

GAMES IN THE CLASSROOM

There are many advantages of using games in the classroom:

1. Games are a welcome break from the usual routine of the language class.
2. They are motivating and challenging.
3. Learning a language requires a great deal of effort. Games help students to make and sustain the effort of learning.
4. Games provide language practice in the various skills- speaking, writing, listening and reading.
5. They encourage students to interact and communicate.
6. They create a meaningful context for language use.'

You can use this game-book in school or when you are having the after school activities to make an interesting en animated lesson for the students. You can adjust most of the games and ideas on the level of the students.

Please see a list of 18 game suggestions below.

1. Know your word

Type of game	<i>Text game, focussed on listening and participating in a story</i>
Description	Every child has 1 special word. You tell a story. Every time the word is mentioned the child stands up
Necessary	A nice story and children
Number of people	A little group of children (not more then 8)
Grade/age	Any age, adapt the story to their knowledge

Preparation

- Think of a story you can tell or choose a story you can read from a book.
- Mark some words or characters in the story.

How to play

- Tell the children your going to read a story about.....
- Every child has 1 special word. Tell them this word, maybe you can let them write it down in their notebooks. You write the names and the special words on the black/whiteboard.
- Read or tell the story.
- Every time one of the special words is mentioned the child stands up.
- If the child forgets to stand up, stop the story.
- Ask: 'who is xxxxxxxxxx?, please stand up!'
- Continue the story.

2. Fruitmix

Type of game	<i>Attention game</i>
Description	In this game children have to listen good and take action (change seat) when they hear the right 'fruit'
Necessary	Chairs
Number of people	Maximum 20
Grade/age	Any age

Preparation

- Count the number of students who want to participate.

- ❑ Make a circle of chairs (one less than you have students). The chairs are faced towards the centre of the circle, so the students can see each other.
- ❑ Write on the white/blackboard the names of 5 or 6 kinds of fruit (for example: apple, banana, watermelon, ramboutan, and durian, strawberry). Make also a drawing of the fruit to visualise it.
- ❑ Each student will be a piece of fruit. Go round the circle and say: you're an apple, you're a banana etc. etc. (to make sure children remember this, you can also give them a piece of paper with the drawing and the name of the fruit they represent).
- ❑ Each student then sits on a chair.
- ❑ One student stands in the middle.

How to play

- ❑ The student who stands in the middle of the circle, can decide which fruit will be in the fruitsalad. He/she can call out: apple, banana and watermelon for example.
- ❑ All the apples, bananas and watermelons stand up and run to an empty chair, but also the one in the middle tries to get a seat.
- ❑ So, there will be one student who did not get a seat..
- ❑ He or she then has to call the pieces of fruit that are in the fruitsalad.
- ❑ They can name one kind of fruit, or two or three. When the student decides everybody has to switch places, he just calls out: **FRUITSALAD!**
- ❑ Everybody stands and runs and switch places.

Variation:

- ❑ Instead of fruitsalad, you can also make a:
 - ❑ Zoo: with many different animals
 - ❑ Classroom: with objects from the classroom
 - ❑ A year: with the months of the year
 - ❑ Tom Yam: with all the ingredients to make it
 - ❑ And so on.....

Clap your hands (knees-hands-left-right).

3. Concentration

Type of game	<i>Concentration game</i>
Description	Game you can use to practice the subjects of your class. For example: fruit, numbers, letters etc.
Necessary	Students, a whiteboard/blackboard, a
Number of people	Up to 20

Preparation

- ❑ Make a circle of student, facing each other.
- ❑ Each student will be a **number**. Go round the circle and say: you're one, you're two, and you're three and so on.

