

ESL
Kid Stuff



50 SUPER SIMPLE

Vocabulary
Games & Activities

for ESL kids teachers

Contents

	Game / Activity	Age	Themes	Page
1.	Action charades	7-12	actions, verbs, adverbs	3
2.	Animals Walk	3-7	animals	5
3.	Balloon fun	3-12	all	6
4.	Bang!	7-12	all	8
5.	Bet you can't	7-12	can for ability	9
6.	Blindfold Course	7-12	directions	10
7.	Blindfold Guess	5-12	all	11
8.	Body touch	3-7	parts of the body	12
9.	Classroom picture stick	5-7	colors, stationery, furniture, classroom objects	13
10.	Colored lines	3-5	colors	15
11.	Emotional faces draw	5-7	emotions/feelings, face	16
12.	Family photos	7-12	family adjectives, describing people, clothing	18
13.	Favorite / Least favorite throw	7-12	favorites, likes & dislikes	19
14.	Feel in the box	3-7	fruit, vegetables, stationary, shapes, animals	20
15.	Fish	7-12	all	21
16.	Flashcard exercises	3-7	all	22
17.	Flashcards washing line	5-12	all	23
18.	Fruit tasting	3-7	fruit, food, drink	24
19.	Funny body collaborative drawings	5-12	parts of body, adjectives	25
20.	Guess the teacher's drawing	3-12	all	27
21.	Guess who	7-12	describing people, adjectives	28
22.	Hide and find	3-5	all	29
23.	Jobs Brainstorm	7-12	jobs, superlatives	30
24.	Jobs rock, paper, scissors	5-12	jobs	31
25.	Large number games	7-12	large numbers	32
26.	Magazine cut and paste	7-12	all	34
27.	Marching chant	7-12	numbers, ordinal numbers, days of the week, months of the year, alphabet	36
28.	Meal Routines Throw	7-12	adverbs of frequency, food	37
29.	Musical circle touch	3-5	all	38
30.	Musical pass	3-7	all	39
31.	Object swap	5-12	stationery, food, colors, toys, animals, classroom objects, clothing	40

Game / Activity	Age	Themes	Page
32. Past tense slap	7-12	past tense verbs	41
33. Play doh fun	3-5	shapes, animals, food, clothes	42
34. Poster color/letter touch	3-12	colors, alphabet	43
35. Preposition Treasure Hunt	7-12	prepositions of location, asking yes/no questions	44
36. Put the objects on the flashcards	3-5	stationery, food, colors, toys, animals, classroom objects	45
37. Rope games	3-12	directions, all	46
38. Simple flashcard games	3-12	all	48
39. Spin the bottle	5-12	all	50
40. Teacher says	5-12	actions, verbs, adverbs	51
41. Three truths and a lie	7-12	daily routines, pets, verbs (different tenses), food, time expressions	52
42. Train ride	7-12	numbers, ordinal numbers, days of the week, months of the year, alphabet	53
43. Vocabulary airplane competition	7-12	all	55
44. Vocabulary basketball	7-12	all	56
45. Vocabulary pictionary	7-12	all	57
46. What animal am I?	3-5	animals	59
47. What's missing?	5-12	stationery, food, colors, toys, animals, classroom objects, clothing	60
48. What's in the bag?	3-7	food, animals, toys, stationery, classroom objects	61
49. Write vocab on the board race	7-12	all	62
50. Yes/No guess	5-12	all	63

1. Action charades

Ages: 7-12

Themes: actions, verbs, adverbs

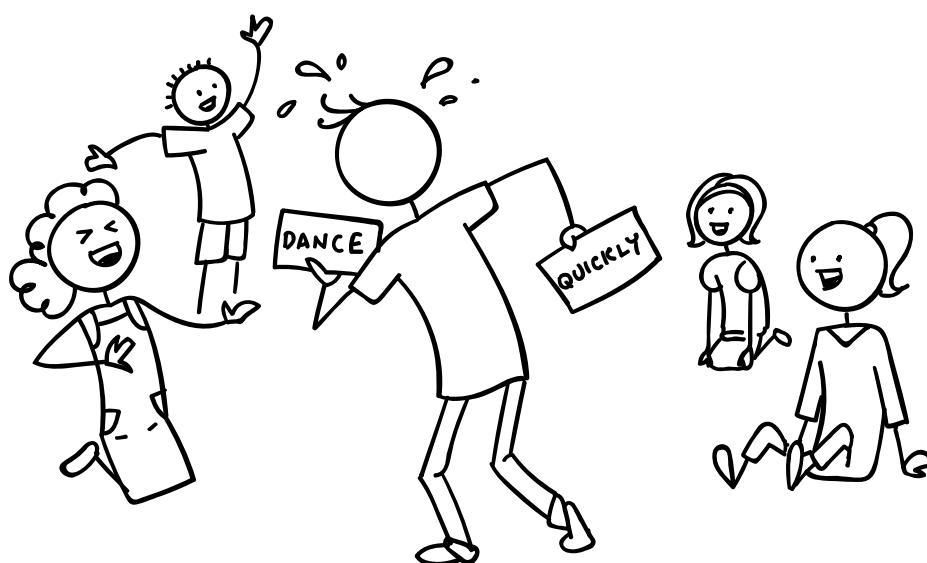
Supplies: slips of paper, 2 boxes or hats

This fun party game lends itself really well to vocabulary practice or vocabulary review and can be used for action verbs, verb structures and adverbs, for example:

- simple verb vocabulary such as run, eat, dream, etc.
- verb structures such as ride a bike, sing a song, throw a potato, etc.
- verb + adverb structures such as dance quickly, jump high, tip-toe quietly, etc.

Before class, write out the target vocabulary onto slips of paper. *If you are teaching verb + adverb structures a good idea is to put each word on a separate slip of paper and place in 2 boxes or hats: in one box place the verbs and in the other place the adjectives.*

Start by modeling the game: pull out one slip of paper (*or for verb + adverb structures pull one from the verbs box and another from the adverbs box*). Then mime the action and everyone has to guess what the word(s) are.



For the verb + adverb structures, the combinations can be quite strange but this makes it even more fun.

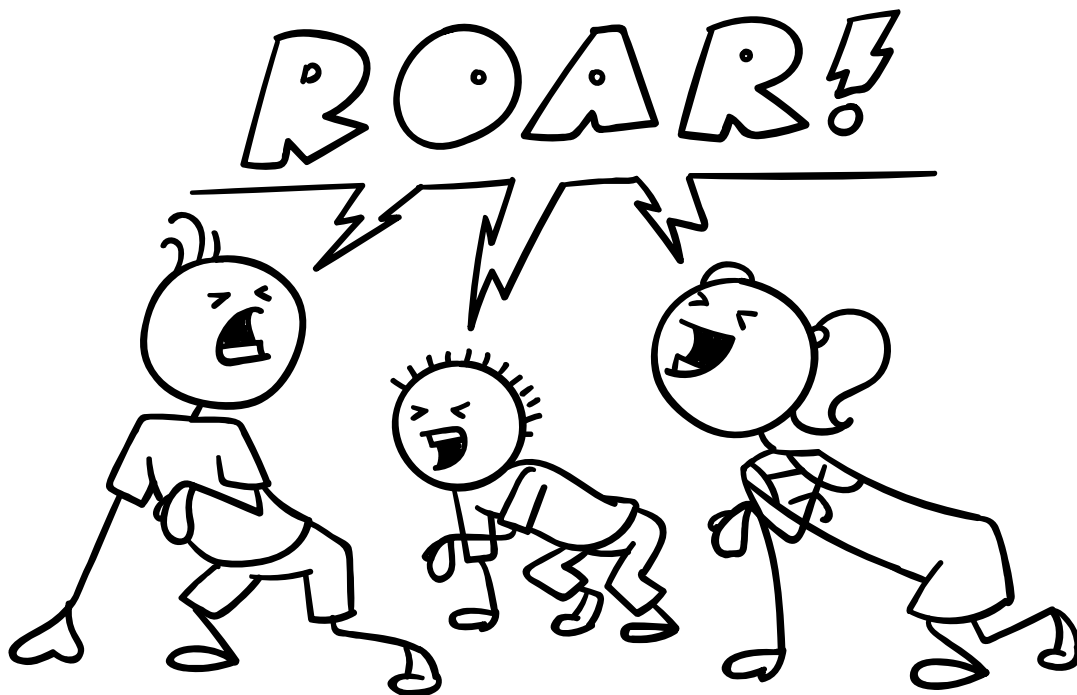
Split the class into 2 teams. Each time a student mimes, the other students can shout out the answer with the first correct one winning a point for their team. The winning student can then do the next charade. For younger students who have trouble reading, help by whispering in their ear.

2. Animals Walk

Ages: 3-7
Themes: animals
Supplies: none

This action-packed activity is great for teaching animals and verbs.

Have everybody stand at one end of the classroom. First model: hold up a flashcard of a lion. Shout "Run like a lion!" – then get down and crawl across the room like a lion all the time roaring. Then have everyone do it. Then do for all the other animals (e.g. "Stomp like an elephant!", etc.).



3. Balloon fun

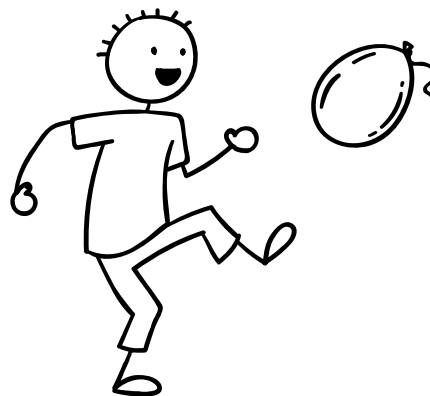
Ages: 3-12
Themes: all
Supplies: balloons

Who doesn't enjoy playing with balloons? Here are a few balloon activities:

Colors – Balloon kick:

You need different colored balloons for the colors you are teaching. Take one balloon and elicit the color. Then chorus e.g. "(blue) balloon" x3. Now blow up the balloon (little kids love watching this) and tie the end. Pat the balloon to one student and encourage him/her to say its color as they catch it. Let the student pat it back to you and repeat the color with all students.

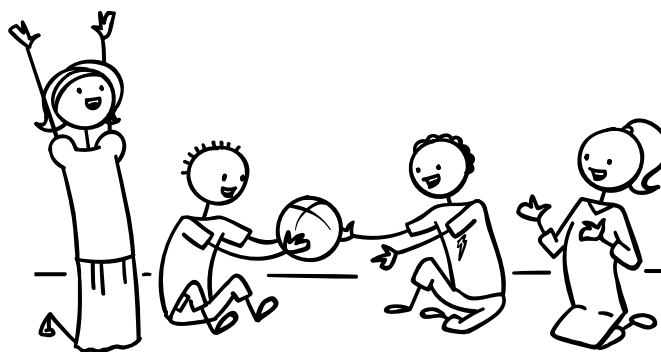
Then do the same for the other balloons. Finally, line the balloons up, have the students stand up and model the activity: "Ok, (your name) kick the (blue) balloon!", then run up to the (blue) balloon and kick it. Now instruct one student to kick a balloon, give loads of help and encouragement and then do with all the other students.



Numbers – Balloon counting race:

Divide the class up into groups of around 4-8 students (try and have at least 2 groups - although for small classes just one group is fine). Each group should sit in a circle. Each group passes the

balloon around the circle and counts numbers as they pass – set a limit depending on the numbers you are teaching (e.g. 10, 50, 100, etc.). The first group to finish is the winner. During the activity, walk around and listen - any mistakes you hear will mean the team must restart at 1 again.



Any vocabulary – Balloon line up:

Divide the class into two groups and have each group form a line, so that both teams are lined up facing each other. Give a different vocabulary flashcard to each student. The first member of each team is given a balloon. Say, "Ready, steady, go!". Each team races to pass the balloon, hand-to-hand, up and down the line.

As each person passes the balloon they must say the word on their flashcard. Both teams race, passing the balloon and saying the words on their flashcards.

You can play other rounds with different rules, such as:

- teams must pass the balloon without using their hands (e.g. under chins, between knees, etc.)
- teams can only tap the balloons – they can't hold them in any way
- teams have to kick or head the balloons but not hold



4. Bang!

Ages: 7-12

Themes: all

Supplies: small pieces of paper/card, a shoe box or coffee can

This is a simple but fun game that students go nuts for.

You'll need small pieces of paper/card and a shoe box or coffee can. Write review words on the pieces of paper and fold them in half (sight words, vocabulary, blends, etc.). Also add a few cards with the word "BANG!" written on them.

In class, sit everyone down in a circle around the box. Students take turns picking a card out of the box and reading out the word written on the paper. If they read the word correctly, they get to keep the word. If they draw a BANG! card, they yell out "BANG!" and then return all their cards (except the BANG! card) to the can/box.

