

ES Workshop Kumamoto Orientation 2017 – Roslyn

Humphreys

Game Ideas:

King or Queen of the Hill

Description:

This game can be used at any level with any class size. If you have a large class, it's best to split them into two or three. Place a chair (or more depending on how many groups you've made) on the opposite side of the classroom with the students facing the chairs. In between the students and the chairs, create levels by placing tape on the floor. Make the gaps about 60cm apart. The students stand behind the first line and use whatever English phrases they are learning, then they do junken, and the winner moves to the next stage. If they are at stage two, the loser must move back to stage one and so on. The winner is the person who makes it to the chair first. It's a great game for getting students to use lots of English in the classroom.

Materials needed:

You will need chairs and tape. That's it. Oh, you can also have a bell if you'd like but it's not crucial.

How to play:

1. Make sure all the students are standing on one side of the room behind the first line of tape.
2. Ask the students to make pairs
3. Do a demonstration with the homeroom teacher or JTE, so the children can understand the game.
4. Once everyone understands, do a count down and then shout, "Go!"
5. The students must then use whatever English phrases you are teaching them and play junken.

6. The winners move up to the next stages and continue playing with each other, while the losers make new pairs and keep trying to progress up the levels.
7. Teachers will need to be very active in the game to make sure the students are using the correct phrases and aren't cheating.
8. We usually have a bell on the chairs, so the winner can ring it as soon as they get there and the group knows they can stop playing. Once this happens, everyone in the group must sit down and wait for the other groups to finish.
9. In the meantime, you can tell the first group to clap their hands for the new king or queen. Then get the students to ask the winner if they can play one more time (they must ask in English). The king or queen always says yes, so then you can play the game again.

Example Dialogue:

Target phrase is “Do you have...?” “Yes, I do.” “No, I don’t”. Assume for this example, you have taught them vocabulary for things around the house, clothing, and things in the classroom. This will be a Grade 4 or 5 lesson. If you have a small school or an advanced one, you could do this at Grade 3. Teach the children to say “yay” when they win and “Oh, no!” when they lose, or whatever phrase you’d like to teach them.

Student 1: Hello
Student 2: Hello
Student 1: My name is Yuito.
Student 2: My name is Yuna.
Student 1: Do you have a blue t-shirt?
Student 2: Yes, I do. Do you have a pink bag?
Student 1: No, I don't.
Student 1 and 2: Rock, Scissors, Paper... One, Two, Three.
Student 1: Yay!
Student 2: Oh, no! (folds newspaper in half)

Both students find new partners and repeat until time is up.