

## Picture Card games

**Bluff:** Invite several students to the board and ask them to stand in a row. Give each student a Picture Card and ask him/her to keep it secret from the class. The first student in the row says a word that might or might not correspond with the card he/she is holding. Students guess whether or not he/she is bluffing and say, *Bluff!* if they think he/she is bluffing. Divide the class into teams and award points when students guess correctly.

**Collect the cards:** Hold up any Picture Card. If a student can correctly identify it, he/she is allowed to keep it. The student with the most cards at the end of the game is the winner.

**Correct order:** Call four to eight students to the front of the class (according to the number of Picture Cards) and give them each a Picture Card. Then call out four cards in random order. Students have to arrange themselves in the correct order.

**Easy or difficult:** Divide twenty Picture Cards into two piles – an easy pile and a difficult pile. Divide the class into two teams. Each team is awarded five points if they correctly name a card from the difficult pile and two points for knowing a card from the easy pile. Use homemade picture cards of words from the cross-curricular pages to make the activity more challenging.

**Echo:** Explain the meaning of the word “echo.” Ask students to be your echo. Show them a Picture Card and say the item on it. Ask students to echo it by repeating several times and becoming quieter and quieter.

**Face race:** Give each student a number between 1 and 10. Stick the face Picture Cards on the board or draw a picture of a face. Say, *Number (2), (Nose)*. All students assigned number (2) race to the board and touch the (nose). Alternatively, play the game with three or four teams, assigning each student from each team a number.

**Guess the card:** Cut out a small square in the center of a piece of A4 size paper. Hold the sheet in front of a Picture Card, allowing students to see only a small part of the picture through the hole. Students guess the item.

**Hit the card:** Stick all the Picture Cards of one vocabulary category on the board in mixed order. Call two students to the front of the room to stand a meter or two from the board. Call out a word. The first student to run to the board and “hit” the correct card wins. Play the game in teams and award points for each correct “hit.”

**Memory game:** Stick four or five Picture Cards on the board. After students memorize the cards, remove them from the board and students say the items. To make the game more challenging, ask students to say the cards in the order they appeared on the board.

**Name that card:** Divide the class into two teams. Invite a student from each team to come to the front of the class and turn their back to you. Hold up a Picture Card and count to three and say, *Turn around*. The first student to turn around and correctly identify the card is awarded a point for his/her team. Continue with other Picture Cards.

**Pass the cards:** Choose five Picture Cards and pass them face down around the classroom at intervals, so students cannot see the cards. When you say, *Stop!*, ask, *Who has the (dog)?* Students guess who has the Picture Card of the (dog).

**Picture Card mime:** Invite a student to the front of the classroom. Show him/her a card while hiding it from the rest of the class. He/She mimes the word silently. The student who correctly guesses the word is the next one to come forward.

**Snap:** Write a word on the board or say an item from a specific group of Picture Cards. Show several cards one by one. Students shout, *Snap!* when they see the corresponding card.

**Sort the cards:** Divide the class into small groups. Mix Picture Cards from different units together and divide them into piles according to the number of groups. Students arrange them back into categories, e.g., colors, animals, family members, etc. The first group to finish is the winner.

**Sponge throw:** Place Picture Cards face up on the floor or large table. Students throw a sponge or another soft object and identify the card it lands on.

**Tic-Tac-Toe:** Divide the class into two teams. One is “O” and the other is “X.” Draw a large grid on the board with nine spaces. Stick one Picture Card in each space facing toward the board. Students select a card, turn it over and say the word on the Picture Card. If it is correct, remove the Picture Card and write an “O” or an “X” accordingly.

**What’s missing?** Place several Picture Cards face up on the floor or on a large table. Allow students a few minutes to study them. Tell students to close their eyes and remove a card. Students have to correctly identify the missing card.

**Where is it?** Stick Picture Cards in different places around the classroom. Call out one of the items and students find and point to the correct card. Alternatively, say a sentence containing the item, e.g., *I like apples*, and students point to or retrieve the Picture Card of the apple.

**Who has it?** Invite several students to the board and give a different Picture Card to each. Students hold their cards up to show the class. Ask, *Who has the (apple)?* Students point and answer, *He/She has the (apple)*.

**Who’s the fastest?** Divide the class into two teams. Stick a number of Picture Cards on the board. Invite two students to stand facing the cards on different sides of the board. Call out one of the words. The student who is the fastest to touch the card wins a point for his/her team.

## TPR games

**Aye, Aye, Captain!** You are the captain. Give orders to the class. This is a useful activity to review actions, parts of the body, colors, numbers, and classroom objects. For example, order, *Jump three times. Touch your head. Turn around*. Students say, *Aye, aye, Captain!* and carry out the order. Model a few times and then invite students to be the captain.