When the box is empty everyone counts up how many cards they have - the winner is the student with the most. Very simple but kids love it and there are many variations for the game!



5. Bet you can't

Ages: 7-12

Themes: can for ability

Supplies: toy money

This is a game kids go crazy for and is good for practicing can and can't for ability.

You'll need some toy money which is easy to find at discount stores or toy stores. Give each student the same amount of money at the start. Have the students mingle around and bet each other that they can't do something.

For example, I bet you can't ...

- count to 20
- run around the room 5 times
- sing the ABC song
- etc.

The students to bet using the toy money, as much as they feel the bet is worth. You'd be surprised how much even adult students enjoy this game.

6. Blindfold Course

Ages: 7-12 Themes: directions Supplies: none
--

This game helps with practicing giving directions and will have everyone up and out of their seats.

Make an obstacle course in your classroom (use desks, chairs, etc.). Start by modelling the activity with a volunteer - put a blindfold on a student and help guide him/her through the course by giving instructions (e.g. walk forward 2 steps, turn left, take on small step, etc.).

Then put students in pairs and have them direct their partners through the obstacles without bumping into anything from one side of the classroom to the other.

7. Blindfold Guess

Ages: 5-12

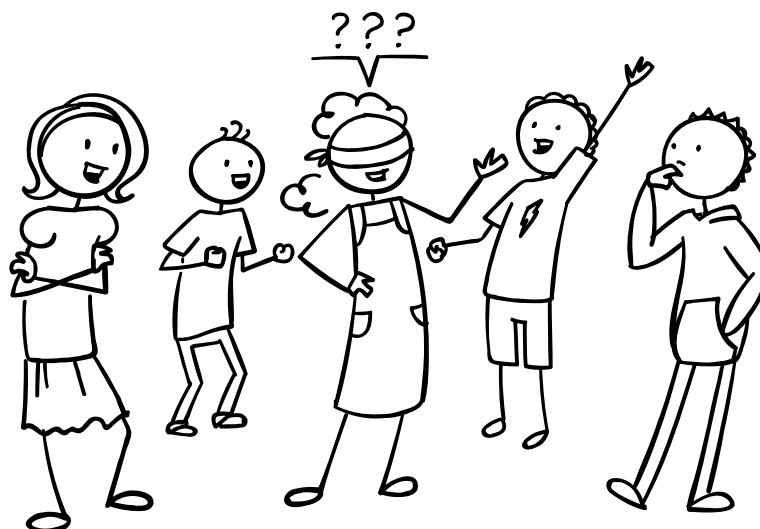
Themes: all

Supplies: blindfold, review flashcards

This is an exciting game that can be used for any vocabulary. It can also be used to practice past tense verbs.

Get everyone to form a large circle and give everyone a flashcard (tell everyone to keep their flashcard secret and not to show anyone).

Next, invite one person to volunteer to be blindfolded. Once the blindfold is on, spin him/her around in the middle of the circle and then tell him/her to go forward and ask the person they first bump into "What is on your card". That person needs to answer the question, based on his/her flashcard. However, s/he can speak in a funny voice to avoid being identified. Then the blindfolded person must guess who it is. Play so that everyone has a turn to be blindfolded.



For practicing past tense verbs, students are given verb flashcards the blindfolded student asks "What did you do yesterday?" and the answer must be based on the flashcard. Alternatively, students can answer truthfully about an activity they did yesterday.

8. Body touch

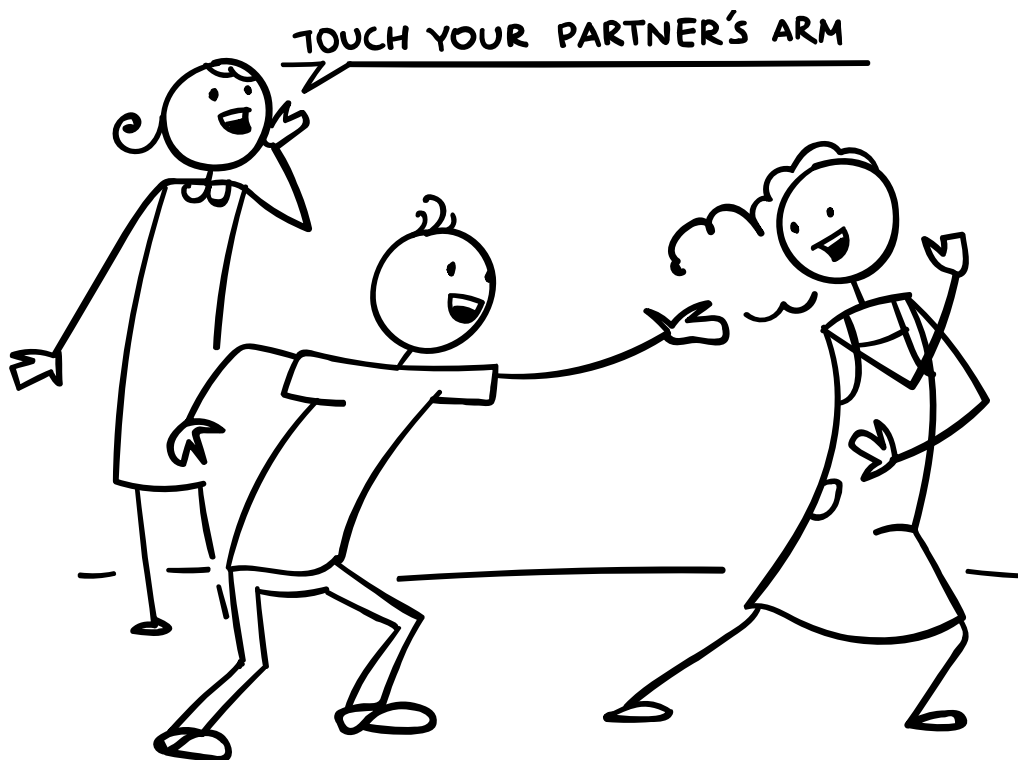
Ages: 3-7

Themes: parts of the body

Supplies: none

Put students in pairs - you are going to say body vocabulary and students are going to race to be the first to touch that part on their partner's body. For example, Teacher says, "Touch your partner's arm!" and each pair must try to touch their partner's arm before getting their arm touched. It is great fun and quite frantic - in order to work well, make sure the following rules are explained first:

- no slapping or hitting - only soft touches are allowed
- students cannot move more than one step away from each other
- teacher: do not include "eyes" in this game or you may end up with injuries!!



9. Classroom picture stick

Ages: 5-7

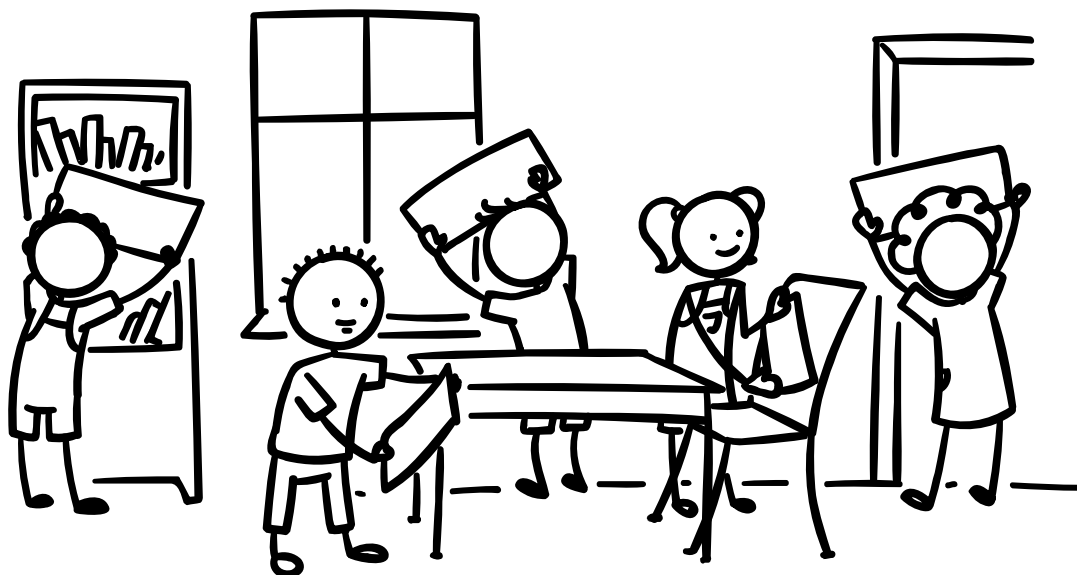
Themes: colors, stationery, furniture, classroom objects

Supplies: flashcards, blu-tak / tape

Great for all vocabulary for things found in the classroom (e.g. colors, stationery, furniture, even students!) – you can use clipart, cut out pictures from magazines or flashcards.

Give each student a ball of blu-tack (or something to stick pictures onto other objects). Everyone will instantly want to play with it - allow a couple of minutes to play (encourage them to mold objects, such as fruit, etc.).

Then bring the focus of the class back to yourself and demonstrate the activity: hold up the picture (e.g. of a door), pull off a bit of blu-tack and stick it to the back of the picture. Then walk over to a door in the classroom and stick the picture to the door. Say "Door" as you do so. Hold up the next picture and encourage students to point to the object (act as if you have no idea where it is) then walk over and stick the card to the object, again saying the name. Do this for all of your pictures.



Now your students can do the same thing. Teacher says an object (e.g. "table") and all of the students have to stick their pictures onto the object, whilst saying the word.

Now that all of the pictures are on objects in the classroom, we can bring them back. To do this, the teacher can give individual instructions to students to go and get a different object and place in front of them. Get everyone up and retrieving different pictures at the same time, for example:

Teacher: Miki, bring back the door picture, please.

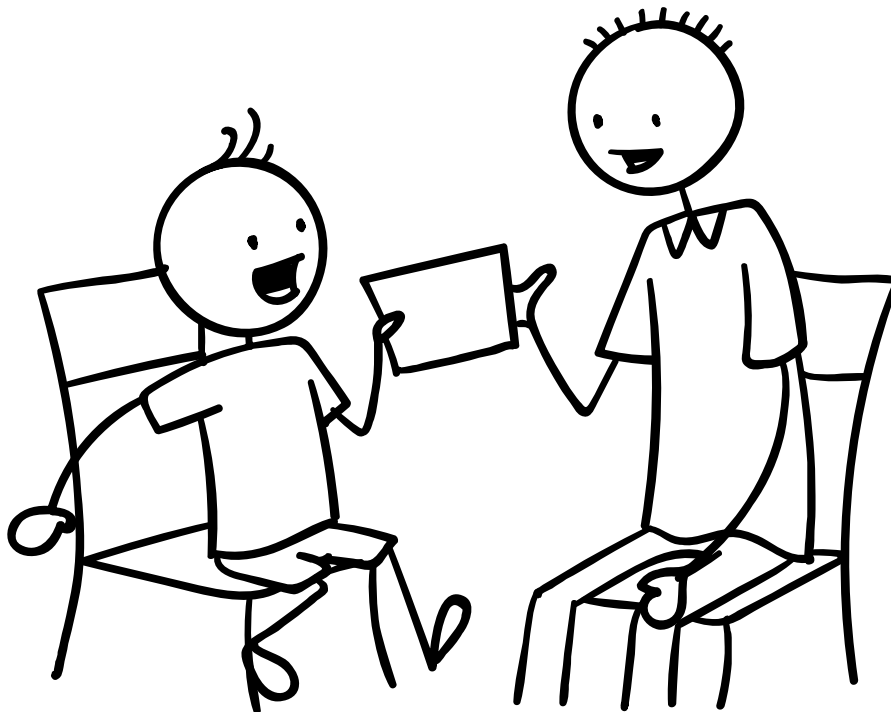
(Miki stands up and goes towards the door)

Teacher: Jose, bring back the bookcase picture, please.

(Jose stands up and goes towards the bookcase)

etc.

This should be fun and a little hectic. When everyone has collected the items and sat down with the flashcards in front of them the activity is over.



