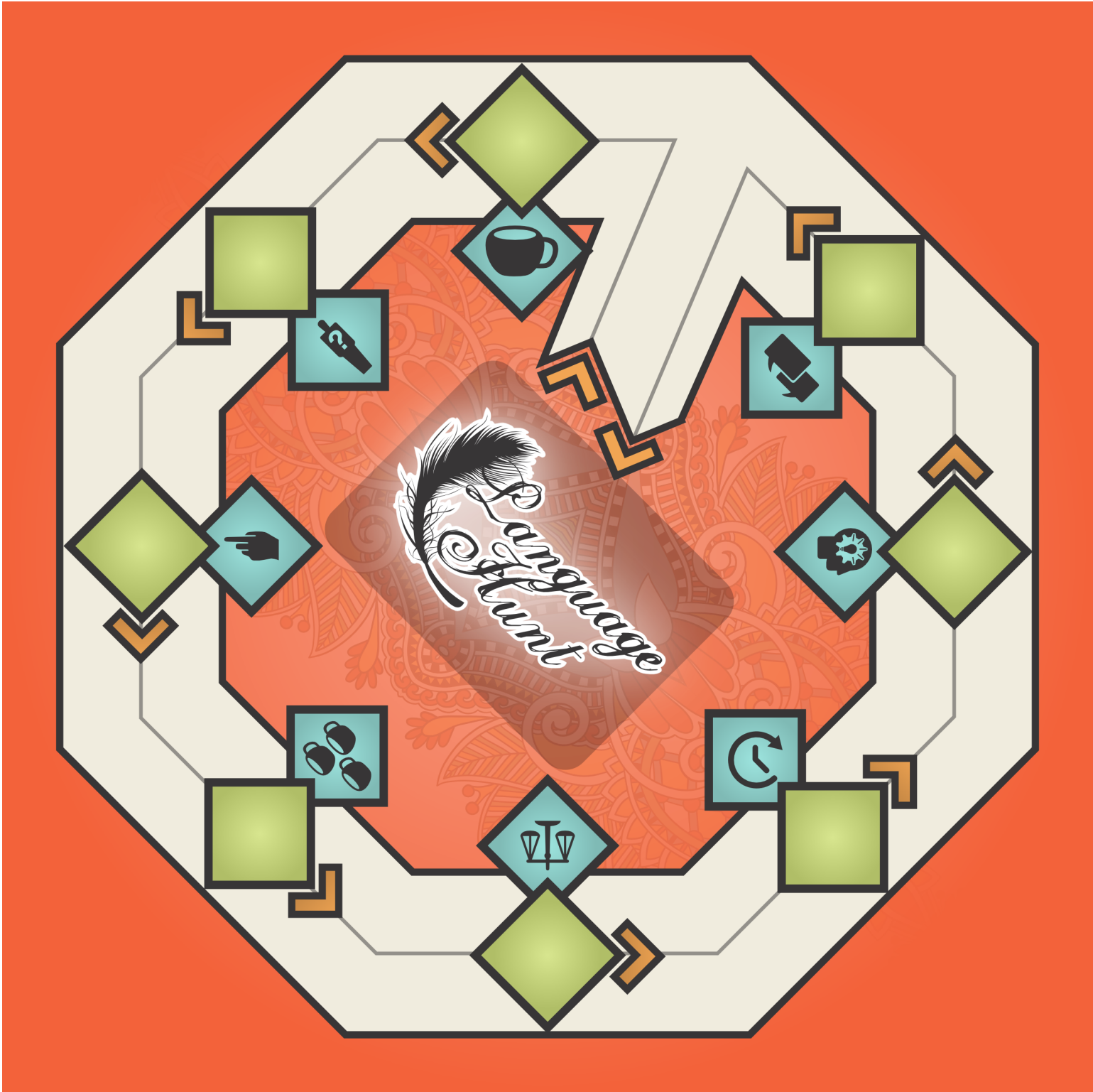


7 Things to Remember About Gestures

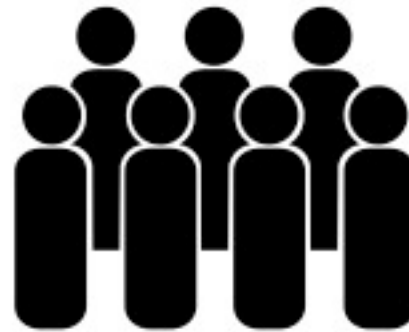
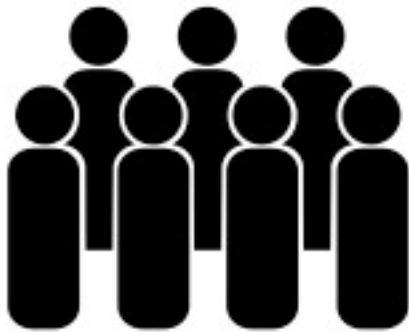
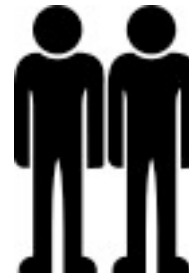
1. **Spend as little time** as possible inventing sign for your games.
2. **Use the fewest signs** necessary for play. Start with using 1 sign for every major word in a sentence. For example: “What [shrug] is that [point] on the table [smack one palm on the back of your other hand]?”
3. **Add signs** whenever players consistently forget a word or part of a sentence, and you have no sign to cue them with. This is what the signs are for!
4. **View the selection of American Sign Language apps** for iPhone, iPad, or Android
5. **Check out online video dictionaries** for signed languages, such as <http://aslpro.com>.
6. **Notice the gestures that you already use**; watch what your hands do when you have everyday conversations; watch other people's hands; you can all of these to invent sign for your games.
7. **Borrow signs from other language hunters.**

Thanks to the following for the Icons:

Anna Laura Fara, from The Noun Project
Andrew J. Young, from The Noun Project
Anthony Lui, from The Noun Project
Edward Boatman, from The Noun Project
Richard de Vos, from The Noun Project
Anne Marie Nguyen, from The Noun Project
Anna Weiss, from The Noun Project
Tim Shedor, from The Noun Project
