

RULES

Dialogues and Pictures

Divide the class into four groups.

Give each group a set of cards. Each set has four cards.

Notice that there is a sentence on each card, and the sentences form a dialogue.

There are also four boards, each containing a picture that represents the dialogue for each set of cards. These boards should remain on your desk.

The groups should play the game in the following way:

The students in each group should arrange the sentences in the correct order to form a dialogue.

After forming the dialogue, the teacher should check to see if the dialogue is correct. If it is correct, the group should go to the teacher's desk and choose the board that has the picture which represents the dialogue they have formed.

The group that first finishes forming the dialogue and selects the corresponding board is the winner.

Find the Answer

Divide the class into four groups.

Have each group sit in a circle.

Give each group a board and a set of cards. Each set has ten cards.

The groups should play the game in the following way:

Place the cards facedown in a pile.

Select a student to begin the game.

This student is to pick up the card on the top of the pile, read the question on it, look at the board, and answer the question according to the picture on the board.

If the student is able to answer the question, he/she keeps the card.

The teacher should check to make sure that the answer is correct.

If the student is not able to answer the question, he/she puts the card on the bottom of the pile. Then, it's another student's turn to pick up a card and try to answer the question.

The student with the most cards is the winner.

Spot the 5 Differences

Divide the class into four groups.

Have each group sit in a circle.

Give each group a board and a sheet of paper.

The groups should play the game in the following way:

The students should compare the pictures and spot what is different in the picture on the right.

On the sheet of paper, each group should list the differences.

The teacher should check to make sure that each group has spotted the right differences and has written them correctly.

The group that first finishes writing the differences is the winner.

Examples of sentences that may be written:

The boy is dark-haired.

The shirt is gray.

The building is yellow.

The girl is sad.

It's nine-fifteen.

Bingo

Pass out one playing card and eight chips to each player.

Start the game. Pick one calling card at a time. Call out the word on it.

The player who has the word that has been called out should put a chip on it.

Keep playing until someone calls out BINGO.

To call out BINGO, a player has to have chips on all squares on the playing card.

Check the playing card and the calling cards. If they match, you have a winner.

If they don't match, keep playing until someone has BINGO.

Reshuffle the calling cards, have the players exchange playing cards and start a new game.