

ELEMENTARY AND JUNIOR HIGH SCHOOL GAMES

Simon Says

ACADEMIC LEVEL...	<ul style="list-style-type: none">● ES● JHS
GOOD FOR...	<ul style="list-style-type: none">● Warm-up activity, review of body parts
MATERIALS NEEDED...	<ul style="list-style-type: none">● No materials required
RULES	<ul style="list-style-type: none">● You act as "Simon," or you designate one person to act as Simon and the other players must do whatever Simon says, as long as the phrase "Simon says" comes before the command. If Simon does not say "Simon says" before the command, players are not supposed to follow the command. If a player does follow a command without a "Simon Says," that player is out of the game. You can add your own variations to the game. For example "Simon says touch your nose" students would then touch their nose. For higher grades you can add different actions, such as Simon says play baseball, or pick up your pens.

Q&A Row Game

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS
GOOD FOR...	<ul style="list-style-type: none">● Review of vocabulary, speaking and listening
MATERIALS NEEDED...	<ul style="list-style-type: none">● Prepared questions to ask students, preferably review from last class
RULES	(Also a great warm up activity!) All students stand up. Ask any question. Students raise their hand to answer. If the answer is correct, the student can choose "row" or "column" and all the other students in either that row or that column can sit down as well. Play until the whole class is sitting.

Relay Race

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS
GOOD FOR...	<ul style="list-style-type: none">● Vocabulary review, Warm-up
MATERIALS NEEDED...	<ul style="list-style-type: none">● Black Board
RULES	<ul style="list-style-type: none">● Split students into groups. Have each group line up at the back of the class or they can remain sitting as group members take turns going to the black board. One student from each group will run to the blackboard and write a vocabulary word. They then pass the chalk to the next student in their group and they have to write a word starting with the last letter of the previous word. You set a time limit and at the end count the amount of letters each group has. Counting each letter gives extra points to groups who used longer words.

Hang Man

ACADEMIC LEVEL...	<ul style="list-style-type: none">● ES● JHS
GOOD FOR...	<ul style="list-style-type: none">● Reviewing vocabulary
MATERIALS NEEDED...	<ul style="list-style-type: none">● Black Board
RULES	<ul style="list-style-type: none">● A Classic Game! Works well for JHS students; they love the challenge and will get very competitive about it. A little challenging with ES students but could work for higher level classes. Think of a word, preferably from vocabulary word from the text book. On the board make lines for the amount of letters in the word. Have students guess letters and if they guess a letter not in the word draw a part of the stickman. If you draw the entire stick man they lose. If you think hang man is too violent you could draw a man with a parachute. Erase a line from the parachute for every incorrect guess.

Musical Letter

ACADEMIC LEVEL...	<ul style="list-style-type: none">● ES● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Pronunciation and Speech practice
MATERIALS NEEDED...	<ul style="list-style-type: none">● Letter sized paper with a passage from the English textbook written on the letter.● CD player with music of your choice
RULES	<ul style="list-style-type: none">● Have students stand up. Play your favorite music and have the students pass a letter around. When you stop the music the student holding the letter has to read it aloud to the entire class. This works as a good warm up activity, gets the students excited and energized for the lesson.

Time Bomb

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS
GOOD FOR...	<ul style="list-style-type: none">● Practice Numbers
MATERIALS NEEDED...	<ul style="list-style-type: none">● No materials needed
RULES	<p>Split the class into small groups of 4 to 5 students. In their groups have them say numbers 1-13 in sequence. Students can say the numbers 1 2 or 3. The student that has to say the number 13 is kicked out. Keep going until there is only 1 winner left in each group. For example 1, 3, 2, 3, 2, 1, the next person would be eliminated!</p>

Janken Game!

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● ES
GOOD FOR...	<ul style="list-style-type: none"> ● Review of Vocabulary, grammar etc.
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Timer ● Small handouts or flashcards for students
RULES	<p>Let the kids listen to a short dialogue with you and the HRT. (e.g. “How are you?” “I’m happy.”). Have everyone repeat it a couple times, then start a timer (2-3 minutes). Students do the same dialogue with their classmates and afterwards play janken (rock-paper-scissors). You can use props to facilitate the exchange, like having the kids make name cards which they give away if they lose janken, or by having tiny picture cards (Students holding the card “happy” reply “I’m happy;” student holding the “hungry” card reply “I’m hungry.”). Many variations are possible.</p>