How to play

- ❑ First practice with the students the routine of clapping:
 - ❑ Clap your hands one time.
 - ❑ Put the thumb of your right hand over your shoulder (as if you are hitch hiking).
 - ❑ Then put the thumb of your left hand over your left shoulder.
 - ❑ Repeat this several times. Clap, right, left, clap, and right, left.
- ❑ One student begins, everybody claps his hands, thumbs right: the student says HIS OWN NUMBER and then, thumbs left THE NUMBER OF ANOTHER STUDENT.
 - ❑ For example: when the student is number FIVE, the routine will be: clap, FIVE, THREE..... then the student with number THREE calls his/her number (three) and the number of another student. And so on, and so on.
- ❑ In the mean time the hand clapping goes on

Variation:

- Instead of numbers, you can also use:
- Fruit
- Thai numbers (for an English speaking group)
- Animals
- Transport: car, bicycle, train, bus, motorcycle
- And so on.....

4. Picture talk

Type of game	<i>Conversation game</i>
Description	Storytelling and practising English while telling what you see on a picture
Necessary	A few pictures or photographs
Number of people	Maximum 6

Preparation

Have some nice pictures, photographs, and drawings ready. Preferable very detailed.

How to play

Sit with your students and show them the picture

- Ask them what they see and on the image and let them describe as much as possible:
 - For example:
 - The situation
 - The colours
 - The atmosphere
 - Architecture
 - People, what are they doing, how do they relate to each other, how do they look
 - Etc.
- If the students have difficulties to describe the pictures, write some keywords on the blackboard, so they can use them describing the pictures. For example:
 - Where is it? In a house, a restaurant, outside, in the mountains, at the seaside...
 - Who are there? People, old and young, nurses, doctors, children, animals,.....
 - What do they look like? They are big, small, they were uniforms, etc.....
 - What do they do? Sit, walk, talk, eat,.....
 - And so on
- Do a summary after each picture and have the students write in down in their notebooks.

5. Drama: play situations

Type of game	<i>Drama game</i>
Description	Play situations, like: 'on the market' etc.
Necessary	Some ideas for the drama, students
Number of people	5 or 6 students

Preparation

- Make sure you have a story that the students can 'play'
- Maybe some clothes and attributes to dress up.

How to play

- Tell your students the story
 - For example:
 - Ordering food in a restaurant
 - Buying fruit on the market
 - Going to Songklah by bus
 - Watch a movie with your friend

- ❑ Tell them that they have to play the situation you just sketched
- ❑ Make a list of the 'roles' to be played, together with the students
- ❑ The students decide what role they will play
- ❑ Let them think about how to do the drama and work it out
- ❑ Do the drama

6. Connect the dots

Type of game	<i>Drawing game</i>
Description	Connect the dots by following the letters or numbers
Necessary	Paper, drawings, pens, knowledge of numbers or letters
Number of people	10 to 20 students
Age	6 to 10 years old

Preparation

- ❑ Make some simple drawings of animals, houses or fruit
- ❑ Place dots on the lines, erase the lines.
- ❑ Number the dots from 1 to xxx or from A to Z.

How to play

- ❑ Copy the drawing on the whiteboard, only the dots and the numbers!
- ❑ Ask one or two of your students to draw the lines between the dots. They start at 1, go to 2 etc. until they finish the drawing.
- ❑ After finishing, the students have to tell you what the drawing represents.
- ❑ Do several drawings like this
- ❑ Let the students design their own dotted drawing and let them play it in front of the class

Variation:

- ❑ If you played this game before and your students are familiar with it, you can make two teams
- ❑ Each team has to design a dotted drawing, and the other team has to make it and guess.

