



ICPNA



Fun activities to spice up your lessons

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What are some reasons to use games in class?

- **It helps lower affective filter. Games can help students forget that they are learning and instead enjoy the experience while enhancing their knowledge.**
- **Games are useful to internalize and acquire vocabulary, spelling, grammar or practice listening, speaking, reading and writing.**



What are some reasons to use games in class?

- **Different English skills could be targeted during a game: Speaking, listening, reading and writing.**
- **Through games students do not only assimilate new content but they can also teach students values and culture.**
- **Games could target different learning styles since they promote different types of interaction.**



What are some things to consider when using a game in class?

- **The whole syllabus should not be based on games only. Games should be regarded as supplementary activities.**
- **Delivering instructions is crucial. If learners don't know what they're expected to do and how to do it, the aim cannot be achieved, and the game cannot be played.**



What are some things to consider when using a game in class?

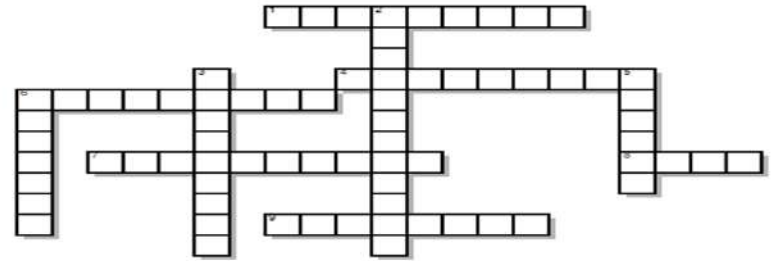
- A good language learning game has a clear purpose and finishes when students have already achieved the goal (It's not a time filler).
- Games can also be used with adults. Many games are problem-solving situations and allow students to apply new and different strategies for language learning in a non-stressful environment.



Game 1: Crosswords

1. You can use them for individual competition, in pairs or in groups.
2. It could be used to practice any target vocabulary: Opposite adjectives, Past irregular verbs, collocations and nouns.

DREAM JOBS



ACROSS

- 1 SATISFYING, PLEASING
- 4 SOMETHING DANGEROUS
- 6 HARD, CHALLENGING
- 7 VERY TIRING
- 8 SOMETHING BORING
- 9 UNEMPLOYED

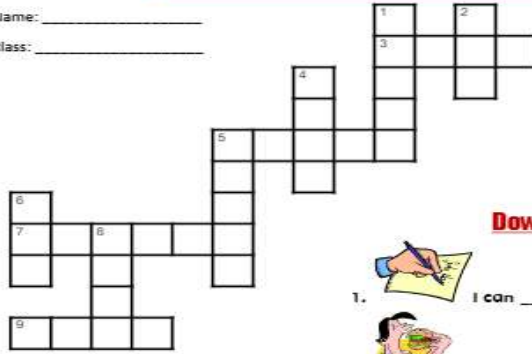
DOWN

- 2 A JOB FOR NO HOPE OR GROWTH
- 3 A DREAM JOB
- 5 CONTINUING, NOT CHANGING
- 6 VARIED/ DIFFERENT

Action Verbs 1 Crossword

Name: _____

Class: _____



Across



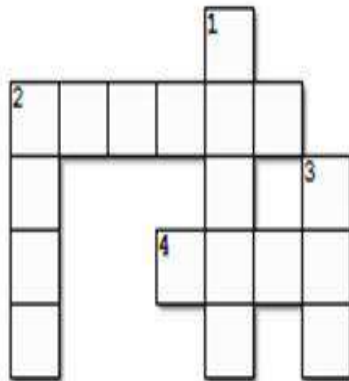
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Name: _____

adjectives

Complete the word puzzle with opposite adjectives.



