



Co-funded by the
Erasmus+ Programme
of the European Union



Erasmus+



Language games



Quick Five

a language game by the Polish team

Game rules:










1. The players divide into 2 groups.
2. The groups play in turns.
3. The teacher starts the time. One of the students chooses a card and tells his/her group the name of the category. Then starts miming/drawing/describing the listed words.
4. The group guesses the words. The time stops when all the five words are guessed or the group decide to quit.
5. The group who was faster wins.










The cards can be of course used in lots of different ways. It's all about our great ideas :)










Enjoy your game!












Co-funded by the
Erasmus+ Programme
of the European Union

<p>Bathroom</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Towel ● Shower ● Bath ● Soap ● Mirror 	<p>Comic shop</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Comic ● Posters ● Gadgets ● Books ● Games 	<p>Kitchen</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Kettle ● Fridge ● Sink ● Freezer ● Cooker
<p>Classroom</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Teachers ● Board ● Chairs ● Posters ● Maps 	<p>Computer room</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Computers ● Projector ● Interactive board ● Keyboard ● Cables 	<p>Supermarket</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Toys ● Games ● Food ● Furniture ● Drinks
<p>Computer shop</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Smartphone ● Notebook ● TV ● Headphones ● Keyboard 	<p>Baker's</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Bread ● Cake ● Baguette ● Oven ● Sweet rolls 	<p>Butcher's</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Sausages ● Freezers ● Pork ● Beef ● Chicken

<p>ZOO</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Lion ● Tiger ● Parrot ● Bear ● Crocodile 	<p>Living room</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● TV ● Window ● Sofa ● Carpet ● Coffe Table 	<p>Bedroom</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Bed ● Shelf ● Desk ● Window ● Wardrobe
<p>Library</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Books ● Bookshelf ● Desk ● Documents ● Chair 	<p>Basement</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Shelf ● Padlock ● Jars ● Potatoes ● Bike 	<p>Cafe</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Coffee ● Ice cream ● Cakes ● Tea ● Cup
<p>Cinema</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Popcorn ● Big screen ● Ticket ● Films ● Darkness 	<p>Museum</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Silence ● Monument ● Guide ● Ticket ● Souvenir 	<p>Shopping mall</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Shops ● Restaurant ● Toilet ● Decorations ● People

<p>Park</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Grass ● Tree ● Bench ● Flowers ● Fountain 	<p>Pet shop</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Animals ● Toys ● Food ● Leashes ● Frisbee 	<p>Amusement park</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Cotton candy ● Games ● Shops ● Ticket ● Fun
<p>Tuck shop</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Notebooks ● People ● Money ● Food ● Water 	<p>Canteen</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Food ● Chairs ● Table ● People ● Children 	<p>School corridor</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Teachers ● Childrens ● Toilets ● Clasroom ● decoration
<p>Playground</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Swing ● Slide ● Sandpit ● Carousel ● Climbing 	<p>Bookshop</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Book ● Table ● Dictionary ● Chair ● Comics 	<p>Dining room</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Table ● Chair ● Candle ● Tablecloth ● Plate

<p>Gym</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Weights ● Muscles ● Exercise ● Fitness ● Stepper 	<p>Newsagent's</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Newspaper ● Magazine ● Bus Tickets ● Crossword ● Battery 	<p>Fishmonger's</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Trout ● Shark ● Salmon ● Cod ● Tuna
<p>Beach</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Ball ● Towel ● Sunglasses ● Swimsuit ● Umbrella 	<p>Desert</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Palm tree ● Sun ● Oasis ● Camel ● Cactus 	<p>Restaurant</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Forks ● Menu ● Plates ● Chef ● Knives
<p>Garden</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Hedge ● Rose ● Carrot ● Apple ● Beetroot 	<p>Forest</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Deer ● Pine ● Blueberry ● Mushroom ● Bush 	<p>Farm</p>  <p>Co-funded by the Erasmus+ Programme of the European Union</p> <ul style="list-style-type: none"> ● Cow ● Horse ● Pig ● Hen ● Duck

WORD HUNTING GAME

1. The players are divided into two.
 2. The pictures of the words are sticked to the board equally.
 3. Each player will have a flyswatter.
 4. Each player will have 30 seconds to choose a word from the word box and catch the correct picture on the board.
 5. The group who gets the highest point will be the winner.
- This game can also be played differently. For example; the players choose a word from the box and try to stick the word under the correct Picture.