7. Fill the picture

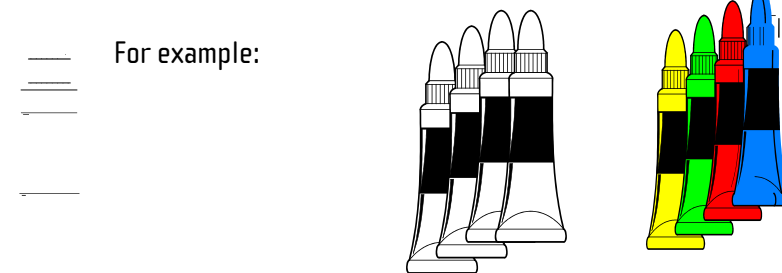
Type of game	<i>Drawing game</i>
Description	Colouring game. Can be used with a lesson about colours, numbers, figures.
Necessary	Drawings with numbered parts
Number of people	Up to you
Age	6 to 10 years old

Preparation

- ❑ Prepare some drawings in black and white.
- ❑ Divide parts of the drawing in parts and number each part with a corresponding colour. Make the division in a way that you cannot see what the picture is about,. Only if you finished colouring it, this will be visible.

- ❑ _____ For example:

- 1 = Yellow
- 2 = Green
- 3 = Red
- 4 = Blue



How to play

- ❑ Hand the drawings to the students
- ❑ Write on the white/blackboard the numbers with the corresponding colours
- ❑ Give the students the assignment to colour all the red objects, then the yellow, then the blue, etc.

- Finish the colouring and ask the students afterwards what it is they coloured.

8. Follow the maze

Type of game	<i>Drawing game</i>
Description	Practice directions
Necessary	A whiteboard, whiteboard markers
Number of people	10 to 20
Age	6 to 10 years old

Preparation

- Draw a maze on a whiteboard, with a starting point (for example an apple) and an endpoint (for example a durian).
- Write UP , DOWN, LEFT and RIGHT on the right places on the whiteboard
- Use a blue or black pen for the maze and a red one for the game itself.

How to play

- First practice the directions with your students: UP, DOWN, LEFT, RIGHT.
- Then start at the APPLE and let the students call out what direction you have to go to get to the DURIAN.
- It is really nice if you also teach them STOP when you are at a turning point.
- If they do not say STOP in time, then you keep making the red line, crossing all paths.
- Then they have to bring you back to the good starting point, using UP, DOWN, LEFT, RIGHT and of course STOP.
- Most students like this game a lot.
- Second step is to let one of them draw a maze (and you will have example of very interesting mazes), one of the students has to draw the red line.

Variation

- If your students are familiar with the game you can form two teams and let them draw mazes (you need two whiteboards or one real big one). Do a maze-competition.

9. I spy with my little eye

Type of game	<i>Guessing game</i>
Description	Practising colours, forms, objects
Necessary	A place with many things to see
Number of people	Up to 10 people
Grade/age	Any age

Preparation

- Let the students sit in a circle (if possible) on the ground.
- Explain what you are going to do.

How to play

- Say: 'I spy with my eye..... (an item of your subject), beginning with the letter A'.
- Students must guess what you're looking at.
- Give turns. If somebody guesses wrong, choose a new student.
- The student who guesses right is the next one to say "I spy with my eye....."
- etc. etc.

Variation

- Use colours when you say: 'I spy with my eye..... (an item of your subject), beginning with the letter A and colour green'.

10. What am I??

Type of game	<i>Guessing game</i>
Description	Practising, speaking, asking question, listening and communication
Necessary	Paper and tape
Number of people	Maximum in a group 14 to 16
Grade/age	5 th and 6 th grade and up

Preparation

- Let the students sit in a circle (if possible) on the ground.
- Explain what you are going to do.

How to play

- Make a description of some one or something on paper.
- Put in on the back of one student.
- The student has to ask questions to his/her fellow students about the description on his/her back
- The others can only answer with Yes or No.
- The student has to find out who he/she represents
- If the student has too many difficulties finding out what it is on his back, you can help him/her by giving hints.

