

Kids games – by Rob Snell

1. **flashcards** – kids mime, say word, colour describe, letter, spell, sound – student at front says the word
2. **tic tac toe** – x/o in box after getting question right
3. **hangman** – lexis learnt in class
4. **racing** across the board team move closer to finishing line after getting a question right (themed to topic of class)
5. **fly swat**- lexis on board – students swat the word that is heard (if you forget the fly swat – Ss can just circle the word) – Teacher can make it more difficult by giving definition of word not saying it. – Can also let Ss call out the word for the teams.
6. **Simon says** – great for verbs, also hobbies
7. **target on the board** - ask a question to the Ss related to the lexis or structures of the class. If they get it right – can throw a piece of paper/ball at the target to get points.
8. **Chinese whispers** – try out the structures you want to cover at the start of the class. The success level will give you an indication of the class' ability in this area
9. **Musical ball/fly swat/ anything** - play some music (mobile phone), when the music stops, that student answers a question related to the language in the lessons.
10. **Memory games** - I like playing basketball. – next Ss – I like playing basketball and football. – next Ss – I like playing basketball, football and tennis. ---can be adapted to fit almost any lexical group.
11. **Cheese boxes** – draw a grid of dots on the board. As each team gets a answer correct they can draw a line between 2 dots. After they get four correct they can make a box. Label the box after the team. The game finishes when all the boxes are full. The team with the most boxes wins.
12. **Charades** – it's a classic, - write the lexis from the class on bits of paper. Ss mime the words to their teammates. Give points to the teams for guessing correctly.
13. **Pictionary** – draw the word on the board instead of miming
14. **Snakes & ladders** – draw big snake on board. draw a grid around the snake and then number the boxes. prepare some dice. a member of each team takes it in turns to roll the dice and then answer a question. If they are correct they stay in the same place.