

# Games

- Reward games: Anyone who answers a question can do something fun, and if they do it successfully, their team gets a point. For instance,

Trashcan basketball  
Whiteboard soccer  
Book-bat baseball  
Bowling  
Golf  
Stickyball bull's-eye  
Suction-cup dart-gun target practice  
Etc.

- Punishment games: This kind of game is best exemplified by "Poopoo Parachutes": Draw two large, stinky piles of poopoo at the bottom of the board. Draw two parachuters, one for each team, at the top. Any mistake or misbehavior results in the parachuter descending closer and closer to the poo. Whichever team lands in the poopoo first loses. This can be varied with sharks and divers, cars plunging off cliffs and alligators, etc.

- Flashcard variations:

Fast show: flash the card as fast as possible.

Slow show: slowly reveal the card.

What's missing: choose a few cards to show the class. Then show them the cards again minus one. Ask them what's missing.

- Writing relay races:

- Put a grid on the board, and have the teams race to fill them up with any kind of chosen vocabulary.

- Each team member writes one word of a sentence, or one letter of a word.

- Pass the paper: put them in small groups, in circles. Give each member a piece of paper. Every member of the team should write the same word/letter on his piece of paper, and then pass his paper to the team member on the left while receiving the paper from the team member on the right. Then they all add the next word/letter, and so on. Every team member should always have one piece of paper, and they all should be at the same place in the word or sentence. (If not, then something's going wrong).

- Stickyball: Put the words on the white board in a grid or in circles. Have the students try to hit the chosen word (spoken in the relevant sentence pattern) with the stickyball. Make sure they also say the relevant English pattern before giving out points.

- Stickyball "Kill your classmates": Put all the students names in a grid/circles on the board. Students who answer correctly use the sticky ball to try to hit names from the other team. When someone's name is hit, they are dead, and must go to the dead zone. However, if their name is hit again, then they can come back to life. The goal is to kill all the people on the other team.

- Hammer games:

-Basic: Race to hit the proper flashcard.

-Ghostbusters: Each student has a flashcard, and one is in the middle with the hammer. Say the pattern with one of the flashcards, and the hammer student tries to hit that student's desk before that student can say another student's flashcard (in the proper pattern). The student who gets hit before they can choose a new goal becomes the new "it". (If all the students speak much too slowly, choose a second spot that the hammer student must hit as well).

- Paper chase: Have students from opposing teams race to grab the designated flashcard (taped to the wall, scattered on the floor, etc.) and put it in their team pile.

- High Noon: Two students stand back to back holding flashcards. They take three steps, turn, and try to call out each other's flashcard (in the relevant English sentence pattern), before the other.

- Yes/No games:

-Chair races: designate a yes chair and a no chair. Ask the students a yes/no question and they race to be the first to sit in the proper chair (and say the correct answer of course).

-Slap the yes or no place

-grab the yes or no object

-run to the yes or no zone

- Safety Tag: This can be done as a yes/no game or with any variety of vocab. Words are placed on the wall or around the room on chairs. It's best if there are multiple instances of the same item. The "ghost" says the relevant pattern with a chosen vocab item and the students are safe as long as they are touching that card. If they are not in the proper safe zone, they can be tagged, and then they become the new "ghost".

- Messenger games: Put answers/information in some form whether a picture or a story outside of the room or around the walls. Pairs of students race to gather the information with one student remaining seated and recording the answers while the other student retrieves the answers. It's best if the seated student is given a list of questions which he asks to the other student, but simply making a list in the proper order or boarded questions can also suffice if there aren't relevant questions in the book or if there wasn't time to prepare a list of questions.

- Monkey in the middle/Three-way: A messenger game variation: teams of three race. One student is seated with the answers. One is seated with the questions. The third student must go between the other two, listening to the question, going to the student with the answers, asking him the question, listening to the answer, then going back to the student with questions, and telling him the answer so that he can write it down.

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-Grid games: The words are on the board in a grid and the students, in teams, take turns, choosing words by speaking them in the relevant sentence patterns. With more advanced students you can require that certain rows or columns must correspond to declarations, negatives, questions, tenses, persons, etc.

-TicTacToe: The most elementary. Try to get three in a row.

-Connect 4: Fit more vocab on the board

-Kill your classmates. The teacher has a secret map (usually in some kind of pattern) of the grid which shows each place with guns with 1-3 bullets (if the class is big enough) and red crosses with 1-3 saving points. Each time a word is chosen the teacher reveals whether the team has received bullets or saving points and then they can either kill people on the other team or save people on their team who have been killed.

-Give or take: there is a secret map of +/-10-30 points for each spot and each time a spot is chosen, the teacher reveals if it is 10, 20, or 30 points and then asks the team if they want to take the points or give the points to the other team. After they decide to take or give the points the teacher tells them whether the points are positive or negative and whichever team was given the points either gains or loses them.

-Shoots and ladders: the students roll a die and move their marker the indicated amount. They must be able to use the word correctly in the proper sentence or they go back. Ladders between certain spaces allow them to skip ahead and slides mean they fall back down.

- Spider dice: Put the words/pictures on the dice or even write the numbers with words next to them on the board. Make 6 a bomb or a spider. Roll the dice and the student(s) say the pattern with the correct word, but if the bomb or spider shows up, everybody must change seats. There should be one seat short so that some student gets stuck in the middle and he must roll the dice (and sometimes be the only one who says the pattern).

- Repetition Games: These games can be used to simply repeat some question-answer pattern over and over numerous times (alternatively, more sophisticated classes can rotate through several vocab

items).

-DuckDuckGoose: Change the words from “duck” and “goose” to some relevant pattern.

-Marco Polo: One student is blindfolded and he calls out the question which all the other students must answer. He tries to catch another student by listening to their sound.

-Foot vs. Mouth. One student must say a chosen pattern and vocab while another races around obstacles or gathers some objects. He has only as long as it takes for the other student to say the pattern to earn as many points as possible. Then their roles are reversed.

-Red light, green light: good for teaching actions: the students run around doing the chosen action: flying, swimming, driving, running forwards backwards, crawling, etc. but only as long as there is a green light. When the “right light” is called/shown, anyone who moves is out.

-Where’s your bone: good for possessives: all the students put something in the middle of the class. One student closes his eyes and then they all take something new (prevent them from all recollecting their own object). The middle student then opens his eyes, tries to guess who has whose objects and gets points for each correct guess.

- Wolfie: good for numbers. One student stands against the wall with his eyes closed. The other students say “wolfie, what time is it?” The “wolf” says a time, and the other students may take that many steps forward. If they reach the wolf’s wall they win, but before they do the “wolf” should announce “dinnertime” and then he can turn around and chase the students back towards the other wall. If they get back to their wall, they are safe, but if they wolf catches them, then they are it.

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- Pictionary: students take turns drawing pictures which the other students try to name.

- Charades: students act out something which the other students guess. (actually I’ve never really seen very many students enjoy this game, but it might be worth a shot).

- Taboo: The student can say any English except the designated word, which he must get his team to say through explanation or other means.