Richard de Vos, from The Noun Project
Roman J. Sokolov, from The Noun Project
Lorie Shaull, from The Noun Project
Jim Lears, from The Noun Project
Tyler Sall, from The Noun Project
Endre Samson Kiss, from the Noun Project
Juan Pablo Bravo, from the Noun Project
Luis Prado, from the Noun Project
Cindy Hu, from the Noun Project
Olivier Guin, from the Noun Project
Megan Strickland, from the Noun Project
Luis Prado, from the Noun Project
Ezra Keddell, from the Noun Project
Ealancheliyan s, from the Noun Project
Diego Naive, from the Noun Project
Reuben, from the Noun Project
Mateo Zlatar, from the Noun Project
Yazmin Alanis, from the Noun Project
James Keuning, from the Noun Project
Duke Innovation Co-Lab, from the Noun Project
Michael V. Suriano, from the Noun Project
Jason Grube, from the Noun Project
Travis Yunis, from the Noun Project
Desbenoit, from the Noun Project
Emily van den Heever, from the Noun Project
XOXO, from the Noun Project
Lukasz M. Pogoda, from the Noun Project
factor[e] design initiative, from the Noun Project
Ryan Sun, from the Noun Project

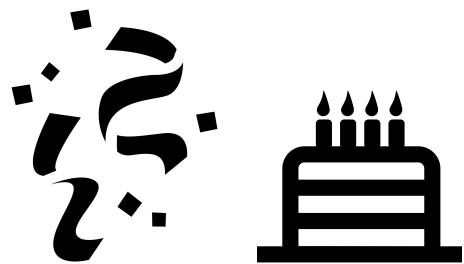
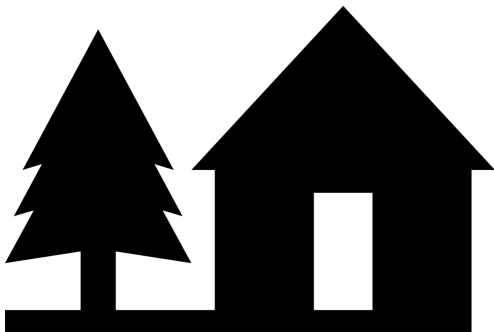
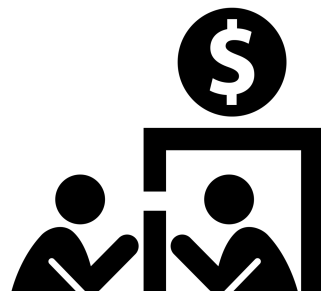
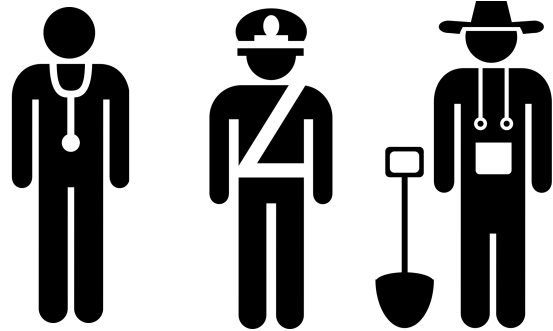
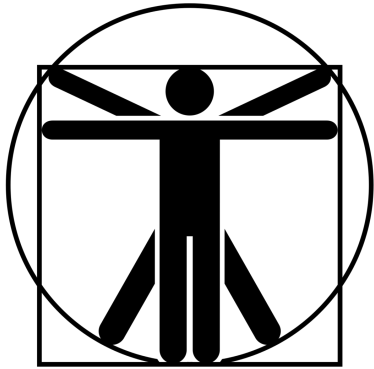
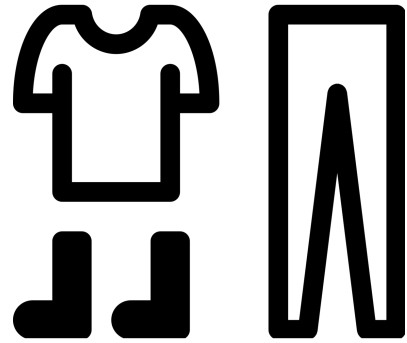
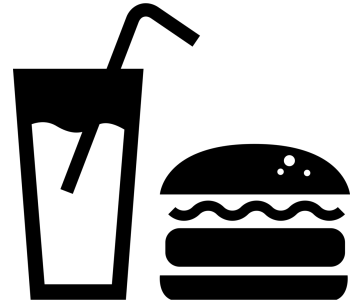
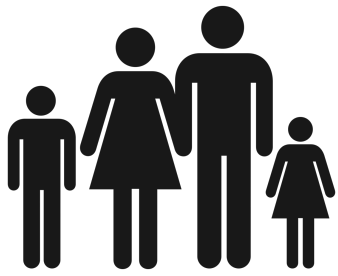