Created using the Crossword Maker on TheTeach

Horizontal

- 2. Dark
- 4. Short

Vertical

- 1. Expensive
- 2. Quiet
- 3. Modern

<https://worksheets.theteacherscorner.net/make-your-own/crossword/lang-es/>

Game 2: wordsearch

<https://en.islcollective.com/english-esl-worksheets/search/wordsearch>

DAILY ROUTINES WORDSEARCH

Match the activities and the pictures. Then find them in the wordsearch:

do my homework	read a book	have lunch	wake up
go to school	go to bed	get dressed	have breakfast
play computer games	clean my teeth	have a shower	get up

Q	V	E	I	H	C	Z	B	D	W	Q	P	L	I	Z	P	U	Q	Y	Q	K	R	H	V
H	N	E	C	A	R	N	A	E	S	N	D	S	P	F	R	W	L	P	V	C	K	R	Y
E	S	P	G	V	Ñ	F	L	Y	S	R	G	O	K	O	O	B	A	D	A	E	R	Y	E
N	K	K	N	E	E	O	B	N	S	H	A	Z	Q	J	D	L	C	W	U	X	P	I	D
D	U	V	C	A	T	X	N	H	E	R	U	U	T	K	U	A	H	Z	H	R	Q	F	Ñ
Z	Q	G	W	S	C	S	N	M	R	S	N	Q	Z	Q	K	H	D	E	B	O	T	O	G
K	R	Z	K	H	T	M	E	A	D	N	O	X	W	V	A	S	D	F	O	U	N	Y	R
J	C	P	B	O	B	J	E	E	T	T	W	T	C	E	S	W	M	O	R	K	J	A	N
J	R	X	F	W	R	H	T	E	E	T	Y	M	N	A	E	L	C	X	Ñ	O	G	X	T
S	H	Ñ	H	E	N	A	M	H	G	Z	G	O	T	O	S	C	H	O	O	L	J	J	C
E	X	A	Z	R	M	C	Q	J	H	A	V	E	B	R	E	A	K	F	A	S	T	U	Z
O	D	V	Ñ	N	X	K	R	O	W	E	M	O	H	Y	M	O	D	P	R	C	A	Z	H
K	H	Y	M	H	E	Ñ	R	D	V	H	C	N	U	L	E	V	A	H	D	R	F	M	B
L	W	A	K	E	U	P	S	E	M	A	G	R	E	T	U	P	M	O	C	Y	A	L	P
F	W	P	B	T	R	K	R	L	R	Z	G	O	S	M	O	X	Y	T	G	I	L	L	Z

Game 3: Speak button

1. Divide the students into two teams. Give each student a number, players in both teams should have the same numbers.
2. Explain that the two teams are going to race to answer questions.
3. Ask a question and then say a number.
4. The two players with that number run to the board and race to touch the speak button.
5. The first player to touch the button answers the question.



Game 3: Speak button

To add more fun, you can also do the following:

- 1. Set up a trash can, bin, or any container that will serve as your “basket”.**
- 2. If a student answers the question correctly, they may shoot for points: 10 points if they score; 5 if they miss.**



Game 4: Bus Stop

1. Put the students into teams of three or four.
2. Distribute a table for SS to fill out the categories.
3. Students simply have to think of one item to go in each category beginning with the set letter.
4. Give an example line of answers for the first time you play with a new group.

	Something in the Kitchen	Something in the living room	something in the bedroom	something in the bathroom
S	Spices	Sofa	Sheet	Soap

Game 4: Bus Stop

Letter	Adjective to describe feelings	Adjectives to describe appearance	Adjectives to describe food	Adjectives to describe places
B	Bored	Bald	Bland	Beautiful
T				

Game 5: Speaking board games

1. Put students in pairs and give a dice to each other or ask them to take out a coin.
(head= 2 spaces or tail = 1 space)
2. You can practice any grammar or vocabulary in a friendly atmosphere.