11. Back-mail

Type of game	<i>Guessing game</i>
Description	Practising and speaking English, asking questions, listening and communicate
Necessary	Students
Number of people	About 10
Grade/age	From 6 years up

Preparation

- Let the students sit in a circle (if possible) on the ground.
- Explain what you are going to do.
- Make a description and a drawing of some objects on paper
 - FOR EXAMPLE: cat, dog, house, banana, tree, sun, star
- You play the game with one of the students, to show how the game is played

How to play

- Divide the group in small groups of two students
- Give one of the students a paper with the drawing/description. **Make sure the other student can not see it!**
- Student number one stands with his back to students number two,
- Student number two then draws the figure on the back of the other student, using his finger.
- If the student has too many difficulties finding out what it is on his back, you can help him/her by giving hints.

12. Charade

Type of game	<i>Guessing game</i>
Description	Practising and speaking English, communication
Necessary	Ideas for guessing, subjects
Number of people	Maximum 10 to 15
Age/grade	Group 4 and up

Preparation

- Make a list of words about a subject

- Form two teams

How to play

- One representative of team 1 starts
- He/she must 'act' one word, using only his body, hands, legs etc.
- He/she can NOT make a sound or speak
- Set a time: 1 minute for each word
- If the word is guessed, or time is up, change teams
- Give points and keep score
- Give one point for each word and two points for a word about the subject

13. Form the word

Type of game	<i>Guessing game</i>
Description	Active language game, knowing the alphabet, listening
Necessary	Students and pieces of paper with a letter on it
Number of people	A lot, preferably more than 26
Age/grade	Any age, you adjust the words they have to form to their level

Preparation

- Make pieces of paper – if possible make a piece of string on it, so the students can wear it like a necklace. Write a letter on every piece of paper (make more vowels than consonants) or let the students make them (could be a nice handicraft project too)
- Let the students stand in a circle
- Explain what you are going to do.

How to play

- Every child gets a letter.
- You make/give a word and they have to make the word, by running to the front and stand in the right order

Variation:

- Make two teams and give points for the team that makes the word before the other team

- Other level to make the second quiz more challenging.

14. Missing Word

Type of game	<i>Knowledge game</i>
Description	Active language game, testing English knowledge, speaking and reacting
Necessary	Two teams of students and questions/answers
Number of people	Teams of 4 to 5 people, one quiz master
Level	Any level except for absolute beginners.

Preparation

- Print out one question and answer set from a level of difficulty suitable for your class.
- Draw a scoring table on the board, like this:

TEAM A	TEAM B

- Divide the class into two teams and then decide with the class how many points are needed to win (six to ten points works best).

How to play

- The quiz master asking the question reads the sentence, making an 'mmm' sound or saying 'dot dot dot' to indicate where the missing word is located and then states the number of letters the missing word contains.
- The player answering gives any word with this number of letters to complete the sentence.
- If more than one word can be correctly used within the context of the sentence, all are included on the answer page. Most players will find these the most challenging question

Questions

		answer
1.	Do ___ like Indian food?	(3 letters) you
2.	I work ___ a bank.	(2 letters) At
3.	Can you _____ me the time, please?	(4 letters) Tell
4.	I ___ a good movie on television last night.	(3 letters) Saw
5.	The time is ten minutes ___ seven.	(2 letters) To
6.	_____ will you start your new job?	(4 letters) When
7.	Would you like tea ___ coffee?	(2 letters) Or
8.	Would you like ___ marry me?	(2 letters) To
9.	I'm sorry, but your answer is _____ .	(5 letters) Wrong
10.	Can you _____ to my party tomorrow night?	(4 letters) Come
11.	Mr. Wade ___ not work last week.	(3 letters) did
12.	She can speak three _____ .	(9 letters) languages
13.	I _____ a glass of milk every morning.	(5 letters) Drink
14.	I'm going to the beach ___ a swim.	(3 letters) For

15. Multiple Choice

Type of game	<i>Knowledge game</i>
Description	Active language game, testing English knowledge, speaking and reacting
Necessary	Two teams of students and questions/answers
Number of people	Teams of 4 to 5 people, one quiz master
Level	Any level except for absolute beginners.

