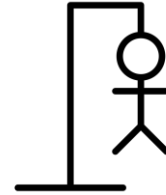


# Language Games for Beginners

## WebEnglish – Outi Frisk

### 1. Hangman

Draw as many short lines on the board as there are letters in your secret word. The pupils try to guess the word by saying one letter at the time. If the given letter is in the word, you write it in the right place (or places), if it is not, you mark it at the side and start drawing a picture of a hangman one stroke at the time. After your example the pupils will take your place letting the others guess their words.



### 2. Simon Says

Ask the pupils to do different things with their bodies and around the classroom, but they are not supposed to do it, if you haven't started your sentence with: "Simon says..." Those who still do it are out of the game and have to sit down. After a couple of examples, the pupils will take your place as Simon.

### 3. My Coffeepot

Choose a simple word that the pupils know and describe it by exchanging the name of the item with the words "My coffeepot". For example: "My coffeepot is tall and green, and it stands in the garden." Answer: "A tree." After a couple of examples, the pupils can describe their "coffeepots".



### 4. Who am I?

Tell the pupils that you are a famous person and that they need to find out who you are by asking questions. However, you may only answer "yes" or "no" to the questions. After your example the pupils are ready to take your place.

### 5. Word Chain

Start by saying a word (such as "apple"). The first student must then say a word that begins with the last letter of apple, such as egg. The last letter in egg is G, so the next student must say a word that begins with G, and so on.

*Apple - Egg - Giraffe - Elephant - Teacup - Pen -*

## 6. Numbers

Choose a number, e.g. number 3. Decide on a funny word or sound that all the pupils can make, e.g. “BUM”. The pupils start counting all the numbers from 1 onwards one at a time, but when they come to the number 3 or any other number that is dividable with it, they must say “BUM” instead.

The game can be made more difficult by even avoiding all the numbers that have the digit 3 in them, like 13, 23 etc.

## 7. At the Restaurant

Find copies of authentic restaurant menus. This is easy on the Internet, as even many Swedish restaurants have their menus in different languages. Most of the pupils will be customers going to the restaurants in pairs. Some will be waiters and waitresses showing them the menus and taking their orders. Designate parts of the classroom to be different restaurants with one or two service personnel in each. Have the pupils improvise visits to the restaurants as long as they like. Remind them of politeness. You can start by collecting some important phrases on the board for everyone to see.

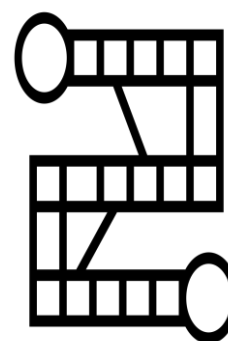


## 8. Spelling Game

Divide the class into two teams (or more). Each team gets a different colour of a whiteboard marker. Each team decides on a working order for themselves, so that each pupil in turn gets to be the writer. The ones in turn must be seated at equal distances from the board. You say a word and the writers run to the board and try to spell it correctly. The one, who is ready with the correct spelling first, gets a point for their team. The other team members may help but are not allowed near the board.

## 9. Self-made Board Game

Let the pupils formulate about 20 different questions. Add five “free questions”. Copy one set of questions to each group and let them cut them into cards. Each group will draw a simple game board with 25 numbered steps on a blank A4 paper. Each group also needs dice, and each member needs a marker. The group shuffles their cards and marks them 1-25 at the back of each card. To play the game each member throws the dice in turns, moves up on the game board and when he/she stops, somebody else reads out the question with the number the player is on. The player answers the question, and the game continues. The one who gets to the end of the game first, is the winner.



## 10. Communicative Bingo

Let the pupils suggest 16 animal names that you write on the board. Each pupil makes a grid of 9 slots like the one below and chooses 9 of the animal names into his / her bingo grid. While they are doing this, the teacher has the time to rip an A4 into 16 pieces by folding it in two and then every piece in two again three more times. On each piece of paper, you - the teacher - write one animal name.

The pieces of paper are then put in a cap, hat, or a box. The teacher goes around the class and lets one pupil at a time take one of the pieces and DESCRIBE the animal to the others. The one who guesses the animal can say the name and everyone crosses the name out in their grid. The first one to get three crosses in a row shouts BINGO!

