# IDIOMS MAKE THE DIFFERENCE

Create a game with idioms

Work
with English
idioms, produce
memory games
and use Al.

Talk together about what an idiom is.
What characterizes idioms?

See the example with the two 'cards' for a memory game.

Make your own cards based on the same model.

A set consists of two cards.

### The first card must contain:

- THE IDIOM
- A DIRECT TRANSLATION TO DANISH
- THE IDIOM IN A SENTENCE
- A LITERAL ILLUSTRATION OF THE IDIOM

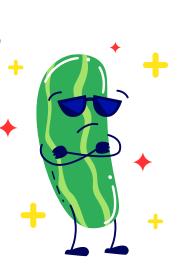
## The other card must contain:

- THE MEANING OF THE IDIOM (EXPLAINED IN ENGLISH)
- AN ILLUSTRATION OF THE MEANING OF THE IDIOM (METAFORICALLY)

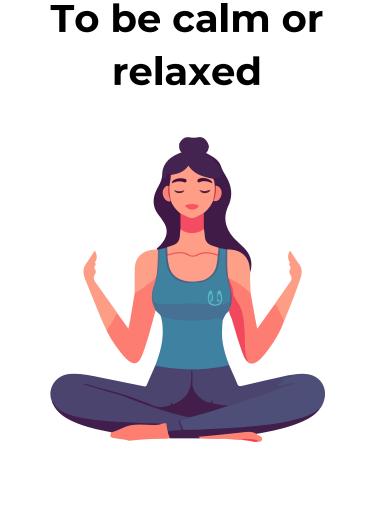
# Cool as a cucumber

"Sej som en agurk"

Even though
he has a lot to
do, he is still
cool as a
cucumber



Use AI for inspiration, translation, explanation and drawings.



# NOFF

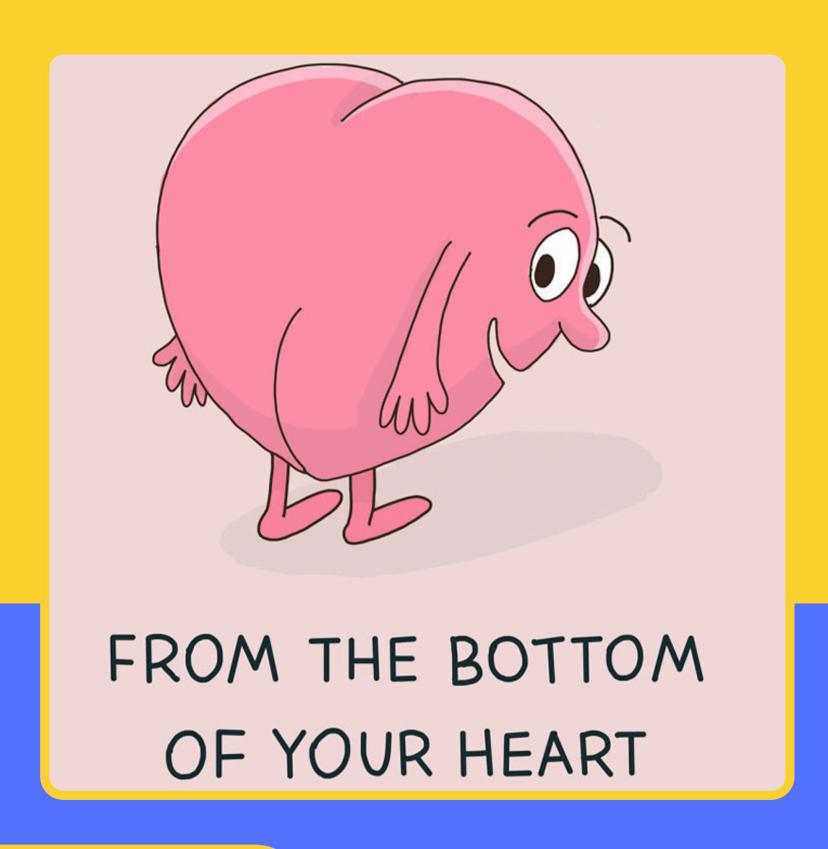
### **FOCUS ON LANGUAGE**

- Get to know English idioms and understand/interpret them
- Use idioms in the right context

# **FOCUS ON AI**

- See how TM /AI can contribute to understanding and creating an image through prompting
- Discover the importance of clear prompts

# IDIOMS AND MEMORY GAMES ASSISTED BY ARTIFICIAL INTELLIGENCE



# LIST OF IDIOMS

- 1. A piece of cake
- 2. Let the cat out of the bag
- 3. To judge a book by its cover
- 4. Spill the tea
- 5. Ghost someone
- 6. When pigs fly
- 7.1 could eat a horse
- 8. Hit the road
- 9. Hold your horses
- 10. Raining cats and dogs