10. Colored lines

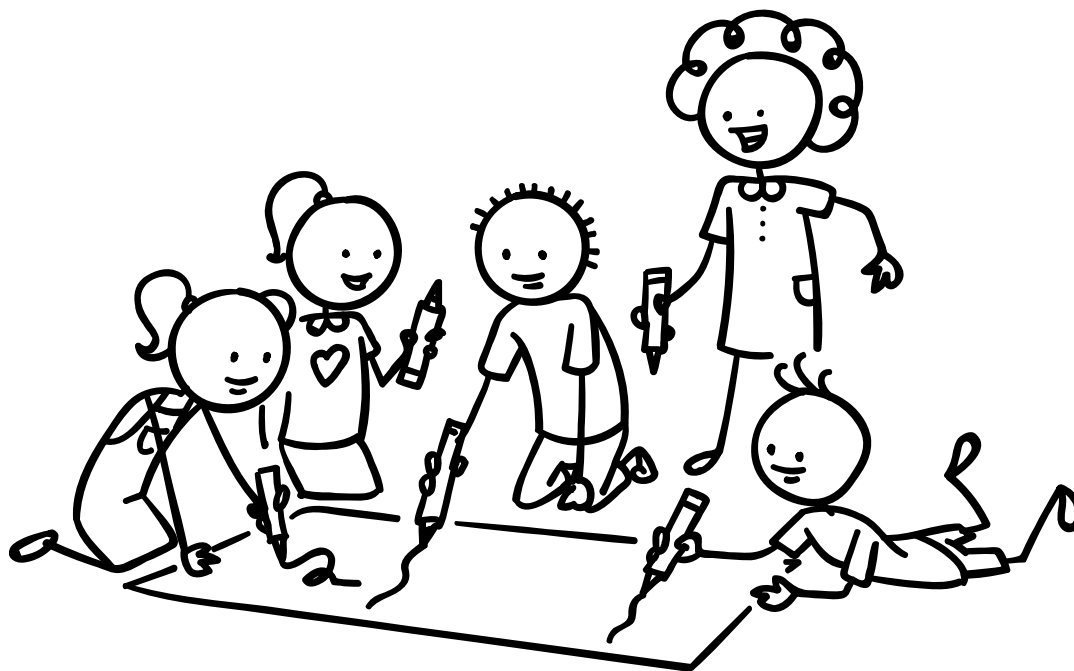
Ages: 3-5

Themes: colors

Supplies: large piece of blank paper (A3 or bigger if possible), crayons

This is a nice activity for teaching colors.

Get a big piece of blank paper (A3 or bigger if possible). Have everyone sit in a circle around the paper with their crayons. Say, "Everyone draw a (blue) line", and model taking out a blue crayon, drawing a nice blue line on the paper and then putting the crayon back into your pencil case. Get everyone to follow suit. Continue with all the colors. In the end you will have a nice abstract piece of artwork!



11. Emotional faces draw

Ages: 5-7

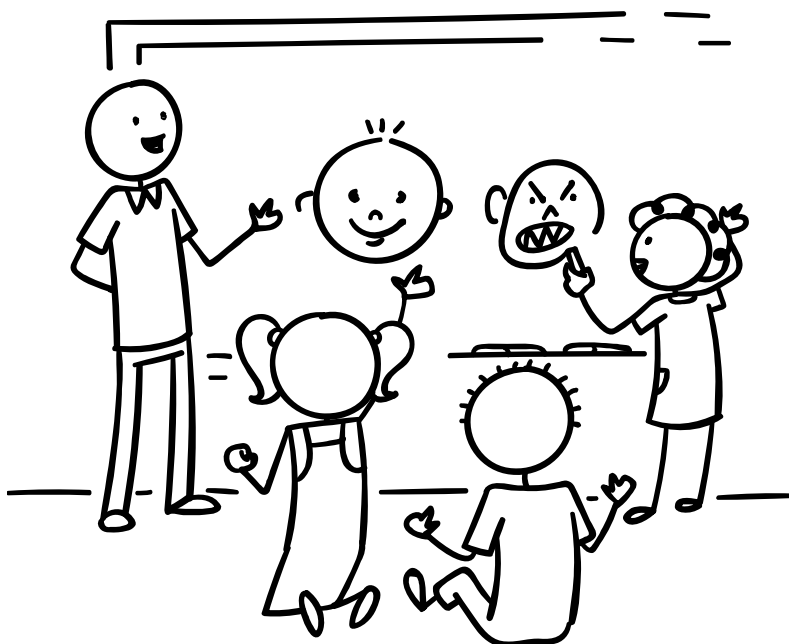
Themes: emotions/feelings, face

Supplies: board, chalk/markers, paper

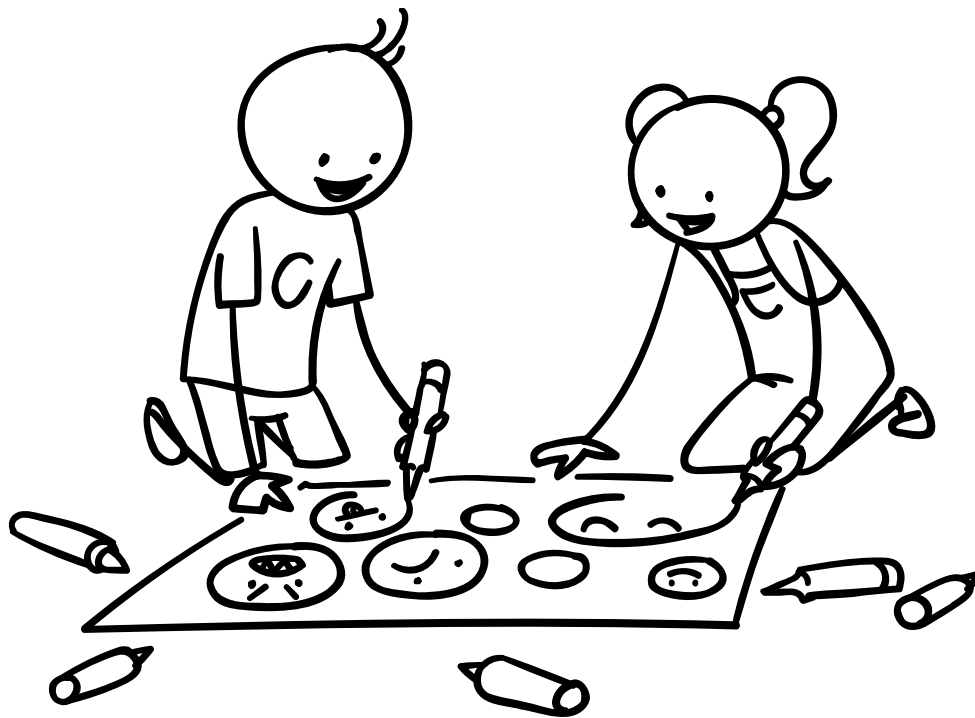
Kids love drawing faces and here is a great way to include this into your lesson while teaching feelings and emotions vocabulary.

On the board draw a large circle. Then draw two eyes, ears, nose and a smiley mouth. Do the same facial gesture and say "I'm happy! Happy, happy, happy". Get everyone to chorus "happy" and do the facial expression. Then erase the mouth and draw a sad mouth (and maybe a tear under one eye) and teach "sad". Do the same for more feelings vocabulary (e.g. hungry, angry, scared, sleepy, etc.).

Invite a student up to the front of the class and give him/her the chalk/marker. Whisper a feelings word (e.g. "angry") and get him/her to draw the face in the circle. If he/she is having difficulty, show a picture or flashcard. Invite the class to shout out the answers – the first student with the correct answer can draw the next picture.



Finally, put students in pairs and give each pair a large, blank sheet of paper. Have each pair draw circles on the paper. Then have them in turns draw faces with different emotions for their partners to guess. At the end of the activity invite some students to show the rest of the class their pictures and say what the feeling words are (or get the others to guess).



12. Family photos

Ages: 7-12

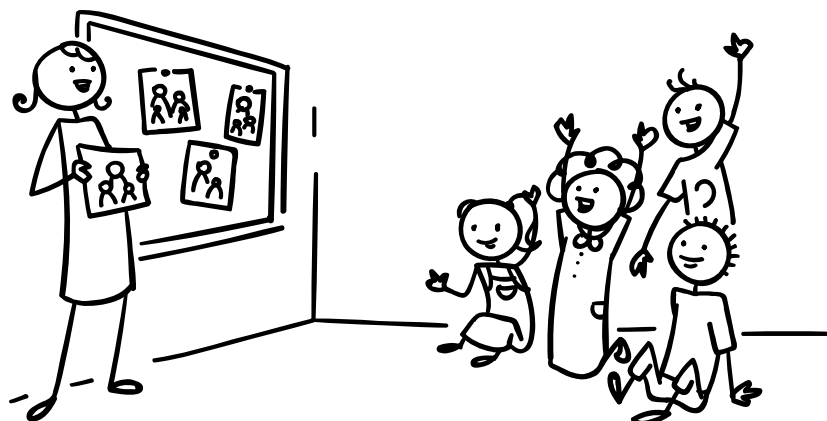
Themes: family adjectives, describing people, clothing

Supplies: family photos

Students love to see photos of you and your family (and your pets!). Bring them into class to teach family vocabulary, adjectives for describing people and clothing vocabulary.



If you can plan ahead, ask students (or their parents) to bring in photos of their family and pets to the next class. A fun game is to collect up all the photos of student's family members (make sure no one has shown their photos) and then hold up the photos one-by-one and let everyone guess who's family member it is (e.g. "It's Hugo's sister!").



13. Favorite / Least favorite throw

Ages: 7-12
 Themes: favorites, likes & dislikes
 Supplies: board, chalk/markers, ball

Elicit 8 categories and write them on the board, something like this:

sport	movie	singer
food		school subject
book	actor	drink

Get a student to volunteer and throw a ball at the board. Then ask "What/Who is your favorite ...?" and "What/Who is your least favorite ...?" and have the student reply using the following structures:

Teacher: (the student's ball has hit "singer") Who is your favorite singer?

Student: My favorite singer is Justin Bieber.

Teacher: Good! And who is your least favorite singer?

Student: My least favorite singer is Madonna.

Finally, pair up students, and get everyone to come up to the board – each pair needs a crumpled up paper ball. Pairs take turns throwing the paper ball and asking/answering questions about their favorites. If you have a lot of students this might be a bit chaotic with balls flying all over the place, but it will be fun!

14. Feel in the box

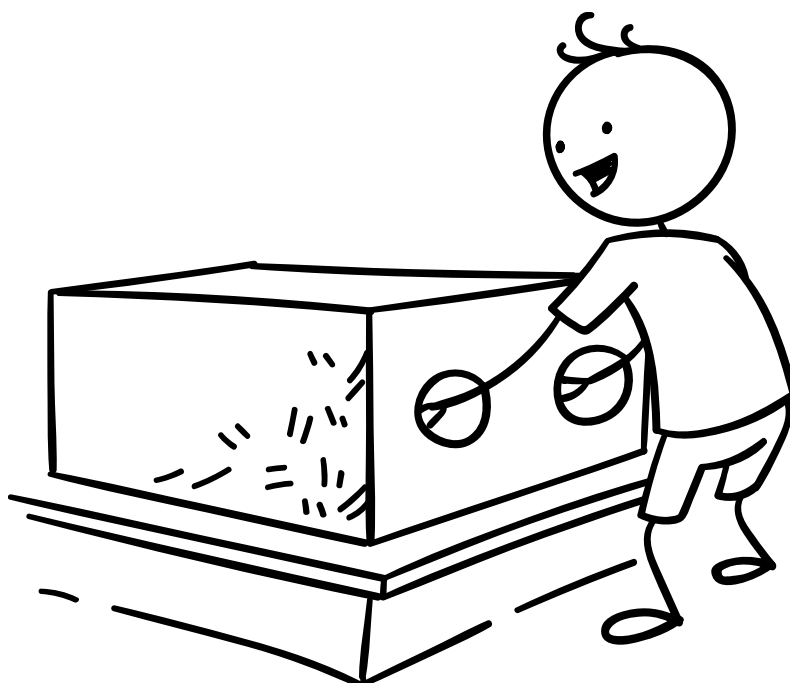
Ages: 3-7

Themes: fruit, vegetables, stationary, shapes, animals

Supplies: objects you are reviewing

This is a really fun activity for practicing vocabulary with objects, such as fruit and vegetables (real or plastic toys), stationary, shapes, animal toys, etc. Basically anything that can be held and felt.

You will need a big box with two round holes two holes cut in it - big enough for your students to put their arms in. Get everyone to close their eyes as you put an object in the upturned box. Model first: put your arms through the holes and feel the object. Pull a face to show you are feeling something and don't know what it is. Then finally, look happy and say "It's (an apple)!" and lift up the box to show everyone what you have found.



An alternative to the box is using a blindfold. Blindfold one student, turn him/her around 3 times and give him/her one object to touch/feel guess what it is.

15. Fish

Ages: 7-12

Themes: all

Supplies: paper for drawing a fish, scissors, flashcards, colored tape

This game works with any vocabulary topic.

Before you start this game, you'll need your students, in pairs, to draw a fish on an A4 sheet of paper and cut it out. You'll also need some vocabulary review flashcards.

While everyone is making their fish, put 2 parallel lines of tape on the floor a few meters apart. Have students play in twos - each student behind a different line. Teacher shows student A a flashcard – if s/he answers it correctly s/he can blow once to propel the fish forward. Next, the teacher asks student B, and so on, back and forth as students flow the fish towards each other's line. The student who blows the fish over their opponents taped line is the winner.