**Basketball:** Ask a question to a student. If he/she answers correctly, he/she has a shot at the basket. If the student gets the ball in the basket, he/she wins two points. If he/she only hits the basket, he/she wins one point. The student with the most points is the winner. This game can also be played in teams.

**Chair race:** Divide the class into two teams. Each team stands in a line with a chair at the front of the line and another chair a few meters across the room. A student from each team sits in the chair at the front of his/her line. Call out an action, e.g., *jump!* The students must jump to their team's chair on the other side of the room. The first student to sit on the chair after doing the correct action wins a point for his/her team.

**Guess the object:** Place an object in a bag for a student to feel, e.g., toy food or plastic animals. He/She must guess what the object is without looking.

**Number groups:** Play some lively music and ask students to perform a specific action (e.g., jump, walk, hop) around the classroom. Stop the music and call out a number from 2 to 5. Students must quickly get together in groups of that number. Students who do not manage to form a group of the correct number must sit out until the next round.

**Pass the ball:** Students stand in a large circle. Make a paper ball (or use a soft ball), then call out a category, e.g., family, and throw the ball to a student. He/She must say a word in the category you mentioned. He/She then throws the ball to another student who says another word in the same category. If a student drops the ball, he/she must sit down. Continue until one student remains.

**Question throw:** Throw a soft ball to a student and ask a question. The student answers the question and throws the ball to another student, asking another question, e.g., *Can you swim? Yes, I can. / No, I can't.* Continue until all students have had a turn to ask and answer.

**Sequence throw:** Say a day of the week, e.g., *Wednesday*, and throw a soft ball to a student. He/She says the following day of the week and throws the ball to another student. They go on until someone makes a mistake. Play this game to practice any lexical set that involves a sequence, such as ordinal numbers, time, and months of the year.

**Teacher says:** Give the students instructions but tell them to follow the instructions only if they are preceded by "Teacher says." If you say, *Pick up a pencil.*, students should do nothing, but if you say, *Teacher says pick up a pencil.*, students must pick up a pencil. They are out of the game if they do an action when they should not. Vary the speed of the instructions to make the game more interesting. You could also ask some students to give the instructions.

## Team games

**Category writing:** Divide the class into groups. Each group chooses their "captain." Write the name of a vocabulary category on the board, e.g., sports, food, or animals. Each group tells their captain to write as many words as they can which belongs to that category. They have one or two minutes to do that. Each group takes one point for each correct word. Pay close attention to spelling.

**Charades:** Divide the class into two groups. Write down vocabulary words on strips of paper. Choose a member from each group to come up to the front of the class. Take one of the strips of paper and show it to the two students. Next, ask them to face their groups, with their backs turned against each other. Without talking, the students act out the vocabulary for their group to guess. Set a time limit of 60 seconds. The student who correctly guesses the vocabulary word first wins the round and earns a point for his/her group. The group with the highest score wins the game.

**Clothesline:** Cut out several items of clothing from different colors of card, e.g., a pink skirt, a black T-shirt, a green shoe, and an orange dress. Stick the clothes on the board in a line. Alternatively, pin them to a real length of string hung to look like a clothesline. Give students a few minutes to study the order of the clothes. Remove the clothes cards. Now students draw and color the clothes in the same order. Students could also label the clothes to make this more challenging. If you do not have much time, students could simply recite the order. Play this game in teams and award points for correct answers.

**Drawing race:** Divide the class into two teams and invite a student from each team to the front of the class. Whisper a word to the two students. Each student draws the item on the board. The first team to identify the picture correctly wins a point.

**Name the shape:** Cut out several shapes from colored paper. Stick or carefully pin a shape to the back of a student's shirt without the student seeing the shape. The student turns around to reveal the shape to the class. He/She tries to guess which shape and color it is. Elicit, *A blue triangle? A red square?* For more confident classes, suggest that when the volunteer guesses the correct shape but the wrong color, the class shouts, *Shape!* Likewise, when the student guesses the correct color but the wrong shape, the class shouts, *Color!*

**Parachute:** Play a guessing game in teams. Draw a large parachute on the board with some strings leading to a stick figure hanging from the parachute. Think of a word students have learned and draw a dash inside the parachute for each letter in the word. Students from one team try to guess the word. For each incorrect guess, erase one of the parachute's strings. Award points to the team when they guess the word correctly. If all the parachute's strings are erased before students guess the word, then that team loses a point. To make it more interesting, draw a shark emerging from the sea below the stick figure.

**Phonics race:** Divide the class into several groups. Call out a letter-sound. Students write as many words containing the letter-sound as possible during a given amount of time. Award students one point for each correct word.

**Spelling bee:** Divide the class into two teams. The first player on Team A is given a word to spell. If correct, the team gets a point. This can also be done as a class competition, by having students line up and given words one by one. When they make a mistake they sit down. The last student standing is the winner.