

## Games ideas for using telc's online English Practice Material (B1-B2) in class.

TASK	HOW TO	EXAMPLE MODULE
Using images	<p><b>Kim's Game:</b> traditionally used to develop memory and observation skills. Look at the image for one minute. Do not take notes. When the time is up, list the objects/ things you saw in the picture. How many can you remember?</p> <p><b>What's happening?:</b> Look at the picture and list the activities that are in process. Try to think of different verbs you could use to describe the same action, ie. They are smiling, grinning...</p>	<p>Office vocab: Expectation 1</p> <p>Socialising: Acceptance 8</p> <p>House/home: Expectation 4 Holidays: Expectation 8 Hospital: Sadness 1</p>
Vocal responses	<p><b>Odd one out:</b> Which word doesn't fit? <b>Matching:</b> audio, pictures, headlines, quotes etc Small group: First to shout out answer, gets a point. Alternatively, first to stand up, gets to answer.</p>	<p>Expectation 3 Expectation 4 Optimism 6</p>
Cards/ Pages	<p><b>Categorising:</b> Students have 2 pieces of paper. Adjective and Adverb etc depending on what the categories are. The words or sentences appear and students hold up the appropriate response card. The teacher can award students points for every correct answer. Keep score on the board, or hand out tokens or playing cards to students. At the end of the task or lesson students count their tokens/playing cards.</p> <p><b>3 Categories:</b> Label A, B, C. Students have 3 cards, with A, B or C written on each.</p>	<p>Gratitude 2 (Adjectives or adverbs)</p> <p>Friendliness 1 (collocations)</p>
Hand signals	<p>Multiple choice or True and False Questions Example - A: hands up, B: hands on head, C: hands on hips</p>	<p>Friendliness 3.3</p>
Pen & paper	<p><b>Order the words.</b> Set a time limit. Number the pictures if necessary. Students work alone or in pairs to create a list of the words in the right order. When finished everyone stands up. Teacher gives answers, one by one. Those who make a mistake, must sit down. Last one standing is the 'winner'. 'If your first word is not 'REWARDING' sit down. If your second word is not 'RECOGNISED', sit down.'</p>	<p>Expectation 3.2 Acceptance 7</p>
Moving around classroom	<p><b>Quiz / Multiple choice</b> Decide which part of the room is zone A, B and C. Students read questions, choose the answer that best suits them and move to that zone. The answer/zone with the most students in it, is the answer that is chosen. Repeat with all questions. See what feedback is given.</p>	<p>Disappointment 4 Pessimism 3</p>
Race/ Moving	<p>Define track, i.e. from one wall to the other, or use masking tape to create a finish line. Students take one step forward for every right answer. Use mini whiteboards / dry erase boards for open answers or cards (A, B, C / yes, no) for multiple choice. Students read the question and write their answer on their mini board. All show their answers. Those who were right, move one step forward.</p>	<p>Expectation 3 Acceptance 4</p>