USING SIGN AND GESTURE

If you watch our videos, or play the game in-person, you'll see that we pair spoken language with sign, as needed, to clarify what we're saying and to use as a cue and a mnemonic.

Sign language also gives us another tool, besides English, to use to communicate our intent when things get tough. This keeps us in immersion.

You can use any sign - we often use a mix of American Sign Language and invented "contract sign" - but there is no one right sign. The best sign is one that you know and can use - the worst sign is one that is "right" or one that you have to jump through a bunch of hoops to learn.

Sign and gesture is there to serve the spoken language - if you find yourself really trying to perfect the sign you use in play (assuming you're not actually hunting a signed language), you've fallen off the path of language hunting.

We're here to have conversations in our target language.
Always remember that.



7 Things to Remember About Gestures

1. **Spend as little time** as possible inventing sign for your games.
2. **Use the fewest signs** necessary for play. Start with using 1 sign for every major word in a sentence. For example: “What [shrug] is that [point] on the table [smack one palm on the back of your other hand]?”
3. **Add signs** whenever players consistently forget a word or part of a sentence, and you have no sign to cue them with. This is what the signs are for!
4. **View the selection of American Sign Language apps** for iPhone, iPad, or Android
5. **Check out online video dictionaries** for signed languages, such as <http://aslpro.com>.
6. **Notice the gestures that you already use**; watch what your hands do when you have everyday conversations; watch other people's hands; you can all of these to invent sign for your games.
7. **Borrow signs from other language hunters.**

Thanks to the following for the Icons:

Anna Laura Fara, from The Noun Project
Andrew J. Young, from The Noun Project
Anthony Lui, from The Noun Project
Edward Boatman, from The Noun Project
Richard de Vos, from The Noun Project
Anne Marie Nguyen, from The Noun Project
Anna Weiss, from The Noun Project
Tim Shedor, from The Noun Project
Richard de Vos, from The Noun Project
Roman J. Sokolov, from The Noun Project
Lorie Shaull, from The Noun Project
Jim Lears, from The Noun Project
Tyler Sall, from The Noun Project
Endre Samson Kiss, from the Noun Project
Juan Pablo Bravo, from the Noun Project
Luis Prado, from the Noun Project
Cindy Hu, from the Noun Project
Olivier Guin, from the Noun Project
Megan Strickland, from the Noun Project
Luis Prado, from the Noun Project
Ezra Keddell, from the Noun Project
Ealancheliyan s, from the Noun Project
Diego Naive, from the Noun Project
Reuben, from the Noun Project
Mateo Zlatar, from the Noun Project
Yazmin Alanis, from the Noun Project
James Keuning, from the Noun Project
Duke Innovation Co-Lab, from the Noun Project
Michael V. Suriano, from the Noun Project
Jason Grube, from the Noun Project
Travis Yunis, from the Noun Project
Desbenoit, from the Noun Project
Emily van den Heever, from the Noun Project
XOXO, from the Noun Project
Lukasz M. Pogoda, from the Noun Project
factor[e] design initiative, from the Noun Project
Ryan Sun, from the Noun Project