You can continue with two bingos, three bingos and then the whole grid if time allows. The whole game usually takes about 20 minutes.


## 11. Go Shopping

Use free grocery store ads or shop catalogues to have students “go shopping”.

## 12. I Spy (with my little eye)

You start by choosing something in the room, and saying, "I spy (with my little eye) something ...RED (or blue or small or round or whatever)." The kids then take turns asking, "Is it the \_\_\_\_?" When one kid guesses right, he or she can come to the front and say, "I spy...". With younger kids, you can say "I see something..."



## 13. Dream House

Let students choose a picture of a house in a magazine or online. They then tell each other about their house in pairs or small groups: “There is...” “There are...” The other group members make questions. The more imaginative, the better.

# Games for a Document Reader

## 14. Memory on Document Reader

Place objects on a table with a Document Reader, turn it on and let the pupils look at the objects on the screen for a while. Switch the light off and cover the objects with a cloth. Change the places of the objects and remove one. Show the objects once more. This time the pupils need to come up with the name of the one missing. After doing this several times, the pupils should be able to list all the items in the game without seeing them on the screen.

## 15. Crossword Chaos

Prepare a crossword puzzle on a piece of paper with the list of the clues at the side and put it under a Document Reader. Divide the students into two teams. Each team has an instrument that makes a noise (e.g. an old toy, a bell, a tambourine etc.)

Show the crossword puzzle on the screen. Cover the clues with a piece of paper. Place the two instruments on a table in the front of the class.

The teams need to guess the word when you show the clue. One person in the team runs up to the instrument and makes a noise. The one whose instrument is heard first may write the word on the puzzle. NB! Use pencils! If he or she makes a mistake, the other team can try to correct it. The team that gets the word right will get a point. The team with the most points at the end is the winner.

To make the game more difficult you can read out the clues instead of showing them on the screen.



## Card Games

### 16. Memory

Let the pupils draw pictures of things that they know the names of on small cards. On another card they write the word. They collect their cards in groups and play memory. All the cards are put upside down on the table. One pupil at the time turns two cards around, says what is on them, and tries to make a pair (picture and word). The pupil, who finds a pair, keeps the cards. The game is over when all the cards have been collected from the table. The winner has got the most pairs.



### 17. Opposites Domino

Make cards with two adjectives on each. The cards must form pairs so that the opposites can be found next to each other when the cards are put together. The first and the last card may have an empty space to show the position of the card in a row. Look at the picture.

The pupils work in pairs and organise the cards in one long row with the opposites next to each other like in a game of Dominos. The opposite of the word on the right of the card will be on the left side of the next card. See example:

Short	Strong	Weak	Stupid	Clever	Thick
-------	--------	------	--------	--------	-------

The pair that is first ready will be the winner.  
The solution is checked.

### 18. Questions and Answers

Prepare a set of normal everyday question and another set of general answers. Shuffle the cards. Pupils work in pairs. One asks the first question on the card and the other answers whatever it says on his/her answer card. They can take turns in asking and answering. After the card sets have been shuffled, the game can start over a dozen times. You can download cards here:

<https://webenglish.se/links/speaking-7-9/questions-answers-ez/>

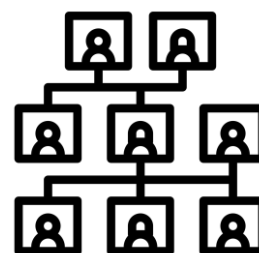
## 19. The Time

To learn to ask and say the time, make small cards with the picture of a clock at different times on each one. Give one card to each pupil. They pupils mingle in the classroom asking each other the time and telling it without showing their card. The correct answer is on the card.

To make the exercise one step more difficult, let the pupils change the cards with each other after every pair of questions.

## 20. My Family

Cut out pictures of ordinary people out of magazines. Let the pupils create their imaginative family tree with the help of the pictures. Ask them to plan a description of each family member, name, age, occupation etc. The pupils can mingle in the classroom and learn to know each other's new families or just discuss them in small groups. This imaginative family can later be a source of endless stories of what's happening to them.



## 21. Grocery Swap

Cut out pictures of groceries that the pupils know the names of from some magazines. Give each pupil 3-5 pictures and let them mingle in the classroom buying groceries from each other. Start by collecting some appropriate sentences that they might want to use on the board.