

The Oxford University Press
Teaching Workshop Series 2009
The Teacher's Tool Kit

Games: Engaging your Students in Active Learning

Marco Brazil

February 1, 2009

<http://smarkkidscircle.com>

Memo:

Life is not a spectator sport!

*Get your students and yourself involved in the learning process.
Play games in the classroom!*

Why play games with children?

1. Games are fun and children like to play them.
2. Games serve as way to reinforce the target language.
3. Games motivate children to speak in a foreign language.
4. Games have an educational value that goes beyond the foreign language lesson.
5. Drills tend to be more repetitive and teacher-centered.
Games tend to be more open-ended and student-centered activity.

**These games will need to be adopted to the teaching items you're teaching, and the abilities and interests of the children you teach!*

SNEAKY PEAK

Target Language (Q&A)

What's this?

What are these?

Is this (a book)?

Are these (pencils)?

Who's (this)?

Is he your (father)?

Is she your (mother)?

What does (he) do?

Is he (a doctor)?

What does (she) do?

Is she (a teacher)?

Who are they?

Are they (police officers)?

... and many more!

How to play

Prepare four (4) cards of various color. Punch a hole of different sizes on each card. Cover flashcards with these color cards. The children are to peep through the hole to identify the picture.



MUSICAL CHAIRS

Target Language (Q&A)

What's this?

What are these?

How many (books) are there?

I'm hungry!

What do you want?

Who's (he)?

Who are they?

What does (he) do?

What do they do?

... and many more!

How to play

Place chairs in a circle back-to-back facing outward. There should be one more players than chairs. When the music starts, all the children march in circle around the chairs. When the music stops, all the children find a chair and sit down as quickly as they can. The child left standing is out of the game and another chair is removed. The game continues until there is only one child and one chair left.



STONE BRIDGES

Target Language (Q&A)

Can you (swim)?

Can he (ride a bicycle)?

Can she (sing a song)?

What are you doing?

What's (he) doing?

What's (she) doing?

What are they doing?

Where are you going?

Where is (he) going?

Where is (she) going?

Where are they going?

... and many more!

How to play

Draw two vertical lines parallel to each other mark START and GOAL. Give enough space between the two lines and draw 'stone bridges' on it. Using magnets, attach the picture cards on each 'stone bridge'. Determine the order of play and give each player a counter (color magnet). Shuffle enough number of *noughts and crosses*, make two piles and place them upside down on the playing surface. The first player moves his *counter* to the *first stone*. Answers the question, and turns over a card from the pile. If the card shows a *nought* he moves his *counter* to the second *stone* and continue playing. But, if the card shows a *cross*, he stops playing and remain in the same *stone*. The aim is for the player to cross the *stone bridges* and reach the GOAL first.



HOT POTATO

Target Language (Q&A)

What do you have in your bag?

How many (books) do you have?

Do you have (a key) in your bag?

What is it?

... and many more!



How to play

Children stand in a circle and pass around a *beanbag* or a toy (hot potato).

Music is played, but when the music stops the one who is holding the *beanbag* must sit down. The game is played until there is only one child left standing.

FROGS IN THE POND

Target Language (Q&A)

What's that?

What are those?

Who's that?

Who's (he)?

Who's (she)?

Who are they?

Where are you going?

... and many more!

How to play

In random, lay picture cards on the floor (face down). Play fast beat music. Children hop in from card to card. When the music stop, children stop and remain where they are. They do rock-scissors-paper and do the Q & A. The aim is for children not to step on the floor or step on any identified cards. Children keep playing until all picture cards are identified.



FRUIT BASKET

Target Language (Q&A)

How's the weather?

What's the weather like?

What's for (breakfast)?

What do you want for (dinner)?

How do you feel?

... and many more!

How to play

Children are seated in a circle.

The *it* stands at the center, approach one of the player and ask the question (*How's the weather?*). If the answer is (*It's rainy!*), players remain seated. But, if the answer is (*It's sunny!*), everybody shouts (*Let's play!*), and exchange seats. The *it* must also grab a seat. Whoever will be left without a seat will be the next *it*.



ALPHABET RHYTHMIC GAME

Target Language

The Alphabet

How to play

Best tried when children start to gain some master over the alphabet.

In random, lay the alphabet cards on a playing surface (the floor). First player picks up letter *Aa*, say the letter and attach the card on the board. The second player picks up letter *Bb*, say the letter and attach the card on the board next to letter *Aa*. Next players do the same. The aim is for children to make a line of the alphabet from *Aa* to *Zz*. Once they're done, the children recite the alphabet. The teacher remove some letters from the line. The children start again saying the alphabet, but when they come to a missing letter, they should not say the missing letter, instead they should clap their hands.

