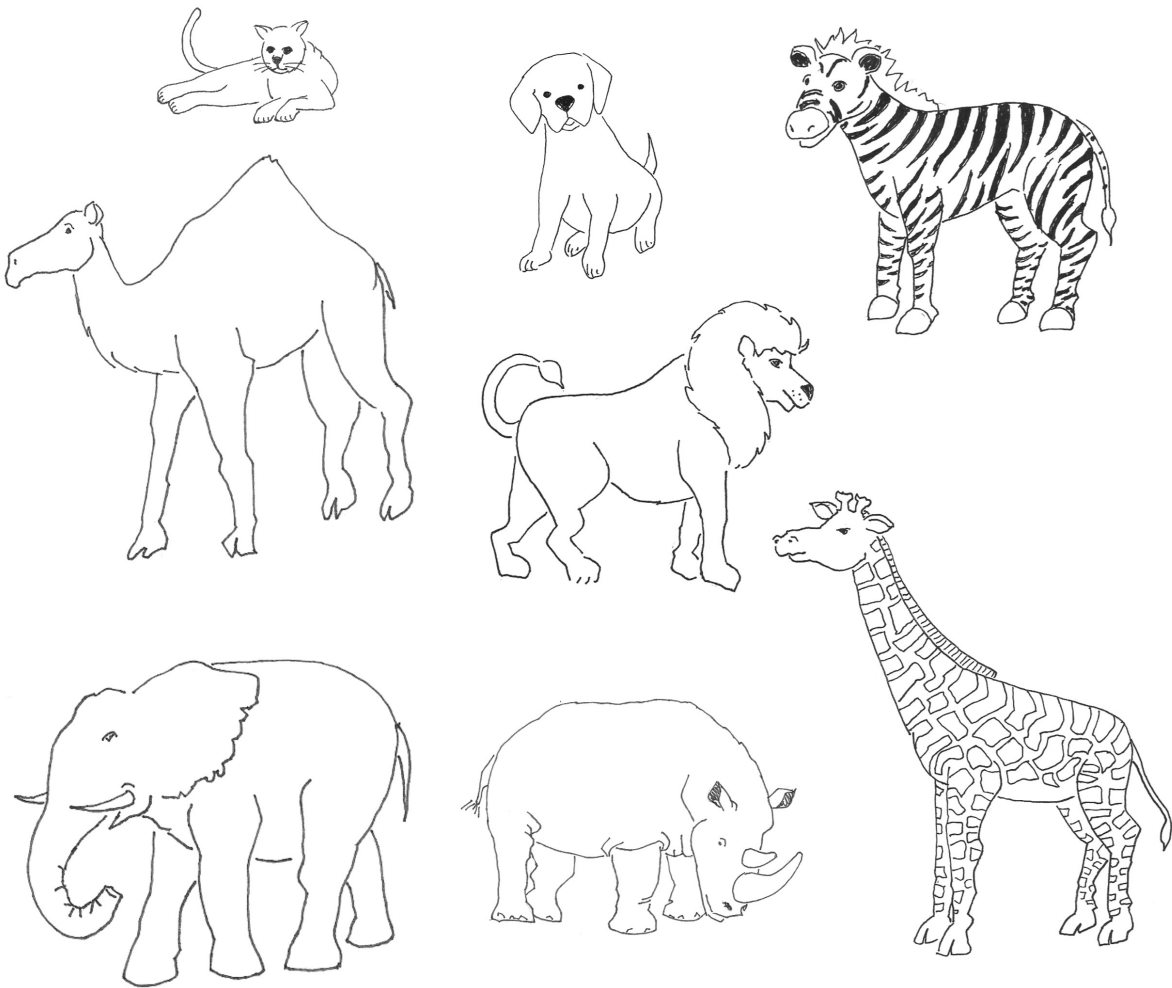


Learn a new language: Animal translation

BACKGROUND:

Choose an animal picture. Luis von Ahn created a computer game that was used to collect human input so that he could use the information to help label images on the internet. People enjoyed playing his computer game for fun.



Directions

Select an animal coloring sheet.

1. You will learn animal part names in two different languages.
2. Some parts of the different animals will be the same, including eyes, mouth, legs, and feet.
3. Sit across from a partner who has selected the same animal.
4. Using stickers or cards, work independently to label the animal parts in the new language you learned.
5. Compare your answers with your partner's answers, and circle the labels that match your partner's answers.
6. Ask your teacher for the answer key for your animal.
7. On the score card on page 3, record one point for each answer you and your partner got correct.
8. Color the parts of your animal that you labeled correctly.
9. Give your colored animal drawings to your teacher.
10. Your teacher will group the animals.
11. Talk about how doing this activity is like what Luis von Ahn did when he collected information from humans using a computer to translate languages.

Score card

Animal name: _____

Feature	Points
Eyes	
Mouth	
Legs	
Feet	
Different features for each	
Total	