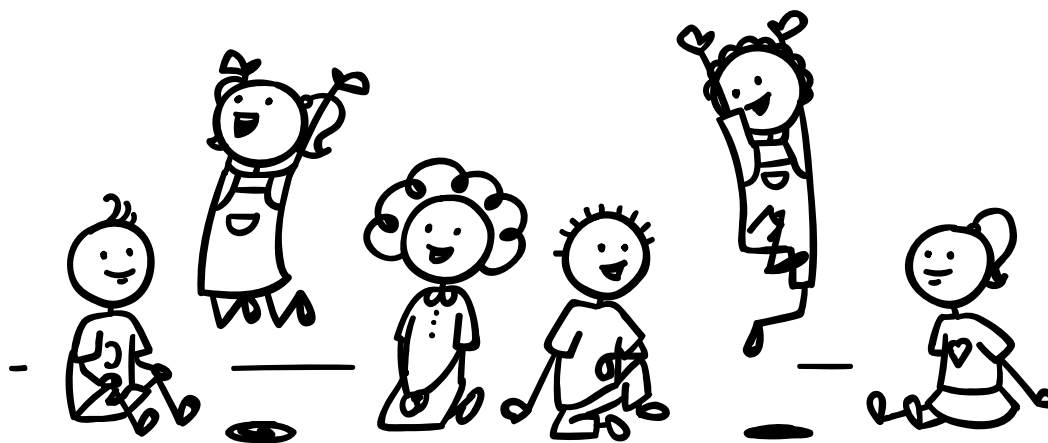
16. Flashcard exercises

Ages: 3-7
Themes: all
Supplies: flashcards

This activity can be used with any flashcard vocabulary.

Start with everyone sitting on the floor and facing the front of the class. Give out the target vocabulary flashcards so that each student is holding at least one card (even better is for each student to have two cards).

Next, shout out a random flashcard word (e.g. "apple") with an action (e.g. "apple - hands up!"). All students holding the apple flashcards have to do that action. Continue with other words and different actions (e.g. jump up and down, run on the spot, turn around, stand up / sit down, wiggle, touch your toes, star jump, etc.).



17. Flashcards washing line

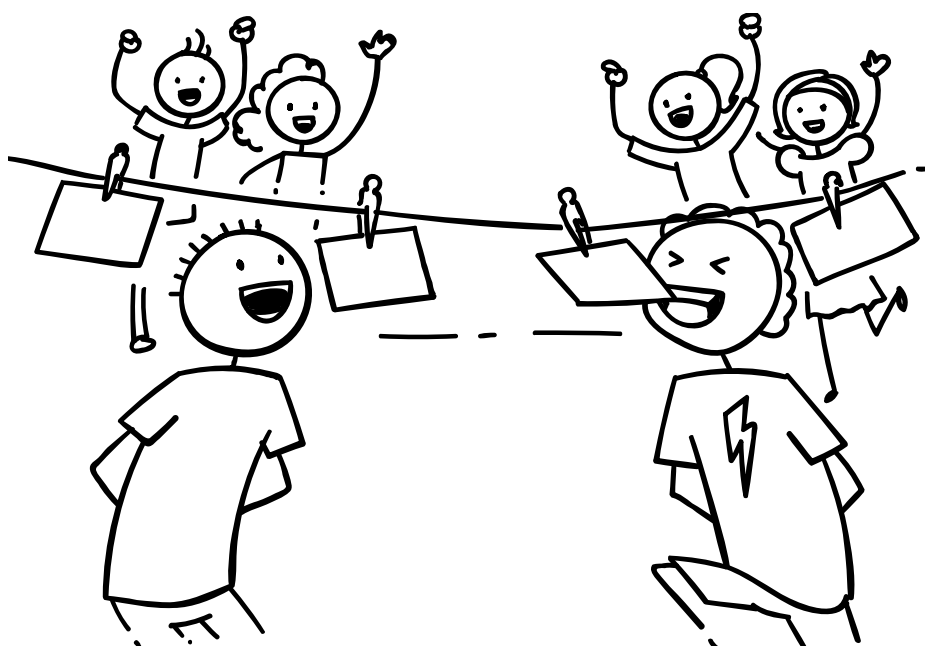
Ages: 5-12

Themes: all

Supplies: length of rope, clothes pegs/paper clips, flashcards

You'll need some string or rope (a washing line) and clothes pegs (you can also use large paper clips). String the rope across the classroom so it is at head height. Take some review flashcards (I usually use 10-12 cards) and hold up the first card. Elicit the word and peg it onto the washing line. Continue with all of the other flashcards.

Next, place your students into 2 teams and form 2 lines in front of the washing line, with each student standing behind the other. You will therefore have two students at the front of their teams. The idea is for those two students to race to the washing line and grab a flashcard, but only using their mouths! They then race on to the other end of the classroom. The winner will score 1 point for their team. Start by shouting out two of the flashcards words and the first 2 students race, grab one of those cards in their mouths and race to the finish. They should then replace the cards onto the line again. The next two students race for 2 new flashcards, and so on, until everyone has had a turn.



18. Fruit tasting

Ages: 3-7

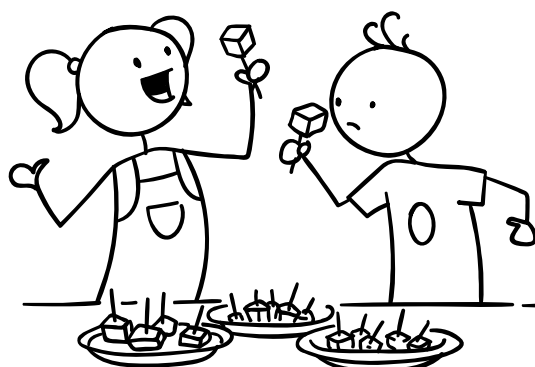
Themes: fruit, food, drink

Supplies: real fruit/food (cut into small cubes), paper/plastic plates, spoons

Using all of our senses really helps when learning new words and for this activity students get to use their sense of taste! This is a great activity for teaching fruit but can also be used for other food and drink. It takes a little bit of pre-class organizing but it's well worth it – your kids will love this activity!

Buy a piece of fruit for each of the fruits your class has studied. Canned fruit (such as fruit cocktail) will also be fine. If you can't get all the fruit (out of season) don't worry, just get as many as you can. Cut the fruit up into tiny cubes – try and get all the cubes roughly the same size. Put each fruit's cubes on separate paper or plastic plates.

During class, bring the plates into the classroom (don't have them in the class before this activity as you will never get the students' attention) and lay them out on a table. Your students have to guess which fruit is on each plate by smelling and eating – as they are all cut into roughly the same size squares it is very difficult to guess what each fruit is just by sight. If you wish, you can also provide plastic spoons. Model to the students what to do, though don't give the game away – make out like you can't figure out which fruit it is you are tasting and have the students taste and guess with you. Encourage vocabulary such as "Yummy" and "Yuk" and make sure they use the English fruit words and ask them which fruit they like. Good fun!



19. Funny body collaborative drawings

Ages: 5-12

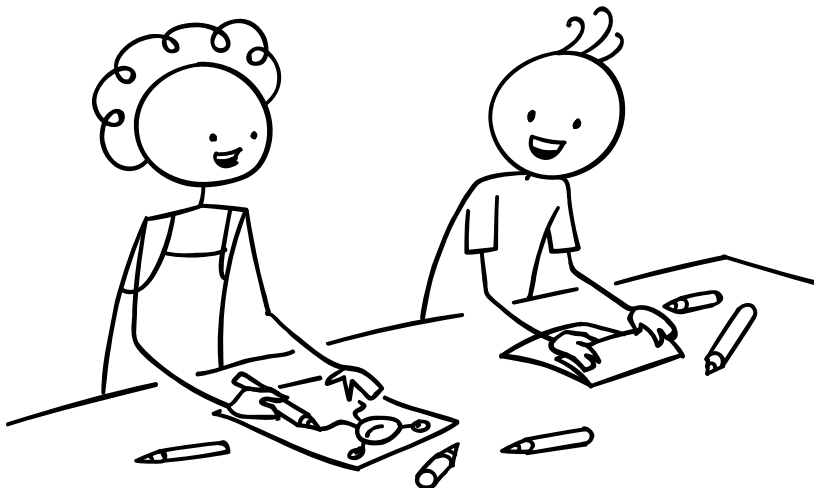
Themes: parts of body, adjectives

Supplies: paper, pencils/pens

Kids love to draw funny pictures – this activity is great for practicing parts of the body and adjectives vocabulary.

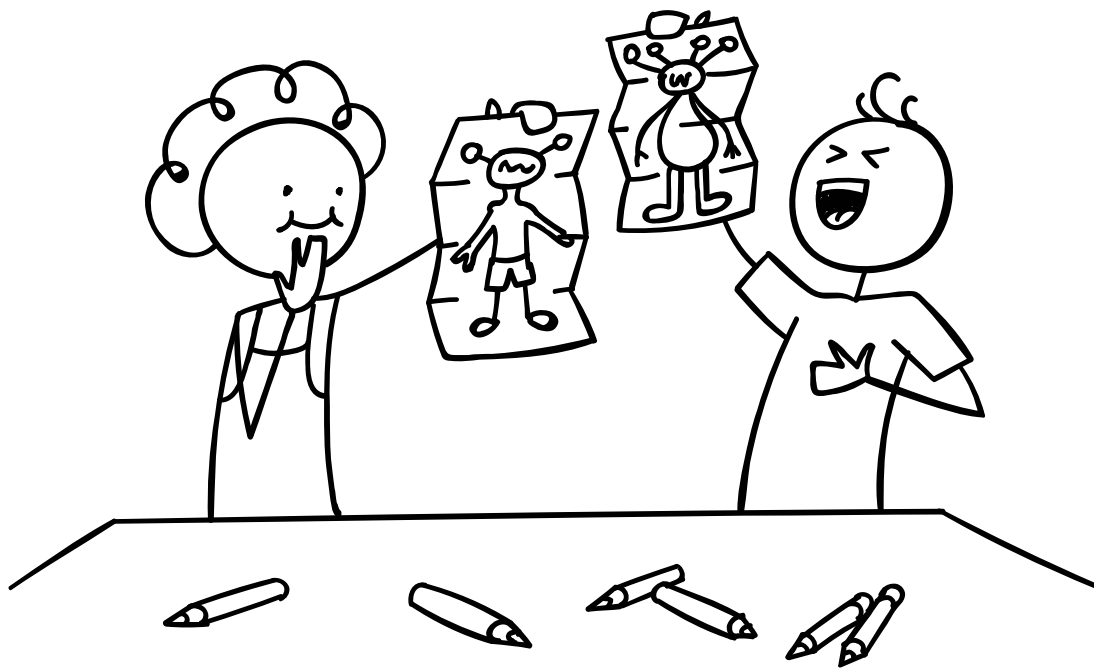
Give a piece of A4 paper to each student and yourself.

- On your piece of paper, model drawing a head with eyes, nose, ears, mouth, teeth and hair. Make it a really funny picture. Then tell everyone to draw their funny head. Make sure they use colors for the eyes and hair.
- Next show them how to fold the paper so only the neck shows (so the head is folded behind). Then get everyone to pass their paper to a different student.



- Now model drawing the body starting from the neck and going down to ankles – make it either a really short or long body and make it as funny as you can. Now have your students draw their bodies.
- Again, show everyone how to fold the paper so only the ankles are showing and have everyone pass their paper to another student.

- Finally, model drawing funny feet and get everyone to draw feet on their pictures. Then get everyone to fold up their papers and return each piece to the person who drew the head.
- Let everyone open up their paper and have a good laugh at the pictures. Now ask everyone to "present" their person in the drawing to the rest of the class – you model first (e.g. "This is Tom. He is short. He has pink hair (GB: He's got pink hair), etc.").



20. Guess the teacher's drawing

Ages: 3-12

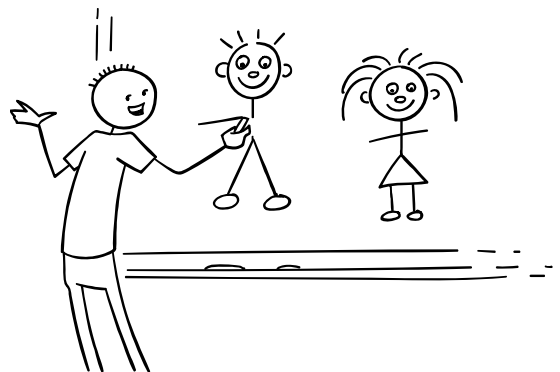
Themes: all

Supplies: board, chalk/markers

Students really enjoy seeing their teacher draw on the board, however bad your artistic skills are! In my case, terrible, which makes it all the more fun! Teaching or reviewing vocabulary by slowly drawing a picture on the board really holds the attention of students as they try and guess what your picture is.