Key Word Game

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● ES
GOOD FOR...	<ul style="list-style-type: none"> ● Review of vocabulary and lesson material
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Students need one eraser per group
RULES	<p>Have the students make pairs (groups of 3 or 4 are OK). Have students face each other and place an eraser directly in between them. Present the “keyword” by showing the appropriate picture card. If you want to make it easy, say what the keyword is as well. If the students should already know the word well, make sure none of them say it out loud when you show them the picture card. Next, start saying other vocabulary words in English. When the students hear you say the keyword, they must grab eraser before their partner does. This game works very well with almost any English lesson being taught at ES.</p>

Missing Game

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● ES
GOOD FOR...	<ul style="list-style-type: none"> ● Review of vocabulary
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Picture cards from the Unit being taught
RULES	<p>This game is similar to the key word game and can also be used in almost any English lesson for ES students. Place a number of picture cards on the board and practice how to say them. Tell everyone to close their eyes (or “go to sleep”). Remove one or two picture cards from the board, and rearrange the rest. Have everyone open their eyes. Students must try to figure out which word went missing, and then raise their hand and answer in English. It is up to you whether or not to be strict in judging their pronunciation. Some words the students will REALLY struggle to remember, so after a half minute tell them it’s OK to answer in Japanese.</p>

Pair Search

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS
GOOD FOR...	<ul style="list-style-type: none">● Review of grammar points
MATERIALS NEEDED...	<ul style="list-style-type: none">● Printouts of certain words or conditions on pieces of paper
RULES	<p>Students search for another student under a certain set of conditions. When they find their match, they can sit down. For example, half the students are given a card or piece of paper with a schedule, and the other half is given a fake concert ticket for a certain day. The students with the ticket have to invite other students to the concert until they find someone who can accept. My favorite way of playing this game is to review grammar points from previous lessons. For example, one student would have the future tense and the other the present tense. They must find each other to sit down.</p>

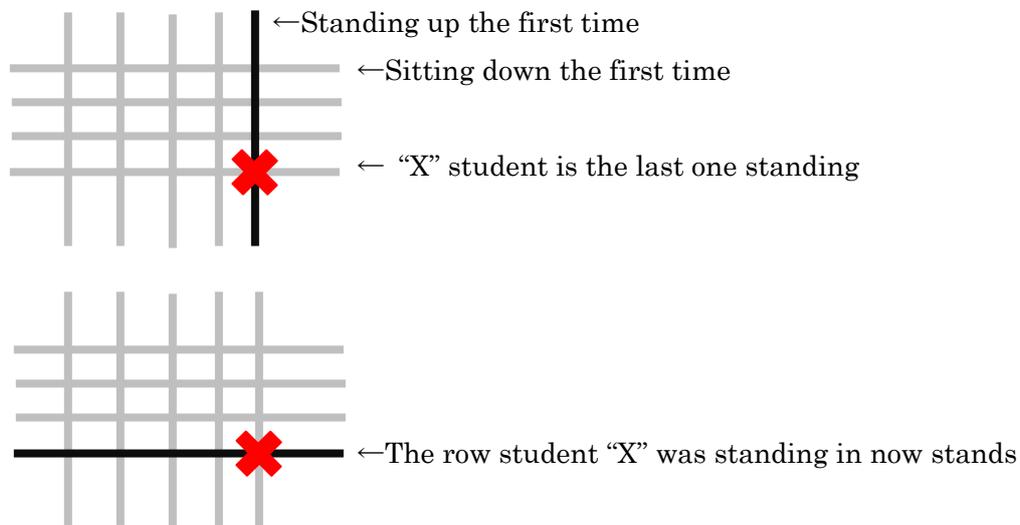
Fruits Basket

ACADEMIC LEVEL...	<ul style="list-style-type: none">● ES● JH
GOOD FOR...	<ul style="list-style-type: none">● Review of vocabulary, speaking and listening
MATERIALS NEEDED...	<ul style="list-style-type: none">● Picture cards for each student, small cut outs will work great
RULES	<p>This is one of the best games for ES students and also works well with JH students. Students sit in a circle with one student in the center. There is one less chair than the total number of students. Each student is given a card representing the vocab (usually I limit it to four different words so there aren't too few of each group). The student in the center says a word, and those with the corresponding cards get up and race to switch chairs while the student in the center tries to find a place of their own. Whoever is left standing at the end without a chair moves to the center and calls a new word. If the student says "color basket" (or fruit basket or whatever) then ALL students must stand and switch places.</p>