Start	eat breakfast	smoke		swim
	watch TV	sleep late		Go back 2
	mow the lawn	↓	bake a cake	walk backwards
				drive fast
wear a bikini		go to the lake		use a computer
sleep in class				
use a dictionary		Go Ahead 2	↑	do my homework
clean the bathroom				walk in the rain
talk to a horse		eat pears		use a cell phone

Say One Thing and Ask Another

Rules: Roll the dice and move your piece. Use the phrase and a frequency word to make a sentence, then use the phrase to ask a question.

exercise		stutter	cry	dance	sneeze
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wear a skirt
kiss my mother

Your sentence should include a frequency word:

- 1) always
- 2) often
- 3) usually
- 4) sometimes
- 5) seldom
- 6) never

Trade Places

Trade Places

Trade Places



www.bogglesworldesl.com

drink coffee	go hiking	wear red	play basketball
Trade places			climb a tree

study

Go Ahead 2

Go Back 1	drink milk	speak Russian	drive a bus	eat a snake
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read a book				
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drink alcohol		paint my nails	↑	wear makeup
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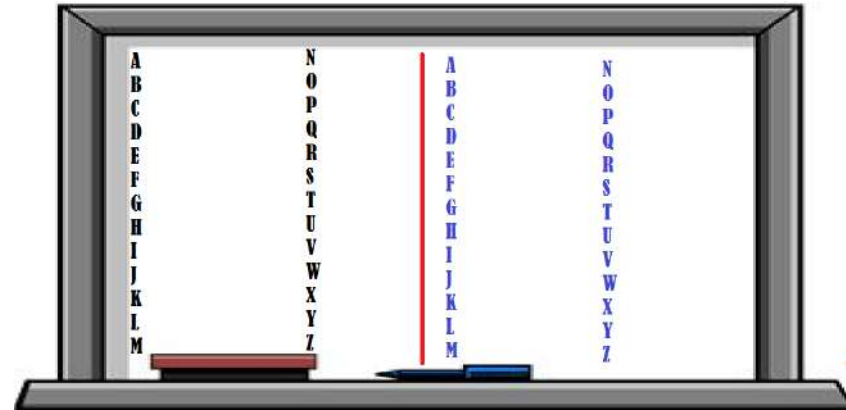
ask for help	drive a bus	go to church		END
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<https://games4esl.com/printables/board-game-templates/>

<http://www.eslgamesworld.com/members/games/templates/index.html>

Game 6: Alphabet race

1. Give the students a vocabulary topic/task.
2. When you say go, the teams have to race to the board and write a word that starts with each alphabet letter on the board.
3. Each student writes one word at a time, before passing the marker to the next student.
4. The winning team is the one who correctly completes the list of words or the team that has more correct words.
5. It's important to set a time limit.



Game 7: Catch the riddle

1. Divide the class into groups.
2. Give the list of questions and their answers (All mixed up).
3. Ask the student to match them.

Q: What are two things people never eat before breakfast?
A: Lunch and supper.

Q: Why did the man throw a bucket of water out the window?
A: He wanted to see the waterfall.

Q: Why did the man throw the butter out the window?
A: He wanted to see the butterfly.

Q: Why did the man put the clock in the safe?
A: He wanted to save time.

Game 7: Catch the riddle

This game could be adapted and have questions and answers instead of riddles.

Some Suggested questions and answers

<i>Who does the dishes in your house?</i>	<i>Shakira does.</i>
<i>Who do you live with?</i>	<i>Both my sister and I look alike.</i>
<i>Who do you look like?</i>	<i>I live with my parents.</i>
<i>Who sings "Hips don't lie"?</i>	<i>My mother does it every day.</i>

Game 8: Beep gamble

1. S1 reads some sentences but omits the target language by saying 'beep'.
2. S2 and S3 write the beeped out word on a bit of paper.
3. After a 5-second-time limit, both students turn over their papers at the same time.
4. The winner gets a point.

For example:

1. My birthday is "beep" November 22nd.
2. I have English class "beep" Wednesdays and Fridays.
3. School starts "beep" 8:30 am.
4. I'm going to Cornwall "beep" the holidays.