Start by drawing the first couple of lines and slowly adding more, all the time encouraging your students to guess. Below is an example of doing this when teaching/ reviewing parts of the body and adjectives:

- At the top of the board draw 2 circles (these will be the heads). Elicit "circles".
- On each head draw a nose, ears and a mouth. Elicit each as you draw them. Then ask "What's missing?".
- Elicit "eyes". Ask "What color are they?" and give the students the options of the colors of markers / chalk you have. Then draw the eyes in the chosen colors with different colors for each set of eyes.
- Elicit "hair" and again ask "What color is it?". On one head draw long hair in one color (for the girl) and on the other draw short hair (for the boy) in a different color. Teach / Elicit "long / short hair".
- Finally, you'll need to draw 2 bodies. But rather than you draw them you are going to ask for 2 volunteers to do the drawings. For the girl, draw some shoes quite near the head (so that she will be short) and for the boy draw some shoes right down at the bottom of the board (so he will be tall). Have the students draw the bodies so that they join the heads with the shoes. Now teach / elicit "tall / short".



21. Guess who

Ages: 7-12

Themes: describing people, adjectives

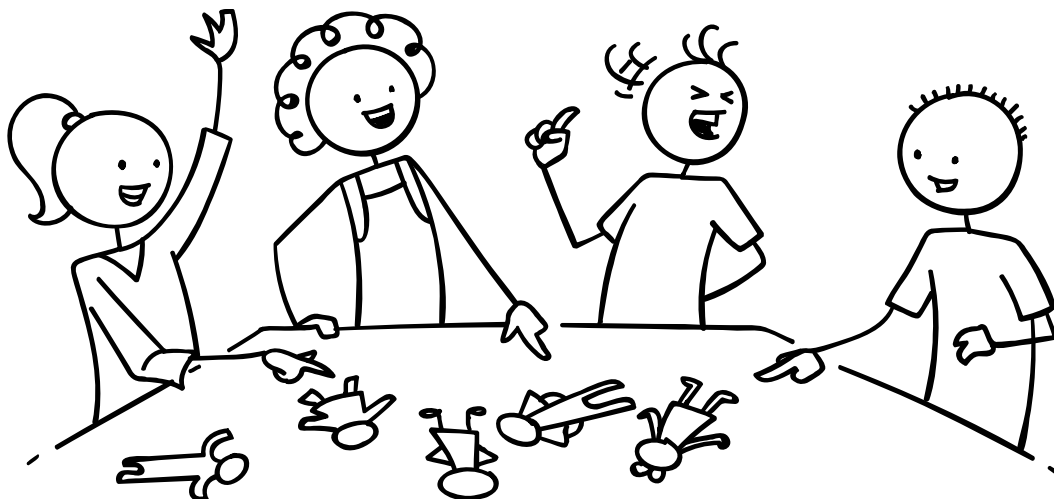
Supplies: magazine pictures of people

Here is a great activity for practicing describing people.

For this activity, you'll need lots of magazine pictures of people. Try and get lots of different types of people pictures, with different color eyes and hair. The more pictures you can find and cut-out before class the better (*Note: This is a great resource to have for future lessons, as people pictures can be used in many different ways*).

In class, lay out all of pictures on the floor or on a large table. Start by saying "My friend has (short, brown) hair, he is (tall) and he has (green) eyes" (GB: "My friend's got (short, brown) hair, he is (tall) and he's got (green) eyes"). Everyone should try and guess which picture you are describing. You can also give additional clues (clothes, etc.). The student who guesses correctly can then have a go describing someone.

Now that everyone has got the idea of the game, put students into small groups and have them play the game together. Whilst they are playing, monitor, help and encourage the use of the lesson structures.



22. Hide and find

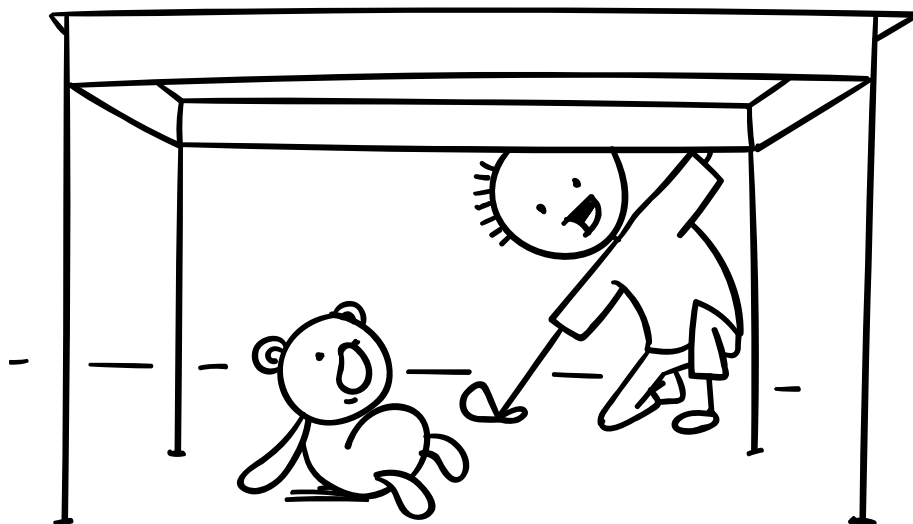
Ages: 3-5

Themes: all

Supplies: objects you are reviewing or flashcards

This is a fun game for little ones. Use it to practice with objects, such as plastic food, toys, colored card or origami paper, stationery or even flashcards.

First demonstrate: take a small object (I always use a small koala toy) and tell everyone to close their eyes. Hide it somewhere in the classroom (e.g. under a table, behind a door, next to a window, in a bookcase, on a chair). Tell everyone to open their eyes. Show that the koala is now gone and is hiding somewhere. Ask for a volunteer to stand up and find the koala - if help is needed say it is hiding somewhere. When the student finds the koala give a big round of applause.



Now use other objects that you are teaching or reviewing – bring them out, teach/ elicit the words and then hide.

Optional: after you have finished the activity, pair up all of the students and give each pair some small objects to hide. Student A of each pair will hide an object while Student B closes their eyes. Let students change roles a few times.

23. Jobs Brainstorm

Ages: 7-12

Themes: jobs, superlatives

Supplies: paper, pencils/pens, board, chalk/markers

This is a fun discussion activity for reviewing jobs and superlatives.

Have students in small groups or pairs brainstorm as many jobs as they can in 2 minutes - they need to write them all down (as a group) on a piece of paper.

Next, get each group to change papers so they are looking at another group's list of jobs.

Write some questions on the board for the students to discuss in their groups, including:

- Which job would you most/least like to do?
- Which job is the most dangerous / safest?
- Which job has the highest / lowest salary?
- Which job is the most exciting / boring?
- etc.

Finally, collate all of the group answers on the board to find out overall which jobs were chosen for each question.

24. Jobs rock, paper, scissors

Ages: 5-12

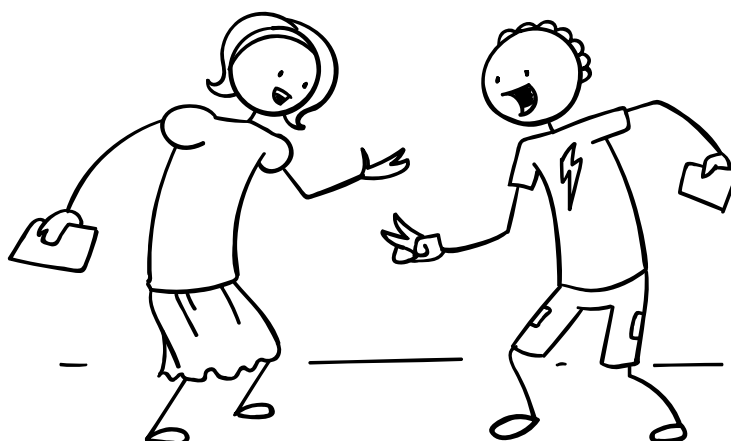
Themes: jobs

Supplies: job flashcards

This game works well with teaching different jobs but can be adapted to many other topics and themes.

If your students don't know how to play "Paper, rock, scissors" start off by teaching and demonstrating the game.

Get 2 students to stand up to model the game. Each student is given a job flashcard. Start by playing "Rock, Paper Scissors". The winner gets to ask the loser "What do you do?" and the loser must reply "I'm a/an ..." (saying the job on their card). Then the loser



gives his/her card to the winner. Ask another student to come and model with the winner: now one student has 2 cards and the other 1. They play "Rock, paper, scissors", say the structure and the loser gives his/her card to the winner. The aim of the game is to collect as many cards as possible. If a student has no cards left, that is fine - s/he can still play: if they win a game, they get a card, if they lose they remain with no cards (and do not say the structures).

Once everyone has got the idea, have all students to stand up and hold their flashcards. Get everyone to pair up and play. As soon as they have finished they must find another person to play with. Everyone mingles around the classroom playing "Rock, paper, scissors", saying the structure and winning or losing cards. After 5 minutes stop the game. The winner is the student with the most cards!

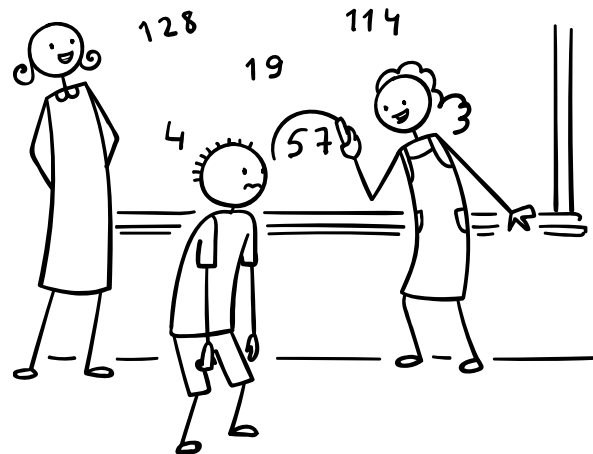
25. Large number games

Ages: 7-12
 Themes: large numbers
 Supplies: board, chalk/markers, paper

Here are a few activities for teaching large numbers:

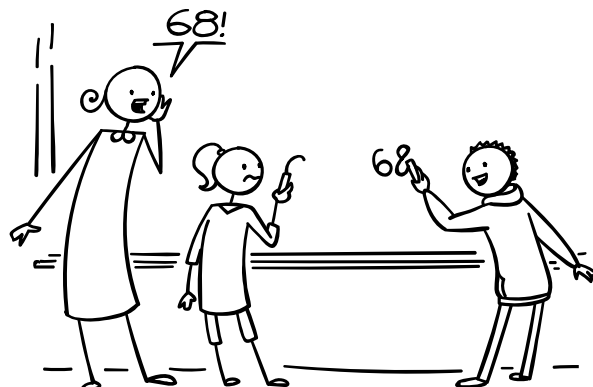
Circle the Number Race

Write random numbers (e.g. from 1 to 150) all over the board. Divide the class into 2 teams and line up each team, students standing behind each other, so that the front person in the line is facing the board. The first two players on each team will race to circle the number the teacher shouts out to win a point for their team - e.g. the teacher shouts "128!" - both players run to the board, pick up a marker or chalk, and try to circle the number first. They then join the back of their team's line and the next 2 players race.



Write the Number Race

This is very similar to the above activity, however this time students race to the board to write the correct number: Teacher shouts a number (e.g. "68!") and the two players race to the board, pick up a marker or chalk and write the number. The first player to write the correct number wins a point for their team.



Numbers Bingo

Great fun! Give everyone a piece of paper and tell them to draw a grid (of 5x5 or 8x8, etc. - depending on how long and difficult you want the game to be).

Then get students to write any numbers they like (e.g. from 1 to 150) in each cell until they have filled in their grid. The teacher will be the number caller - to keep things simple, write down numbers on a piece of paper as you randomly call them out. Students can win points, stars, stickers or prizes for getting lines and full houses.