HIGH SCHOOL AND JUNIOR HIGH SCHOOL GAMES

CROSS-ROWS

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● JHS ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Reviewing vocabulary, grammar, etc.
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Any flashcards/questions you desire
RULES	<ul style="list-style-type: none"> ● Pick a row of students to stand up. Starting with a vertical line is recommended because most students can easily see what their classmates are doing and can understand what they must do if they didn't catch the explanation of the rules before. Students must volunteer to answer a question and answer correctly in order to sit down. When there is only one student left standing, the intersecting row that student is in must stand up and volunteer to answer questions, then answer correctly, before they can sit down again. Alternate between horizontal and vertical rows each time so that the last student standing from each row is still included in the next row that stands up.



BLACKBOARD FAN-SLAP

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● JHS ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Reviewing vocabulary, grammar, etc.
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● A blackboard or whiteboard to write the words on ● Chalk or whiteboard markers ● As many uchiwa fans as there are teams ● Any vocabulary word/phrase list you desire

RULES	<ul style="list-style-type: none"> ● Divide the blackboard into as many sections as there are teams. Write the same vocabulary words/phrases in each section, being careful to mix them around so they're not all in the same place. Divide students into teams and have them stand in a line. The first student in each line will hold the uchiwa and when the vocabulary word is called out (call out the Japanese word if you wrote English on the board; call out the English word if you wrote Japanese on the board), the first student to slap the correct vocabulary word on the board passes the fan to the next teammate and sits down. The other team(s) stay as they are. The first team with every member to sit down wins.
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PICTIONARY/GESTURES/TABOO

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● JHS ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Reviewing vocabulary, having fun
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Any flashcards/word list you desire
RULES	<ul style="list-style-type: none"> ● Standard Pictionary/Gestures/Taboo rules apply. <p>Once students are familiar with all of the games, they can be mixed together and students can draw from a hat to decide whether they will be drawing, acting out, or describing their secret word.</p>

ENGLISH KARUTA

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● JHS ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Reviewing vocabulary, reading skills, pronunciation, having fun
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● A set of English Karuta playing cards (one set of hint cards and one set of picture cards)
RULES	<ul style="list-style-type: none"> ● The picture cards are spread out so all students in the group (3-6 people per a group works best) can see all of the cards. One student reads a hint card and the first student to slap the correct corresponding picture card gets to keep it, earning one point. The student who read the hint card then passes the hint cards to another student who will read the next hints and thus proceed so that everyone has a fair chance to get points. The student with the most points (cards) at the end wins. ● Cards can be edited for the students' level and new vocabulary words can be added in as needed. New cards can easily be added once students become too accustomed to the cards in the deck.

GO-FISH

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Practicing “Do you have a...”/reviewing animal and color vocabulary
MATERIALS NEEDED...	<ul style="list-style-type: none">● A set of go-fish pair cards made with different colored cartoon animals (a blue penguin pair, a pink penguin pair, etc).
RULES	<ul style="list-style-type: none">● Standard Go-Fish rules apply. It may help to review the animals and colors before beginning the game.

BEACH BALL Q&A

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Practicing the interrogative form
MATERIALS NEEDED...	<ul style="list-style-type: none">● As many beach volleyballs as you have groups● A music player
RULES	<ul style="list-style-type: none">● Students are divided into groups and given a beach ball with questions corresponding to their level written on them (What is your favorite ice-cream? etc). When the music plays, students begin to toss the ball around their group. When the music stops, the student holding the ball must read and answer the question their right thumb is covering.

HOT POTATO

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Great as an ice-breaking game, but can be used to review grammar points as well
MATERIALS NEEDED...	<ul style="list-style-type: none">● A “hot potato” (any object you feel comfortable with the students throwing)● A music player
RULES	<ul style="list-style-type: none">● The students toss the hot potato around while the music plays and the student holding it when the music stops must stand up and do a self-introduction/answer a question/whatever .

