

These games can be played as part of a lesson, or as part of the English Language Society activities. I have used them all in my classes and have found them to be successful in giving enjoyment and providing language practice. They can help to create interest in English and produce a better atmosphere in class, where pupils won't be so shy of using English.

### 1. Where does the wind blow?

To practise: Present Participle (e.g. those wearing); blows/does .... blow?

- i) The players are seated in a circle, with one player as 'IT' standing in the centre. There are enough chairs for the players seated, but no chair for 'IT'.
- ii) The players in the circle then ask in chorus, 'Where does the wind blow?' three times.
- iii) 'IT' then answers. For example: 'The wind blows to those wearing white socks.'
- iv) At this, all those wearing white socks must quickly exchange places with each other, and 'IT' also attempts to get one of the vacant chairs. The player that fails to get a seat becomes 'IT'.

Variants:

- i) When 'IT' says, 'The wind blows everywhere', all players change seats.
- ii) If a player becomes 'IT' twice/three times, he has to pay a forfeit.

### 2. Pang Ping Pong

To practise numbers.

- i) The players are divided into groups of three, and each group is numbered. The first player in the group is Pang, the second is Ping and the third is Pong.

- ii) The three players have to call out their names in quick succession; but the third one has to say a number as well. For example: 'Pong 6'
- iii) On hearing this, the three players in group 6 say, 'Pang', 'Ping' and 'Pong' and a number, in turn.

- iv) Then the group whose number has been called out takes up the chant, with their Pong adding another number, and so on.

In order for this game to work well, a rhythm for calling out the names and numbers will have to be established by doing some initial chorus work. If a group makes a mistake three times, it has to pay a forfeit.

### Examples of Forfeits

1. Recite the alphabet.
2. Sing the National Anthem.
3. Sing a lullaby.
4. Cry like a baby.
5. Smile, don't laugh.
6. Make a sad face.
7. Show anger/surprise/shock, etc.
8. Hold a pencil and sing to it.
9. Introduce yourself.
10. Demonstrate how you wake up/brush your teeth/sleep, etc.
11. Say five complimentary things about yourself.
12. Pay a compliment to five people in class.
13. Give five reasons why girls/boys admire you.
14. Answer truthfully a question asked by one of the class.
15. Act a typist/pianist/doctor/VIP/warrior, etc.
16. Find someone who watched T.V. last night/-went to J.B./played volleyball/ate curry.

### 3. Categories — A Game for Vocabulary Practice

To revise vocabulary by using categories. This game is adaptable to any level; also suitable for

classes of mixed ability – the weaker pupils can learn from the better ones.

- i) Each pupil draws a table with six compartments. The first compartment is left blank, while the rest of the compartments are named, 'Countries', 'Towns', 'Animals', 'Fruits' and 'Objects', respectively, (See right.)
- ii) When the players are ready, the teacher calls out a letter of the alphabet, and this letter is written in the first compartment. The pupils are then given two minutes to fill the table with the name of a country, town, etc. After that they are given another letter.
- iii) At the end of the game the tables are marked as follows: one mark is given for a correct answer, and another mark is given if the ans-

wer is not a common one. The common-ness and rareness of a word is decided by how many pupils choose it.

	Countries	Towns	Animals	Fruits	Objects
C	Canada	Canberra	Cat		Chair
S	Sweden	Santiago	Snake	Strawberry	Stapler

- iv) The teacher will be able to change the headings to suit the class or the need to concentrate on a particular topic. If the game is played fairly regularly, pupils will make an effort to remember new words for future use.



## JUST SITTING AROUND?



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