Game 9: Bingo

1. Give each student a blank bingo grid.
2. Get the students to fill in the bingo grid with the proper words.
3. T calls out words until they have crossed out four numbers in a row vertically, horizontally, or diagonally.
4. The first student to say "Bingo" wins.



Bingo

- **Rebel (n.) Rebel (v.)**
- **Present (n.) Present (v.)**
- **Contract (n.) Contract (v.)**
- **Protest (n.) Protest (v.)**
- **Survey (n.) Survey (v.)**
- **Insert (n.) Insert (v.)**
- **Permit (n.) Permit (v.)**
- **Suspect (n.) Suspect (v.)**

Rebel (n.)	Present (n.)	Contract (n.)	Protest (v.)
Survey (v.)	Insert (v.)	Protest (n.)	Permit (v.)
Suspect (n.)	Contract (v.)	Rebel (v.)	Insert (n.)
Survey (n.)	Permit (n.)	Suspect (v.)	Present (v.)

Bingo

- **Went – ate – came - brought
– bought – did – thought –
taught – flew –wrote –
caught – said – sought – left
– chose – drank – drew –
was – were – drove – forgot
– got – heard – spoke – gave
– grew - threw**

Game 10: Taboo game

1. Print and cut out the cards you want SS to practice with.
2. Have a student choose a card.
3. The objective is to get his/her classmates to say the boldface word at the top, but SS cannot say the other words on the cards.

Sleep

bed

night

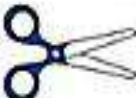







tired

A: It's an action. People love to do it and it is recommended to do it for at least 8 hours.

B: Sleep!

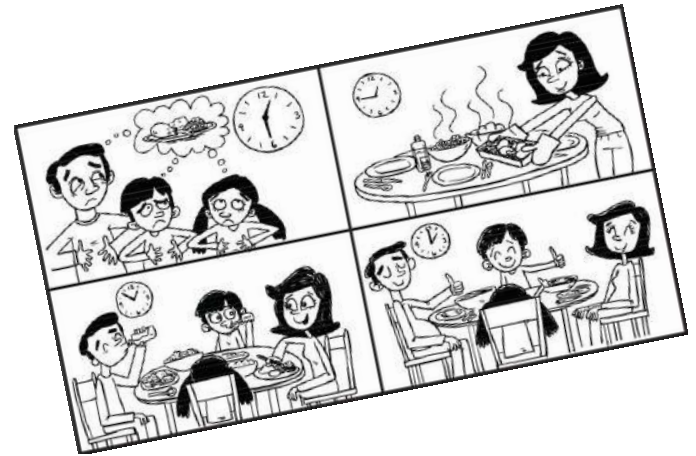
A: Yes, that's right!

			
pilot	rubber	piano	snowman
You can't say : airplane fly	You can't say : rub / erase pencil	You can't say : music play	You can't say : snow children
			
sun	bed	pizza	cake
You can't say : yellow hot	You can't say : bedroom sleep	You can't say : eat Italian	You can't say : birthday dessert

			
scissors	letter	monkey	fridge
You can't say : paper cut	You can't say : envelope write	You can't say : animal banana	You can't say : food cold
			
chips/ French fries	sneakers	cow	snake
You can't say : potato McDonald's	You can't say : shoes sport	You can't say : animal milk	You can't say : reptile dangerous

Game 11: Chain story

1. Put up a picture or a first sentence as a writing prompt.
2. Each S takes a turn writing one sentence to add to the story and passes it on to the next S.
3. Keep it going around until everyone has participated.



