

JHS and ES Classroom Games & Activities

MORE ADVANCED GAMES JHS

Battleships – Can be a short or long game. Played in pairs to *practice grammar points*. Each square on the 1st row has the first half of a sentence. Each square on the 1st column has the second half of that sentence. Each student draws ships and finds out their partner's ships by making a sentence. E.g. one student says "You have/a CD." The other student answers "Yes" if there is a ship and "No" if there is no ship.

Jeopardy/Quiz – A long game *great for review*. It's played in groups. The jeopardy template can be downloaded online and then filled out depending on the material being reviewed. There are categories and each category has points. A team chooses a category and the amount of points. Then, all teams have ± 1 minute, depending on the question, to answer on a whiteboard or paper. Teams with correct answers get points.

Mastermind – Quick game to *practice grammar points*. Make a grid with a sentence and possible alternatives by changing the subject or the complement. Students play in pairs. Student A writes a sentence using different alternatives. Student B has 10 chances to guess the correct sentence. After each guess, student A tells student B how many words are correct.

This		a picture.
That	is	a table.
It		a dog.

Find someone who... – Quick game to *practice grammar points*. Make a worksheet with many "Find someone who..." sentences. Students go around the class and talk to many students to find a person that fits the "Find someone who..." sentence. Practice: "Do you like/play/have..."/"Have you been..."/"Did you ..."

Information Gap – A medium length game. Played in pairs to *practice grammar points such as describing a room, weather or people doing activities, and giving directions*. One student has some information and the partner has some missing information. They take turns to ask questions and to get all information. E.g. students give directions to a place on a map.

Speed tapping – A long game *great for review*. Students play in teams and one person from each team compete at a time. Place an object in the front and ask a question. Students have to tap/grab the object quickly to get the right to answer. Then, rotate members from each team.

WELL-KNOWN JAPANESE CLASSROOM GAMES

Keyword game (aka Eraser/Keshigomu game) – *Good for repeating new vocab/target sentences*. Played in pairs. Put flashcards on the board. Draw a box around one flashcard. This is the "keyword". Pairs put one eraser between them and their hands on their head. Teacher says a word on the flashcard, students repeat. When the teacher says the "keyword", students try to grab the eraser first! Change the keyword, and play again. **Alternative version:** There is no keyword decided at first. Students repeat the words on the flashcard that the teacher is pointing at. If the teacher says the wrong word, then students grab the eraser.

Row game – *Quick game for review*. All students stand up. The ALT asks a question and students raise their hands to answer. If they answer correctly, they say "horizontal", "vertical" or "diagonal". Then students in that row sit down. Next, JTE ask a question, and so on.

Missing game – Good for memorizing new words/review.

ES Arrange flashcards on the board. All students close their eyes, then the teacher removes 1 flashcard. Students guess what is missing. Start easy, and make it harder (by taking multiple cards, mixing cards, and/or adding more cards).

Karuta – Good for listening and recognizing new words. Students

ES play in pairs or groups. Hand out 1 set of cards (alphabet/new vocab) to students and lay them face up on the table. Teacher says a word, and students try to slap the card. If they slap the correct card first, then they keep it and count points later. More English: Get students to say the word when they slap, or all students ask a target question to the teacher and the answer is the word that they slap.

Tons of games here ↓↓↓↓↓↓

Englipedia (ES & JHS games):

www.englipedia.co/www.englipedia.net/Pages/default.html

Kumamoto JET (ES & JHS games / Hi, Friends! lesson plans):

kumamotojet.com/mw/index.php?title=Main_Page

Akita JET (ES & JHS games/ Hi, Friends! lesson plans):

akitajet.com/wiki/Teaching_resources

ALT wiki (ES & JHS games): www.altwiki.net

Past Kumamoto Orientation materials:

kumamotojet.com/shin/index.php/kumamoto-orientation/

WELL-KNOWN WESTERN GAMES (Google the rules)

Fruit basket (Ideal for grades 3 and 4) – I prefer the version where one student is in the middle and they say the “fruit”,

ES then find a chair and leave one student in the middle again. Can be used to review weather (sunny, cloudy, rainy, snowy, TYPHOON), colors (green, purple, orange, RAINBOW), days... More English: All students ask a question: “How’s the weather?” and middle student answers: “It’s rainy!”.

ES **Simon says (aka Let’s game)** – Instead of saying “Simon says”, say “Please” or “Let’s” if students should do the action.

ES/JHS **Broken telephone (dengon game)** – Use simple sentences in ES or more complex sentences in JHS.

ES/JHS **Bingo** – Good to practice vocab/ target questions. Hand out an empty bingo card to students and show them flashcards on the board. They fill it in randomly using pictures/Japanese or English words. This is much easier than creating different cards each class. Ideal for themed occasions- Christmas/Halloween Bingo!

ES/JHS **Pictionary & mime (aka charades)** – Quick game for vocabulary practice. Combine the two games for more fun. On the first turn, one student draws a picture on the board. On the next turn, another student mimes, and so on.

QUICK AND EASY GAMES

ES **How many Janken** – Good to practice 1,2,3..., 1st,2nd,3rd..., days of week, months. Instead of playing Rock Scissors Paper, you chant “how many, how many, 1,2,3” and each player holds out 0, 1, 2, 3, 4, or 5 fingers. The players add up all the fingers and first person to shout the total wins.

ES **Who am I? Quiz** – Good to practice specific grammar. Students write 3 sentences about themselves/character (I like/am/play... He is/likes). Collect the papers and read one. Students guess who wrote it.

ES/JHS **Chain/linking game (aka Shiritori)** – Students find a word that starts with last letter of the last word. Cat-Ten-Near-Radio...

And remember, AN EXAMPLE IS WORTH A THOUSAND EXPLANATIONS.