

Classroom Games

R-Reading S-Speaking

L-Listening W-Writing

Some games to prepare you for lessons. Useful websites

- **Tools for Educators** (www.toolsforeducators.com) Make your own resources
- **MES-English** (www.mes-english.com) Lots of resources available to use and activity lists.
- **Englipedia** <http://jhsenglipediaproject.com> Many ALT made activities by textbook and chapter
- **Genki English** <http://genkienglish.net/teaching/games/> A website made by an ALT.
- **Planet Eigo** www.ajet.net/downloads/documents/planet-eigo/Planet-Eigo_Complete.pdf A book with activities, games and lesson plans for projects

Name	Type/ Minutes	How to play the game
Key Word Game	S, L	Students play in pairs and place an eraser between the them. When they hear the keyword the students try to take the eraser.
	5	
Lucky Card Game	S, L	Give student pair groups a deck of cards. Students use the lesson grammar point to collect cards and wait until the teacher calls the lucky card. The student with the lucky card wins.
	5	
Karuta	S, L	Place the deck of vocabulary cards on the table. Call out a vocabulary word and students have to try and take that card first.
	5	
Missing Game	S, L	Place several vocabulary cards on the blackboard and get the students to close their eyes. Take a few cards then ask the students which card is missing. Students get points for correctly saying which card is missing.
	10	
Super mega Janken	S, L	Divide the class into two teams then place the day's vocabulary flash cards in a row across the board. The first player of each team will begin saying each vocabulary word in turn and win. When the two players meet in the middle they play Rock-Scissors-Paper. The winner continues down the line. The loser goes to the back of their team's line and the next player on their team starts from the beginning. When the new player meets the winner of the previous round, they <i>jan ken</i> again, and so on. If a player wins enough rounds of <i>Jan Ken</i> to finish all the vocabulary, their team gets a point.
	5	
Bingo	S, L	A simple game. Students cross out the vocabulary when you call it out or you can get students to interview the grammar point and students will cross out the word if that was the opposing student's answer. You can play with a time limit and the student with most bingos win.
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Flyswatter Game	S, L	Each team is given one flyswatter and students try to hit the card on the board that is called out. Students can ask question like, "What color do you like?" Then the ALT answers, "I like BLUE." The children in the front with the flyswatters then run to the board and try to hit the blue card first to win.
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Sugoroku Game	S, L	Students have a game piece (usually an eraser) and dice. Students take turns rolling the dice and moving their pieces on the board. The goal is to be the first to reach the end. Add special spaces that allow for advancements or penalties like, "Go back to start," or "Move forward 3 spaces."
	15	
Tornado game	S, L	This is a fun review game. Draw a 4 x 4 grid and have a sheet of paper with the points and tornados and volcanos. Students select a box when they get a question right. If they select a box with points they get points. If they select the tornado that team loses all their points, if it is a volcano everyone loses points.
	50	
Bowling	S, L	Split students into teams of six or less, give teams three cups. Teams gets more cups for answering questions correctly. Students can choose to build the cup tower or destroy another team's tower. Highest tower wins.
	50	
Jeopardy	S, L, R	

	5	Another good review game. Make categories for the questions you will ask and ranging the difficulty from 100 to 400. If students get that question for the category and point they are awarded the points for their team.
Row game	S, L	Students in the first row stand up and sit down again once the student has answered a question right. When there is one student left standing in the row, the last student's vertical row stands up and the game continues until the teacher says stop
	10	
Puzzle game	S, R, L	Make an eight-piece puzzle set, students have to match the question with answer. The first team to make the puzzle wins.
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Hangman	S, L, R, W	Draw blank spaces for letters, students have to guess letters and guess the word. Instead of normal hangman you can draw a parachute with a man and take off each string, when the parachute loses all the strings the class loses.
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Shiritori	S, L, R, W	A popular game, start with one word then the next student has to think of another word starting with the last letter of the word the previous student said.
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Fruits Basket	S, L	Organise a set of chairs in a circle and have one less chair than the number of players. Then give all students a vocabulary card. One player starts in the middle and calls out a vocabulary word. All players with that card run in the circle and find a new seat. The next person in the middle calls out a word.
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Wheel of Fortune	S, L	Students answer questions and get points based on where the wheel of points spun.
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Guess Who	S, R, L	Students have to ask a series of questions based on that grammar point and have to guess their partners character.
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Hot Potato	S, L	Pass the ball or a toy around while the music is playing then students have to say the target sentence for the day.
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Simon Says	S, L	Students have to do what you say. If you say a command without Simon says in front of the command, the student is out of the game.
	5	
Pictionary	S, L	Draw a picture slowly and students have to guess what the word is.
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Oni tag/catch	S,L	Give students a card and when you say the key grammar point like "I like bananas" then it students with the banana card must run away and avoid being tagged. Keeping changing the card until all students are tagged.
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Battleship	S, L, R	The aim of the game is the sink all of your opponent's ships. Make a battle grid, the vertical side is the first part of the sentence or the horizontal is the second part. Students try hit each other's ship by guessing sentences. The player who sinks the most ships wins.
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Soccer game	S, L, R	Draw a field and two goals and place a magnetic ball in the middle and draw several lines to make the field into parts. The team that answers the question first answers gets closer to the goal. Include some super plays.
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Go fish	S, L	Give each group of 4-5 students a deck of cards (standard decks will work, or any custom deck with distinct sets of four similar cards). The point is to make sets of four cards by asking other players on their left for cards. Each player is dealt five cards and the remainder are spread out to form the pond. A player can only ask for a card they are already holding themselves. If the player asked has the desired card, he must surrender them all to the asker ("Here you go!"). The first player to get one set wins.
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Dengon game	S, L	Student teams pass a message like the lesson grammar point down the line. The last team member comes to the front to tell the teacher what they heard. If correct, they get points for their team.
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Twister	S, L	Place coloured circles around the floor and get students to start at various points in the around the circles. Give students a number so they can hear directions in an order. Directions are like blue circle right leg. Last student standing wins.
	30	