Idea 1:

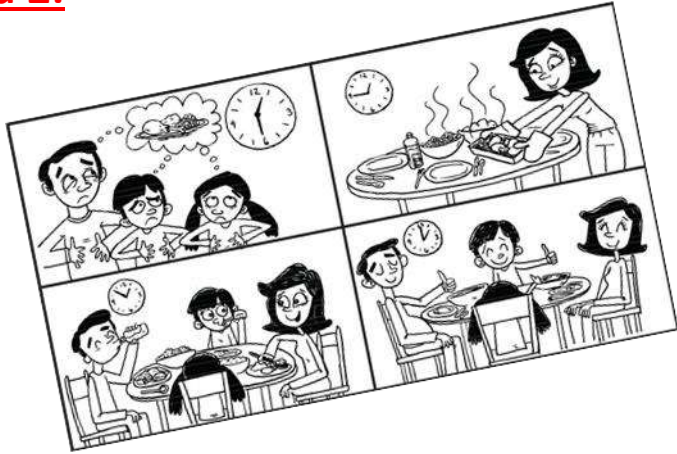
Student 1: If we have free time, we'll go to the party.

Student 2: If we go to the party, we'll have fun.

Student 3: If we have fun, we'll come home late.

Student 4: If we come home late, we'll miss our test tomorrow. etc.

Idea 2:



Idea 3:

Once upon a time, ...



two friends



clown



scared!



banana



home



TV



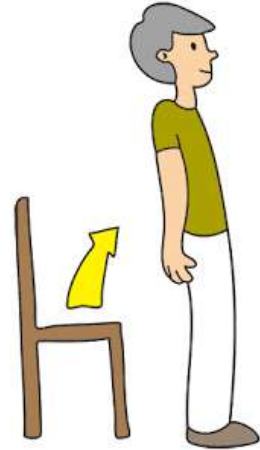
elephant

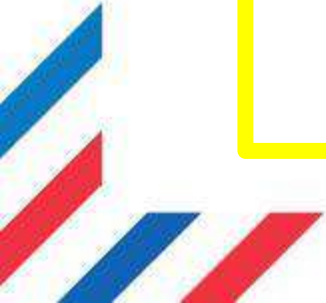


happy

Game 12: Stand up, sit down!

1. Divide the class in two teams.
2. Write some words on the left of the board for one team and some other ones on the right of the board for the other team.
3. Say the words in random order. students listen and stand up as fast as they can if the word belongs to their team.

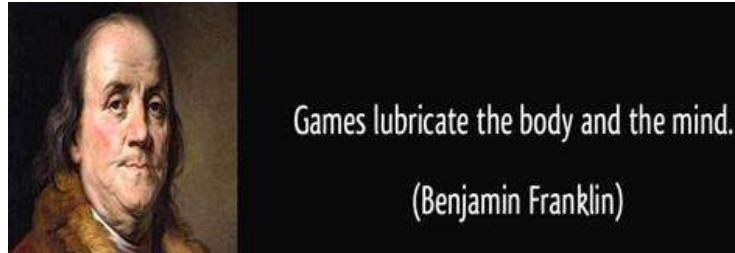


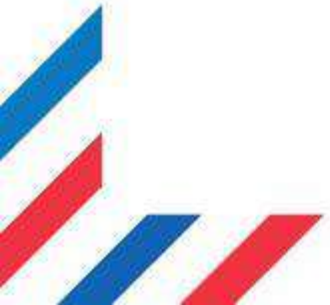
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- **Rebel (n.)**
 - **Present (n.)**
 - **Contract (n.)**
 - **Protest (n.)**
 - **Survey (n.)**
 - **Insert (n.)**
 - **Permit (n.)**
 - **Suspect (n.)**

- **Rebel (v.)**
- **Present (v.)**
- **Contract (v.)**
- **Protest (v.)**
- **Survey (v.)**
- **Insert (v.)**
- **Permit (v.)**
- **Suspect (v.)**

Final remarks

- You can reinforce any skill or part of language using games.
- A game is a supplementary activity, it is not the course core.
- Teenagers and adults may need a more detailed explanation on what the purpose of the game is.
- Most game can be easily adapted to fit the syllabus, student's level and their interests.
- ESL games will help build class cohesion, raise energy levels and provide a framework in which learners are motivated to produce target language.





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