26. Magazine cut and paste

Ages: 7-12

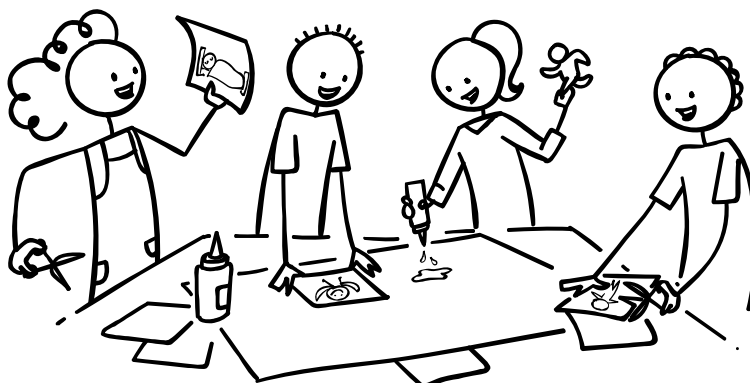
Themes: all

Supplies: magazines, catalogs, newspapers, large sheets of construction paper, scissors, glue

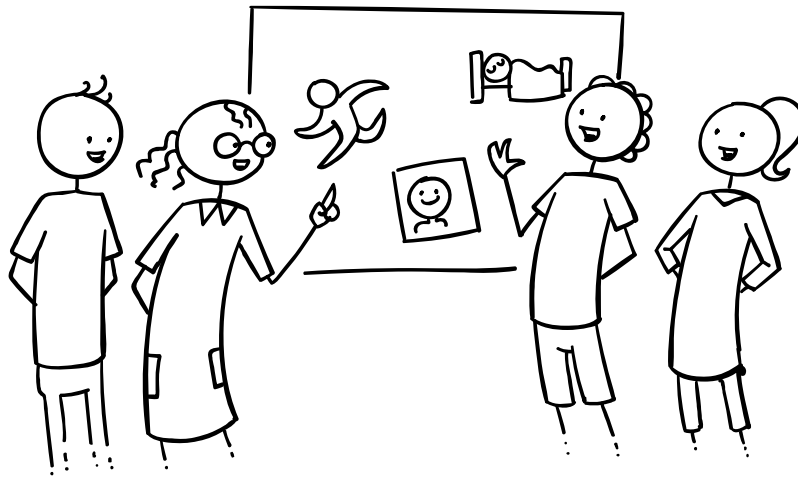
This is a great vocabulary building activity. Your students can review vocabulary already taught in class as well as finding our new vocabulary for themselves. This can be used with just about any theme – as long as you can find a magazine with the necessary pictures.

Before class you will need to prepare some old magazines, catalogs or newspapers. Anything with pictures covering the theme of the lesson. The more you can get the better. You'll also need some large sheets of construction paper.

Start by modeling: hold up a magazine and flick through some pages asking questions related to the topic of the lesson, for example, if you are teaching house related vocabulary you can ask about different items in rooms. For each picture you choose, cut it out and stick onto a large piece of construction paper and then write the word underneath in a fat marker pen. After demonstrating with a few pictures, split your class up into groups – the same number of groups as the number of magazines that you have (3-4 students per group is ideal). Give each group a large sheet of construction paper. Have the groups go through the magazines to cut out and paste pictures onto their construction paper. As they are doing so encourage everybody to use the key vocabulary.



When everyone has finished have students pin their posters to the wall. Get one or two students to stay with their poster while the other students walk around the room looking at the other posters. They can ask questions about the pictures (e.g. "What is that?") and the other members need to reply (e.g. "It's a bookcase".).



Finally, end this activity by asking questions to each group about their pictures.

27. Marching chant

Ages: 7-12

Themes: numbers, ordinal numbers, days of the week, months of the year, alphabet

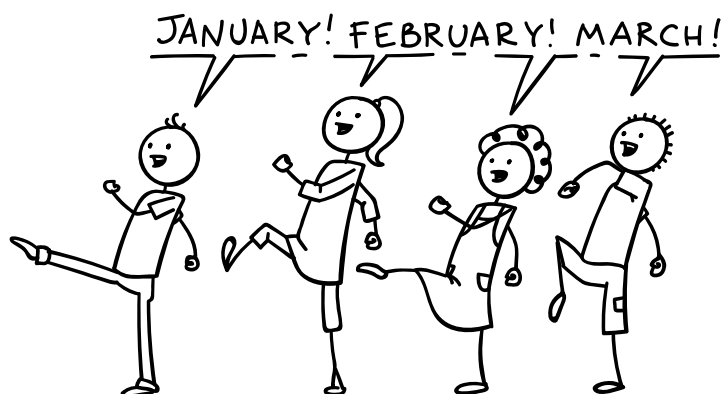
Supplies: none

This is a fun way to teach vocabulary that is ordered in a particular way (e.g. numbers, days of the week, months of the year, alphabet, etc.).

You'll need a fairly long classroom with space for everyone to march up and down (or space outside). If not, you can get everybody to mark on the spot in a line.

The teacher stands at one end of the room against the left wall. Line the students up alongside the teacher and the teacher says "Go!". As you all march together, the teacher starts calling out the vocabulary in order (E.g. "January", "February", etc.). Students repeat each month (E.g. Teacher: "January" Students: "January").

March along at a slow pace, but smartly (backs straight, arms swinging). At certain points the teacher suddenly shouts "Stop!". Everyone must stop and be EXACTLY in line with the teacher. If someone is out of line order them back in line and then continue marching where you left off.



Turn around each time you reach the end of the room and continue the march. Once finished start again, but this time walk briskly. You can do it the final time running! This is even more fun when there are tables, etc., in the room that the students need to climb over/under. After a few lessons you shouldn't have to chorus the words - just get the students to chant together as they march.

28. Meal Routines Throw

Ages: 7-12

Themes: adverbs of frequency, food

Supplies: board, chalk/markers

This activity practices adverbs of frequency such as never, rarely, sometimes, usually, often, always.

First, get students to write down as many food words on the board as they can in 3 minutes (if you have a large class, have the students shout out and the teacher writes the words down).

Then make two teams. In Team A, one student throws a screwed up paper ball at the board. Whichever food word it hits the student must make a sentence using the structure

"I ___ eat ___ for (breakfast, lunch or dinner)"

For example, "I sometimes eat chicken for dinner".

If the student successfully hits a word and makes a good sentence he/she wins a point for his/her team. If the student misses a word or gets the sentence wrong his/her team misses out on a point.

29. Musical circle touch

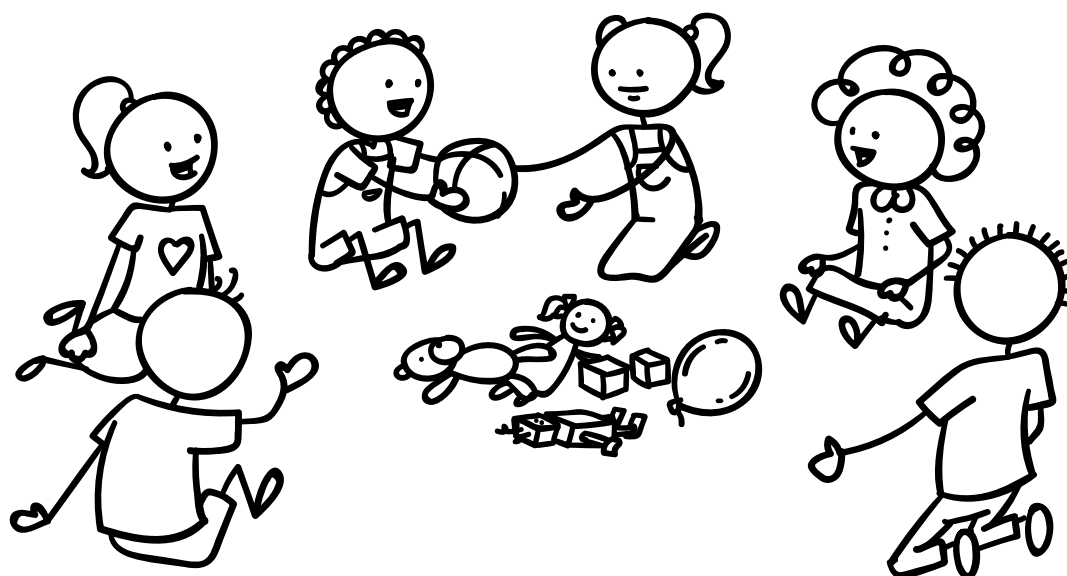
Ages: 3-5

Themes: all

Supplies: objects you are reviewing or flashcards, music, ball or beanbag

Use this activity with objects or flashcards.

Sit all of your students in a circle and place the objects/flashcards in the center of the circle. Play some music on your CD player and have students pass a ball or bean bag around the circle. Stop the music. Say to the student holding the ball "Touch the (banana)!" - and the student does so. Start playing the music and do the same thing so that all of your students have touched an item.



30. Musical pass

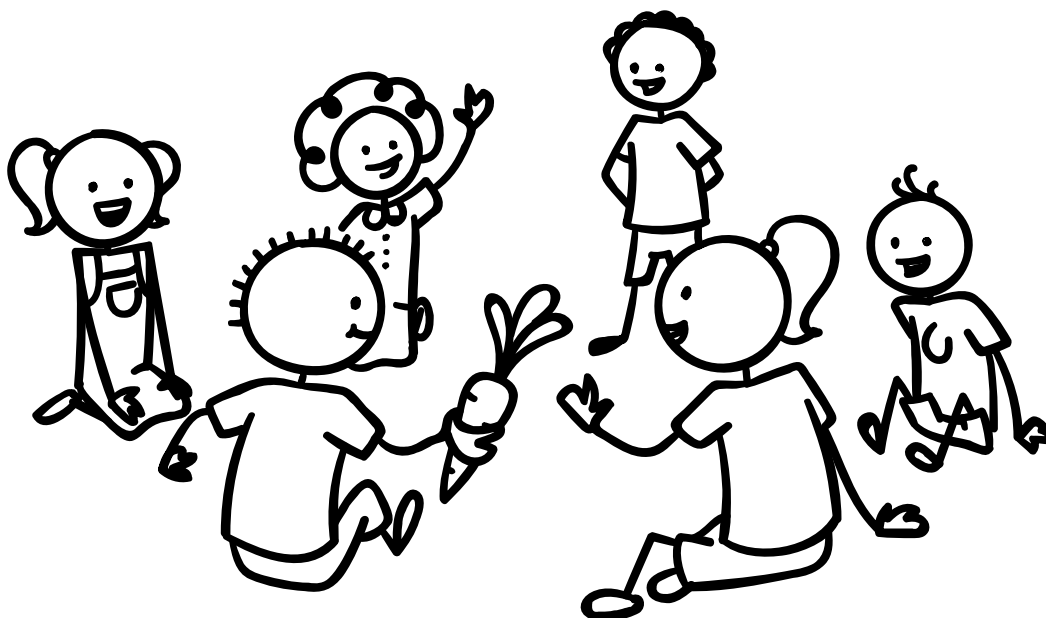
Ages: 3-7

Themes: all

Supplies: objects you are reviewing or flashcards

Use this activity with objects or flashcards – you can do this activity for any theme.

Sit everyone in a circle and give each student a different object or flashcard. Put on some music, and have everyone pass all of the objects or flashcards around the circle (in the same direction). So the music will be playing and all of your items will be going around the circle. Suddenly stop the music – the students holding the items must shout out the word for what they are holding. The last person to shout out the correct word is out (and also remove their item). Keep playing, with each round the last person going out. This should end with just 2 students passing two items back and forth. It's a really fun game!



31. Object swap

Ages: 5-12

Themes: stationery, food, colors, toys, animals, classroom objects, clothing

Supplies: objects you are reviewing, bags

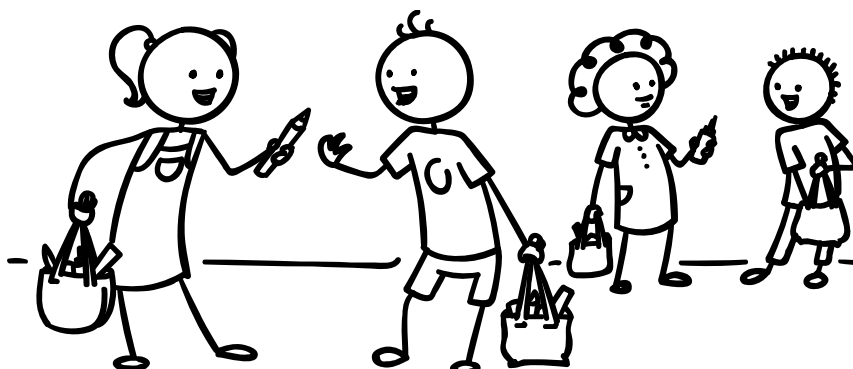
This is great for reviewing real objects, such as stationery, plastic food, toy animals, colors, toys, etc. This activity works well directly after teaching the vocabulary for the objects. Make sure everyone has their own objects that are different to everybody else's (e.g. their own stationery). Everybody also needs a bag to collect their objects.

At the beginning of the activity, make sure everyone has their objects laid out in front of them, on their desks. We are going to mix them all up amongst the students and then everyone will have to find their objects again!

Start by saying to one student, "Collect the (pencils) and give everybody a different (pencil)". Do the same for all of the objects (using different student to distribute them), so by the end everyone has a bag full of objects which isn't theirs. Everybody now has to find their own stationery. Get everyone to stand up and mingle, using the structure:

- "Do you have my (pencil)?"

As everyone mingles they have to swap their objects (each student cannot have two or more of any one item) and continue until their bag is full of their own items.



32. Past tense slap

Ages: 7-12

Themes: past tense verbs

Supplies: none (optional squeaky toys)

This is a really simple, quick game for practicing past tense verbs.

Students are put into teams of 2-4. The teacher either shows a verb flashcard or says a verb in the infinitive and the students have to slap the table if they know the past tense version (e.g. Teacher: "Throw", Student: "Threw").