BATTLESHIP

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Reviewing grammar/vocabulary
MATERIALS NEEDED...	<ul style="list-style-type: none">● Battleship board worksheets● A lot of patience for explaining the rules
RULES	<ul style="list-style-type: none">● Create a Battleship board with subjects/personal pronouns (I, you, he, Kumamon, etc) down the vertical side and predicates (eat 1000 pizzas everyday; be friends with Lady Gaga; etc) across the horizontal side. It's recommended to have at least a 5x5 game board (25 squares total). Students should draw their "boats" (using the Japanese word for a game piece, 「コマ」 [koma], would probably be easier for the students to understand) anywhere within the squares of the board game. They have two vertical pieces (one 2-square length and one 3-square length) and three horizontal pieces (one 4-square, one 3-square, and one 2-square length). The students should then try to find out where their partners' boats/pieces/koma are by picking a square on the board and making a sentence using the subject and predicate corresponding to that square. Depending on what grammar you're trying to review, students should conjugate the verbs so that they match the subject (From my examples above, the "Kumamon" subject and "be friends with Lady Gaga" predicate would be read as "Kumamon is friends with Lady Gaga").● Please see the following page for an example of a completed Battleship board.

ENEMY'S BOARD

	play soccer	be busy	be studying English	watch Sazae-san everyday	can eat 100 kitkats	listened to 女々しくて 1000 times	be not a ninja	do not like Kumamon
I								
You								
He								
She								
Sara								
We								
They								
Sara & Rilakkuma								

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MY BOARD

	play soccer	be busy	be studying English	watch Sazae-san everyday	can eat 100 kitkats	listened to 女々しくて 1000 times	be not a ninja	do not like Kumamon
I								
You								
He								
She								
Sara								
We								
They								
Sara & Rilakkuma								

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BATTLESHIP BOARD GAME EXAMPLE

QUIZ REVIEW GAMES

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Having fun while using English
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● Laptop that can be brought to the classroom ● A projector and the appropriate cables ● Basic powerpoint skillz ● White boards and markers for each team OR several sheets of paper for each team
RULES	<ul style="list-style-type: none"> ● Create a jeopardy-like board (ppt templates can be found all over the internet) with different categories (prepositions, articles, math problems, etc) and different point values for each question. Setting the values at 100 points for easy questions and 500 points for the hardest questions is recommended. <p>The first team selects a question and each team will write their answer. Correct teams get points. Incorrect teams get no points. The next team then selects a question and the game repeats.</p> <p>To spice things up, some questions can be designated as Double Point or Minus Point questions.</p> <p>Categories can be anything from spelling a difficult word, putting verbs into a certain tense, translating a sentence, or even math questions, world trivia or questions about Japanese history.</p>

THE PRICE IS RIGHT

ACADEMIC LEVEL...	<ul style="list-style-type: none"> ● JHS ● SHS
GOOD FOR...	<ul style="list-style-type: none"> ● Reviewing how to say numbers/count money
MATERIALS NEEDED...	<ul style="list-style-type: none"> ● A laptop that can be brought to class ● A projector and the appropriate cables ● Whiteboards and markers OR papers for the students to write their answers on
RULES	<ul style="list-style-type: none"> ● After a lesson about counting and money, put together a slideshow of different products the students would be familiar with (an LV bag, a Gucci wallet, a McDonald's set meal, a G-Shock watch, an iPhone, etc) and have the students guess the price. It's up to the ALT to choose which currency they should write it in. The team that guesses closest to the actual price without going over gets the point.

TRUE/FALSE QUIZ

ACADEMIC LEVEL...	<ul style="list-style-type: none">● SHS
GOOD FOR...	<ul style="list-style-type: none">● Having fun while using English
MATERIALS NEEDED...	<ul style="list-style-type: none">● Questions!
RULES	<ul style="list-style-type: none">● Divide the classroom in half and make one side the YES/TRUE/O side and the other half the NO/FALSE/X side. Ask students yes/no questions (or have them choose between two possible answers) and give them 10 seconds to move to the side they think is correct. Students who are wrong are out and must sit down. Students who are correct can still stay in the game. Repeat until one student remains.

TYPHOON

ACADEMIC LEVEL...	<ul style="list-style-type: none">● JHS● SHS
GOOD FOR...	<ul style="list-style-type: none">● Reviewing grammar/vocabulary; having fun using English
MATERIALS NEEDED...	<ul style="list-style-type: none">● A blackboard to draw the grid on● Questions
RULES	<ul style="list-style-type: none">● Draw a grid on the board with numbers going vertically and letters going horizontally. On a paper you hold, which students cannot see, there will be a copy of the grid with some squares marked as “typhoons” and some as points. Students, in teams, have a chance to answer a question. If they answer correctly, they receive 1 point and can choose a square on the grid. If the square they choose is a point, they receive an additional point. If it is a typhoon, they can send the typhoon to wipe out one of the opposing teams’ points. To spice things up, tornado squares (which wipe out the points of the team that chose it), volcano squares (which wipe out everyone’s points), and double point squares can be added.