Preparation

- Print out one question and answer set from a level of difficulty suitable for your class.
- Draw a scoring table on the board, like this:

TEAM A	TEAM B

- Divide the class into two teams and then decide with the class how many points are needed to win (six to ten points works best).

How to play

- The quiz master reads the question plus the three alternative answers.
- The player answering repeats the correct alternative.
- These questions test grammar, vocabulary, idioms and general knowledge.

QUESTION	ANSWER 1	ANSWER 2	ANSWER 3
1. What can you see at a zoo?	a) a movie	b) a doctor	c) animals
2. Which country has the most people?	a) India	b) China	c) Japan
3. "Do you like	a) reading books?	b) looking books?"	c) watching books?"
4. Which is the tallest animal?	a) a horse	b) an elephant	c) a giraffe
5. Where are your lips?	a) under your arms	b) above your eyes	c) around your mouth
6. Ham is meat from	a) a cow	b) a pig	c) a hamster
7. West is the opposite direction to	a) east	b) north	c) south

8. Which person must study the longest	a) a nurse	b) an English teacher	c) a doctor
9. A waitress works in	a) a kitchen	b) a restaurant	c) a shop
10. Which is the biggest	a) the sun	b) the moon	c) Jupiter
11. He drank six bottles of beer. He was	a) drink	b) drank	c) drunk
12. Which country has a red and white flag?	a) Germany	b) Japan	c) Brazil
13. The opposite of 'before' is	a) future	b) next	c) after
14. An intelligent person is	a) lazy	b) clever	c) rich

16. Pictionary

Type of game	<i>Text and drawing game</i>
Grade/age	Any age
Description	Vocabulary recall, creative expression, teamwork
Necessary	Two teams of students, cards with assignments
Number of people	2 teams of 10 people
Level	Lower intermediate, intermediate, upper intermediate, advanced. (any age)

Preparation

- Divide the students into two teams.
- Prepare cards with assignments. For example animals, books, movies, food, fruits (all depending on the level of English of your students and their age)

How to play

- Give a student a word to draw.
- Whichever team guesses the word first in English gets a point.
- Take turns choosing students from both teams to draw.

17. "Simon says".

Type of game	<i>Concentration game</i>
Description	The students practice their listening skills and knowledge of English
Necessary	Students
Number of people	Up to 20
Age/level	From 8 years up

Preparation

- Make sure you have a list of actions you can practice with the students
- Make sure the students know these actions

How to play:

- Tell the students they have to do everything that Simon says, like "clap your hands".
- But if you say: "clap your hands" without adding "Simon says", they cannot do it.
- Start by saying: Simon says: stamp your feet
- All students stamp their feet
- Then say: stamp your feet
- They should not do it

Note

Maybe it is for the students easier to understand if you use your own name, instead of SIMON >

Ideas for actions

- Clap your hands
- Stamp your feet
- Wave your hand
- Give a kiss
- Bow your head
- Turn around
- Jump in the air
- Lift your left arm
- Hop on your right foot
- Please sit down
- Etc.

18. Animal Games

Type of game	vocabulary and pronunciation
Description	A short game to play with the children is to teach them some animals.
Necessary	A number of animals and sounds and movement to go with the animals
Number of people	Up to 10
Grade/age	Any age

Preparation

- Form a circle with the children
- Make sure you know what animals the students know and if they understand the words for the movements
- If necessary practice with them

How to play

- Stand in a circle
- You show them how a bird flies by flapping your arms and making a bird sound.
- When you say bird, let them do this.

Teach them some more animals, for example :

- an elephant (make a big nose with your arms) and a trumpetsound
 - a crocodile, make a sound with your teeth
 - a snake, make a hissing sound
 - a mosquito, who – ofcourse – makes a buzzing sound
 - etc
-
- Call out the animal names faster and faster, make it fun, and be enthusiastic.
 - When they know the animals a little bit, let the students take turns calling out the animal names.
 - Give each student a turn.