The teacher asks the student who slapped the table first to give his/her answer to win a point for their team.

A fun variation is to use squeaky toys – have each team sit around one toy in the middle of the table. If one the students knows the answer they must rush to grab and squeak the toy first.

33. Play doh fun

Ages: 3-5

Themes: shapes, animals, food, clothes

Supplies: play doh

Little kids love playing with play doh and it can be used to make all sorts of things – the only limitation is your imagination! It can be used as a great vocabulary practice activity for lots of themes, such as shapes, animals, food and clothes.

Put kids in small groups and give each group some pots of play doh. Have some play doh for yourself. Everyone is going to make objects out of the play doh for the words you have been teaching. The teacher starts and models how to make the first item with the play doh and has everyone make the same thing as you. You can continue to have everyone copy you as you make more things or you can let everyone make their own things.



34. Poster color/letter touch

Ages: 3-12

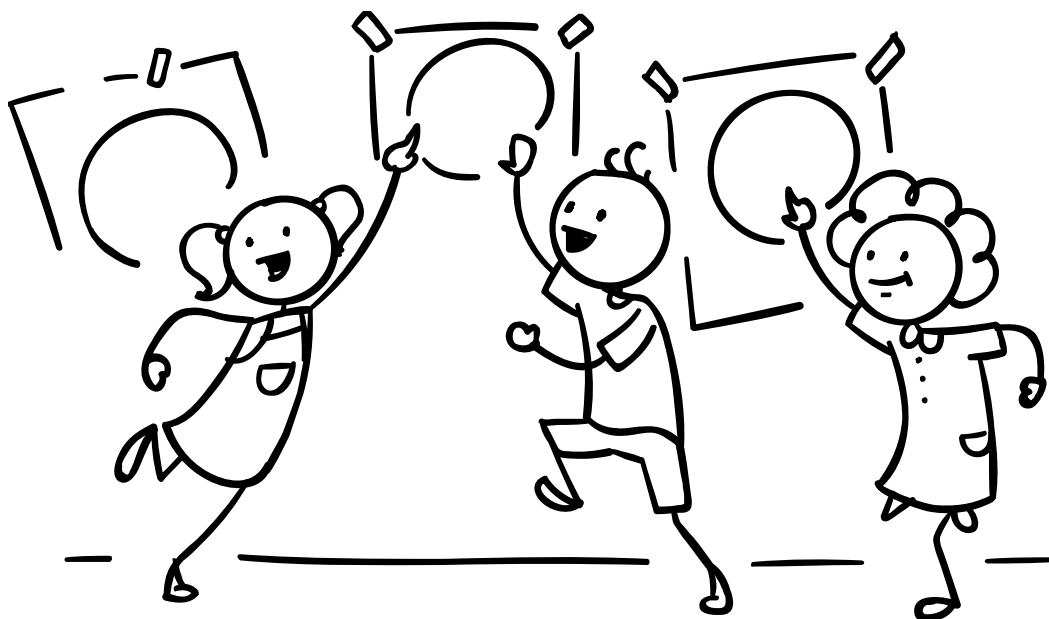
Themes: colors, alphabet

Supplies: posters

Posters around the room are a great resource! They don't have to be expensive store bought ones, you can decorate your classroom with posters that you and your students make ... ones with colorful magazine cut outs work well. Make sure the posters are at reachable height for your students.

Demonstrate by shouting out a color (e.g. "red"). Run to a poster and touch anywhere that has a red color. Do the same for another color (e.g. "blue"). Each time run to a new poster. Now have the students do the activity – shout out a color and have them all run around the classroom touching the colors on posters.

This can also be played for letters of the alphabet if your posters have words on them (e.g. words written under the pictures). Students can run, find and touch letters as you shout them out.



35. Preposition Treasure Hunt

Ages: 7-12

Themes: prepositions of location, asking yes/no questions

Supplies: none

This activity is great for practicing prepositions of location and yes/no questions.

Start by taking out a pen and elicit the word. Have everyone close their eyes. Hide the pen somewhere in the classroom (e.g. inside a book). Tell everyone to open their eyes and ask them "Where is the pen?". Have each student guess using the structure "Is the pen (under) the (chair)?" until the pen is found.

Now put students in pairs and have each pair hide objects and ask where things are using the prepositions and structures.



36. Put the objects on the flashcards

Ages: 3-5

Themes: stationery, food, colors, toys, animals, classroom objects

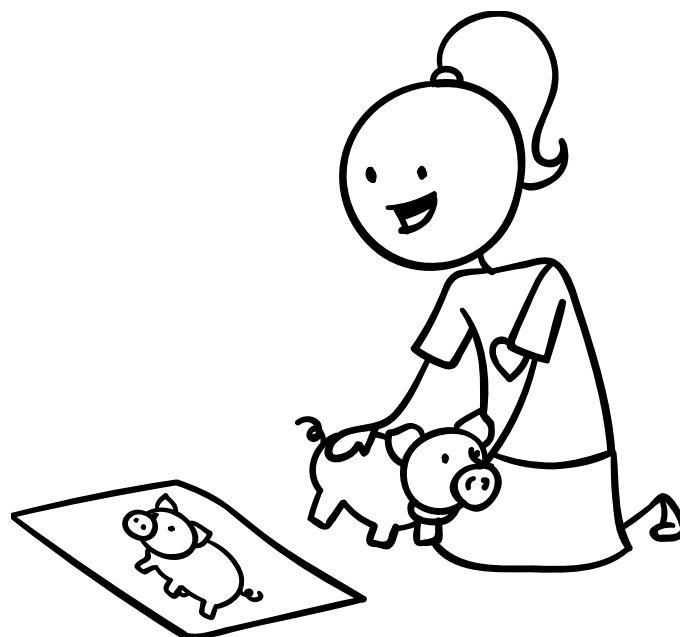
Supplies: objects you are reviewing, flashcards

For really little ones this is a nice, simple game. You'll need objects for what you are teaching (e.g. toy animals, plastic food, stationery, etc.) and the same picture flashcards. For example, if you are teaching farm animals you'll need the animal toys and the same animal flashcards.

Start by teaching the vocabulary – put the flashcards on the floor and hold up the first object and chorus the word. Pass the object around the class and have the students say the word as they pass it.

Then ask students to point to the flashcard of that object on the floor and put the object on its associated flashcard. Continue with all of the objects.

When you have all of the objects sitting on their flashcards pick up each object and throw it somewhere in the classroom. Call out different students to pick up an object and place it back on the correct flashcard.



37. Rope games

Ages: 3-12

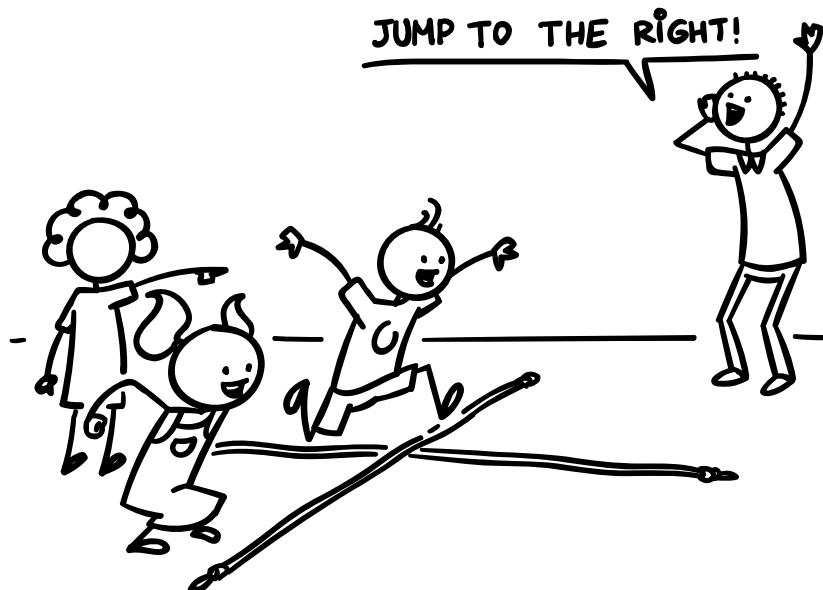
Themes: directions, all

Supplies: lengths of rope

A length of rope is a great resource to have. Here are a couple of games with a rope:

Left / Right / Forward / Back

You'll need two lengths of rope. Lay them on the floor so they form a large "+" in the room. Get everyone to stand in one of the cells of the cells. Shout out instructions (e.g. "Jump to the right", "Jump back", etc.) so that everyone jumps over the ropes. Start off slowly and then get faster and faster.

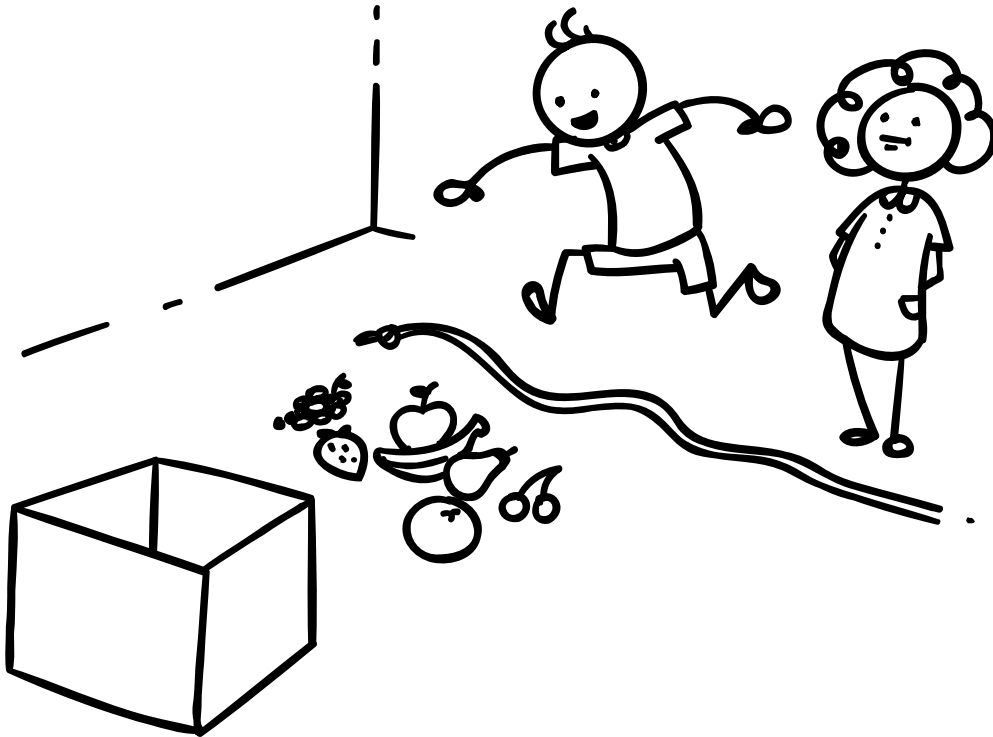


Rope Jump

Great for little ones and can be used for any objects or flashcards. In this example, we are reviewing fruit.

Take a length of rope, and lay it across the floor at one end of the classroom. On one side place some plastic fruit and the box. Have your students line up on

the other side of the rope. Model: "Teacher, put the (apple) in the box". Run up to the rope, jump over the rope (say "Jump!") select the correct fruit and put it in the box. Now instruct each student to do the activity.



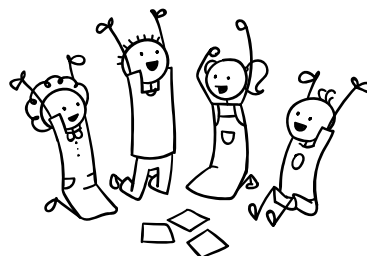
Variations on the "Rope Jump" game: for older students you can have two students holding the rope up whilst the other students jump over. Each time rise the height of the rope a little bit to make it increasingly difficult. Also, you can have limbo rounds where students have to limbo under the rope.

38. Simple flashcard games

Ages: 3-12
Themes: all
Supplies: flashcards

There are lots of games you can play with your flashcards. Here are a few quick and easy ones you can throw into your vocabulary teaching routine.

Flashcard touch: put flashcards on the floor or table and have everyone sit around them. Tell everyone to put their hands up in the air. Say a flashcard (e.g. "pig") and students have to quickly touch the correct card. Do for all of the flashcards ...



The missing flashcard: ... following on from the above game, tell your students to close and to cover their eyes. Turn over one of the cards. Say "Open your eyes". The students have to shout out the missing card.

