

False Friends

Goal:	To identify false friends in both languages
Level:	All levels
Vocabulary:	False friends
Grammar:	Depending on the false friends and how to note them down; as individual words or as complete sentences.
Material:	Best: pen and paper in order to make a list of the false friends possibly a dictionary for lower level pairs.
Procedure:	Brainstorm together; which false friends do you know in both languages? Write them down. Depending on the level, you may want to paraphrase these words.
Advice & Variations:	Make sentences with false friends. Paraphrase a false friend and let your partner guess the word.
<p>False Friends (on index cards for matching):</p> <p>bekommen = to get, receive to become = werden</p> <p>brav = good, well-behaved brave = tapfer, mutig</p> <p>Dose = can, tin dose = Dosis</p> <p>eventuell = possibly, maybe eventually = endlich, schließlich</p> <p>Gift = poison gift, present = Geschenk</p>	

herb *adj.* dry (wine), tart = bitter, harsh

herb *n.* = Kraut

Handyn *n.* = cell/wireless/mobile phone

handy *adj.* = praktisch, nützlich, handlich

Kantine = cafeteria, canteen

canteen = Feldflasche (for water)

konkurrieren = compete

concur = übereinstimmen

conquer = erobern

Kost = food, fare

cost(s) = Kosten (*pl.*)

Kritik = criticism

critic = Kritiker/Kritikerin

List = ruse, deceit, ploy

List = Liste, Verzeichnis

Lokal = pub, inn

local = örtlich, einheimisch, lokal (small 'L')

Noten (*pl.*) = grades, marks (school), (musical notes). Can also refer to musical notes or music, banknotes, as well as tone, character, or (personal) trademark.

Notes = Notizen (*pl.*)

Pension = guest inn, small hotel, Bed & Breakfast

pension (retirement) = Rente

Note: The German word **Pension** can also mean "retirement" or "pension payment."

Prozeß = trial, law suit

Process = Verfahren, Vorgang

Qualm = smoke

qualm = Bedenken, Skrupel

Rente = annuity, pension

Rent = Miete

in Rente/Pension gehen = to retire (from work)

Roman = novel

Roman = Römer/römisch

Spenden = to donate

to spend = ausgeben (money); verbringen (time)

tasten = to touch

to taste = kosten, schmecken

Wand = wall

(magic) wand = Zauberstab