Games

Battle ship: Students make pairs and write 10 circles in the upper section of the game board. They will then take turns asking yes/no based on the grammar that you choose to use.

In the lower half of the game board they will write Xs if the answer is no and Os if the answer is yes. They will do this until they have found all 10 of their partners circles.

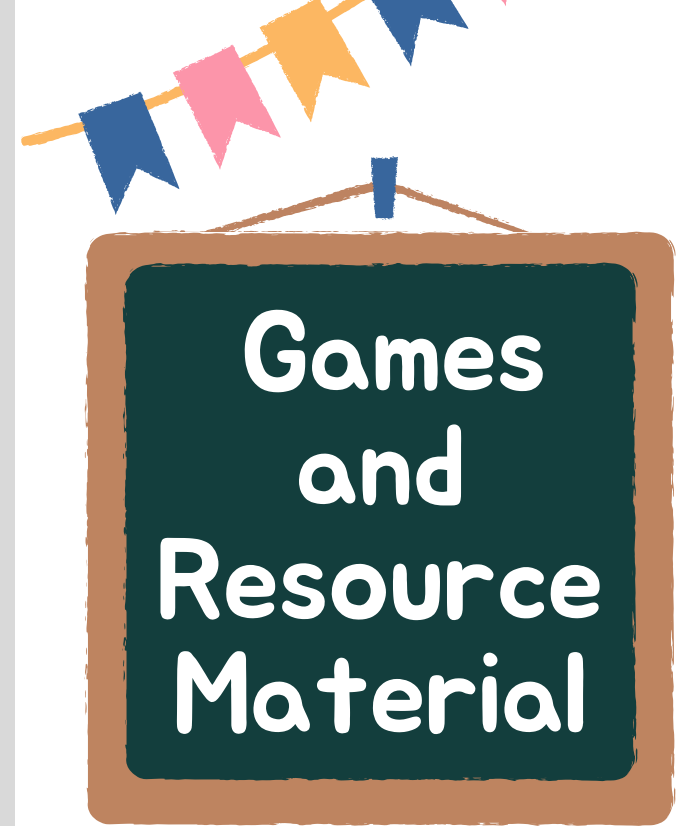This can possibly take up to a class period to play.

Sugoroku: Standard board game that can be made in different themes and is really flexible. The larger you make the board game the longer kids can play and practice the target grammar point.

RESOURCES

ALTopedia.net
Canva.com

Other ALTs

QR CODE

Games and Resource Material

Heads up 7 up: 7 students stand at the front with pictures of the vocabulary words. Those kids are "It." The other students will lay their head down on the desk and put their thumbs up, the It students will each tap one person and those students will put their thumb down. Once everyone is selected the ALT will say "Heads up 7 up" and the students will raise their heads and the 7 picked will stand up. Those who were picked will guess from the front of the room which students selected them.

This is where you can include grammar to practice more English

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Categories: A game that requires very little prep. Split the students into groups and write a category on the board (animals, colors, etc.). Have them write down words associated with that category during a set time limit. After, have them say the words and any group with the same word should cross it out. Once that is done the group with the most words left win.

Heads up: Prior to class grammar or vocabulary cards should be made. These cards will then be held on the students head like the classic game. The students will work in pairs and their partner will gesture to help them figure out the vocabulary word on their head. As the students answer and get them correct have them come up and switch out cards with the teacher. Tell them to keep track of their own points and do this as many times as they can in a set amount of time.

Grammar can also be included for this game.

Snakes and Lilies: Board game that has a start and finish and works very much like snakes and ladders. The kids use erasers as their playing pieces and dice for their rolls. They can skip spaces by hopping across lily pads and they have to go back spaces when they land on a snake.

This is also another versatile game that can be used to study grammar or vocabulary based on how you would like it to be.

Survival Game: A game the whole class plays together. This is generally for a little bit more difficult grammar where you can replace two or more things in the sentence. The worksheet will be made into a table where there are around 15 or more possible sentences to make. The kids will write 5 circles in the table any where they choose. Once the kids are done they will stand up and one student at a time will start to read off sentences in any order. When those sentences are read they need to put an X in the table so they know its been read. The objective of the game is to have a circle in the last box that has not been read off. Those whose circles have all be Xed out will sit down, and those left standing will be the winners.

Last one standing: Students pick out 4 cards each and stand up. ALT will call out cards similar to karuta. The goal is to be the last one to have all their cards called out and sit down.

Can also be changed to the people who sit down first win.