Story Cubes

It can be arranged in many ways, depending on the lessons and what we want to practice.

1. Students cut the cube grid themselves and draw a picture on each side. They can be any or specified. It depends on the teacher and the lesson. Building cubes already gives students a lot of satisfaction. The cubes can also be made on ready cubes made of plastic or wood.

In a foreign language class, you can use the game in the following ways, for example

- **CREATING A STORY** - students work in groups (4 people). Each student in turn throws a cube or cubes and arranges a sentence with the drawn picture. The next person does the same, but must take care of the causal relationship. One person from the group records all statements. Finally, they improve style, spelling and punctuation together. Ready stories can be exchanged between groups to check each other's work.

The same exercise can be done as an exercise for spontaneous speaking (without writing). The teacher can add additional elements, such as cube with time, type of sentence (affirmative, negative, questioning, imperative).

- **ADJECTIVES** - the students draw up phrases, or adjectives, for randomly drawn pictures that are nouns.

- **SYNONYMS AND ANTONYMS** - the students look for as many synonyms or antonyms as possible to the drawn symbol.

You can add an element of competition here, for example, specify the time to enter words.

Enjoy!



Co-funded by the
Erasmus+ Programme
of the European Union

Pass it on

It's a great exercise for improving the ability to create sentences.

Game rules:

1. Each student has a blank card.
2. One of the students gives the beginning of a question, for example WHEN, WHO, WHY...
3. Everyone writes a question on their pages. Then the students fold the card to cover the question and pass it on.
4. Students write an answer on the card they got without seeing the question. They fold the page again and give it away.

The game is over when the card is full.

At the end, students read questions and answers that are usually very funny.

It is important that the questions and answers are extensive and imaginative.

If students have a problem with the order of sentences, at the beginning of the game you can recall the rules of building sentences, or narrow the subject of questions.

Enjoy!



Co-funded by the
Erasmus+ Programme
of the European Union

Language game:

TIC TAC TOE (NOUGHTS AND CROSSES) AS A WHOLE CLASS ACTIVITY

You need to draw a grid with at least 8-10 columns on the board (or you prepare a projection on the Smartboard). Number the columns like this:

								X	
							X	O	
						X	O	X	
			X		X	O	O	O	X
1	2	3	4	5	6	7	8	9	10

On the other side of the board the teacher prepares categories for each number (or you can give a handout to the students), for instance:

1 – Animals

2 – Food

3 – Irregular verbs

4 – School subjects, etc...

Categories depend on student level.

The class is divided into two teams. Team A calls a number (for example: number 4). The teacher gives them a task, for example: What subject do I teach? Where do you learn about World War 2?... If they can answer the question, they can write a NOUGHT or a CROSS in the appropriate place or the teacher does it, respectively. Then team B calls a number and so on...

It is important for the teams to have a strategy how to build their line of symbols and to answer the questions correctly.

The winning team is the one that can build a line of 4 symbols (noughts or crosses). The symbols can go horizontally, vertically or diagonally (look at the example above).

Language game:

HOT SEAT

A game for revising vocabulary.

Split the class into two teams. The students are facing the board. Put two empty chairs in the front (facing the class). These chairs are called 'hot seats'.

One member from each team sits in the hot chair. The teacher writes a word on the board (the pupils in the hot seat cannot see it, because they've got their backs towards the board). The students all attempt to describe the word – they can use synonyms, definitions etc. They aren't allowed to mime or make sounds.

The students in the hot seats try to guess the word. The one that makes the correct guess, wins a point for his or her team. Then the students in the hot seat change.

You can continue to a certain number of points. For instance, whichever team scores 10 points first is the winner.