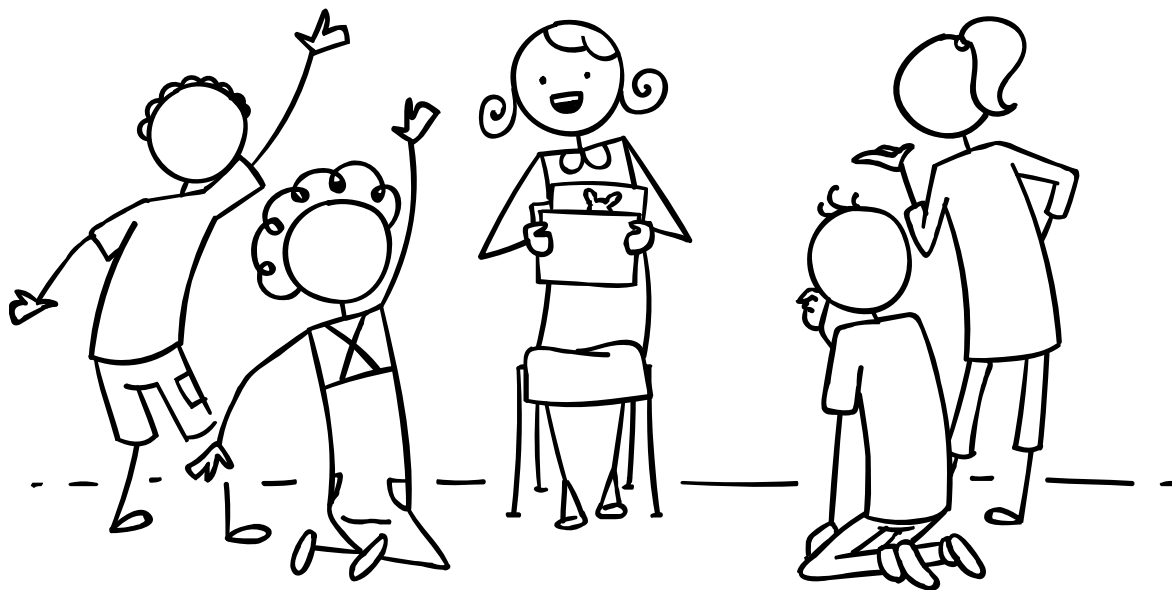
Jump on it: spread flashcards, face up, over the floor and get everyone to stand up. Shout out "Jump on the (dog)". The first student to jump on the correct flashcard wins a point.



Flashcard Concentration: put the class into groups of 4. Each group will need two sets of the same flashcards. Model the activity first by having everyone watch you play with one group: shuffle both sets of the cards together and lay them out, face down on the floor. Turn over two cards. If they are different, turn them back over – it is the end of your turn. If they are the same (e.g. two apple cards) you keep the cards (remove them from the game) and have another go. At the end, all of the cards will have been removed. The player with the most cards is the winner.



Slowly reveal the flashcard: This very simple flashcard technique can be used for any vocabulary. Before class prepare the flashcards you want to review. Start with the first flashcard – place it behind the pack of the other flashcards so your students can't see the picture. Slowly push the flashcard up, revealing a little of the picture. Encourage students to shout out what they think it is. Keep slowly revealing the image until someone shouts out the correct word.



39. Spin the bottle

Ages: 5-12

Themes: all

Supplies: plastic bottle

This simple game is very flexible and can be used for any vocabulary.

Have everyone sit in a circle. The teacher starts by spinning a plastic bottle in the middle of the circle. Whoever the bottle points at when it stops spinning is shown a flashcard, an object or asked a question. If the answer is correct, that student can then spin the bottle.



40. Teacher says

Ages: 5-12

Themes: actions, verbs, adverbs

Supplies: none

This is an actions game base on the classic game *Simon Says*.

This is the same as the game "Simon Says" but with the word "Teacher" instead of "Simon". Line everyone up in front of you and say an action, e.g. "Teacher says drink" and have everyone do the same action. Go through a few more verbs with everyone doing the actions. Then say an action without saying the "Teacher says" part – anyone who does the action is out! First time, you can give a warning but after that any mistakes result in the student sitting out the round.



41. Three truths and a lie

Ages: 7-12

Themes: daily routines, pets, verbs (different tenses), food, time expressions

Supplies: board, chalk/markers, slips of paper

This game can be used to practice all sorts of vocabulary by making true and false statements about your life. Some possible topics are daily routines, pets, verbs (different tenses), food and time expressions.

This example uses verbs and time frequency vocabulary. On the board write four sentences about yourself using the time frequency structures but make sure only 3 are true and one is a lie. E.g.

- *I cook dinner five times a week.*
- *I go to the gym three times a month.*
- *I play golf 5 times a year.*
- *I never ride a bike.*

Tell your students one sentence is not true about yourself and ask everyone to guess which is the lie.

Then give everyone a slip of paper and have them write 4 sentences about themselves, again 3 truths and 1 lie. As they are writing walk around and give help with spelling, etc. Students don't need to use the same actions from the previous activity - they can write anything they like. When

everyone has finished, get everyone to stand up and find a partner. Tell everyone that they have just 1 minute to read their sentences and guess which is their partner's lie. Use a timer and shout "Go!". After 1 minute get everyone to stop and find a new partner, and continue like this for a good few rounds.



42. Train ride

Ages: 7-12

Themes: numbers, ordinal numbers, days of the week, months of the year, alphabet

Supplies: none

This is a great activity for teaching sequence vocabulary (numbers, ordinal numbers, alphabet, days of the week, months of the year, etc.). Let's see how it works with numbers.

To begin, get everybody standing in a long line with their hands on the shoulders of the student in front of them – forming a train (it is worthwhile moving all desks and tables to the edge of the classroom before doing this). The teacher can go at the front of the train. Start off by choo-chooing around the classroom at a nice, easy pace.



Then stop and say, "Let's go again! This time count 1, 2, 3, etc.". As you snake around the classroom, everyone shouts, "1, 2, 3, 4, ..." together in time.

Now comes the fun part – introducing the adverbs. As the train is moving around the classroom, shout out the following commands and have everyone follow what you do:

- "Let's go quickly!" – speed up - also speed up chanting "1, 2, 3, 4, ...".
- "Let's go slowly!" – slow right down to a very slow pace and also slow down chanting "1 ... 2 ... 3 ... 4 ...".
- "Let's go high!" – put your hands high up in the air as the train moves around the class as everyone chants "1 ... 2 ... 3 ... 4 ...".
- "Let's go low!" – bring your hands down low and stoop your head low as the train moves around the class as everyone chants "1 ... 2 ... 3 ... 4 ...".
- "Let's count loudly!" – shout "1, 2, 3, 4, ..." as the train moves around the class.
- "Let's count quietly!" – whisper "1, 2, 3, 4, ..." as the train moves around the class.
- "Let's stomp hard!" – stomp your feet as the train moves around the class as everyone chants "1 ... 2 ... 3 ... 4 ...".
- "Let's walk softly!" – walk as softly as you can as the train moves around the class as everyone softly chants "1 ... 2 ... 3 ... 4 ...".

Keep moving around the class and changing the instructions. It is great fun and an exciting way to teach sequences.

43. Vocabulary airplane competition

Ages: 7-12

Themes: all

Supplies: objects you are reviewing or flashcards, paper for making airplanes

This game can be played to review any vocabulary.

First, have your students make some paper airplanes. Then stand everyone in a line and let them test fly their planes.

For the competition, assign points to different classroom objects (e.g. table 5 points, door 10 points, trash can 20 points). Show a student a review flashcard or object (or even ask a question) and if s/he answers correctly then s/he can throw and try to hit one of the target objects to win points.

This also works well as a team game.

44. Vocabulary basketball

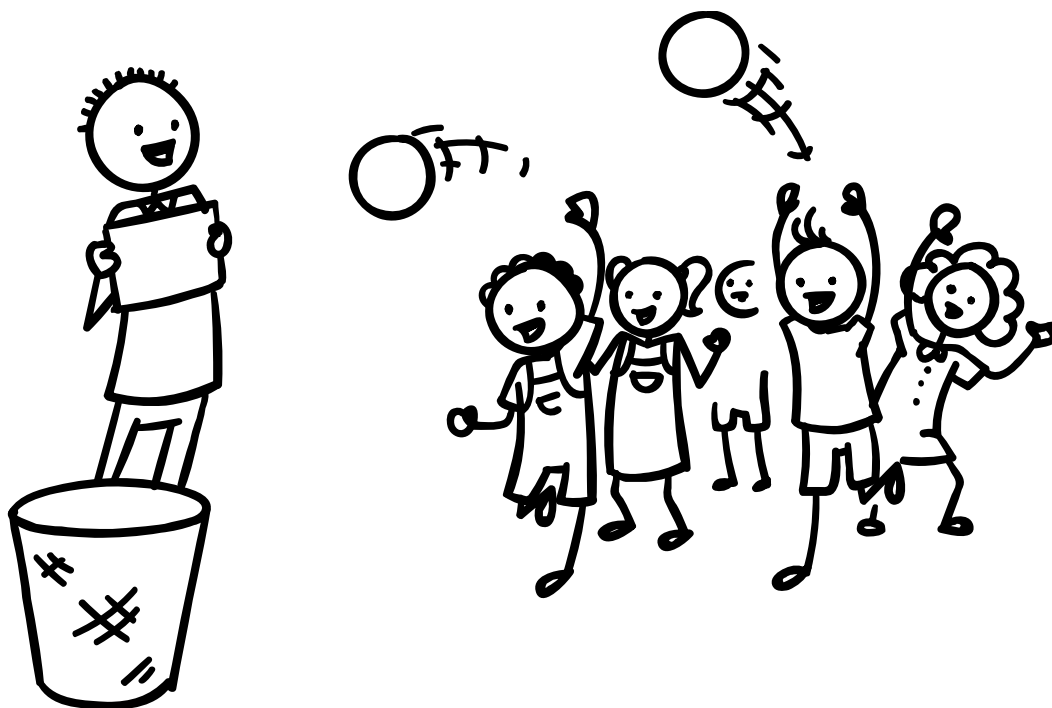
Ages: 7-12

Themes: all

Supplies: basket, 2 balls, flashcards

This is an exciting vocabulary review game – great to use at the end of the lesson. You will need a basket (a wastepaper basket) and 2 balls (2 pieces of A4 paper scrunched up into a ball). Also, have flashcards for the vocabulary from this lesson as well as previous lessons - shuffle them well.

Form 2 teams and line them up so that two players from each team are facing the front with the basket in front of them. Let both players throw their ball - if they get their ball into the basket they can try and win a point by saying the correct word of the flashcard you hold up. Then they go to the back of the line. Play until all of the flashcards have been answered correctly - the team with the most points is the winner!



45. Vocabulary pictictionary

Ages: 7-12

Themes: all

Supplies: board, chalk/markers

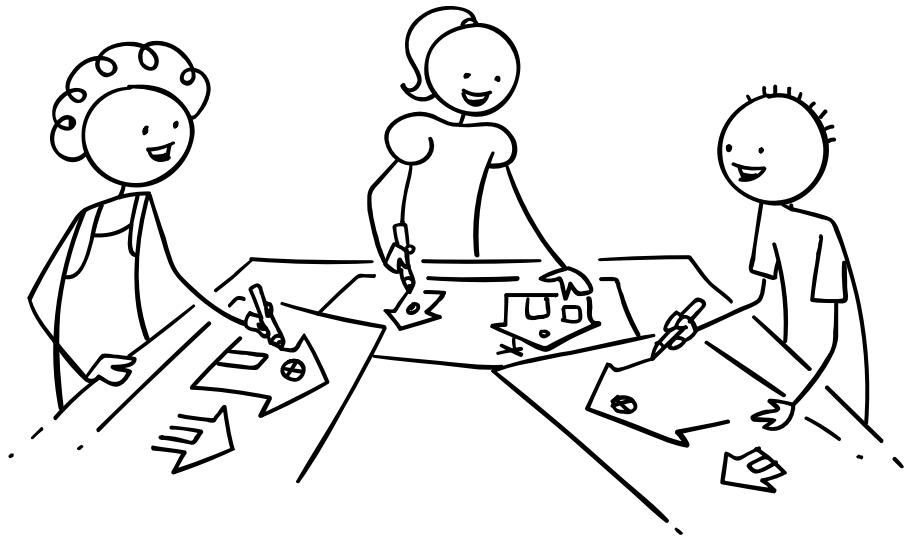
This is a wonderful vocabulary review activity and can be used for pretty much any vocabulary topic. Start by modeling on the board so everyone understands how to play. Erase everything from the board and draw two vertical lines so that the board is divided into three equal sections.

Invite three students to the board and stand them in front of each blank section on the board and give them a marker / chalk each. Tell them to draw an item from the review vocabulary, for example, "Draw a fat snake". When the drawings are finished select a winner for the best picture. Play another round or two on the board with different students (use different adjectives and nouns each round).



Next, put students into groups of three and give each student a large piece of paper to draw on. Shout out the vocabulary to draw and give everyone 1 minute to complete their drawings. At the end of 1 minute get everybody to hold up their pictures – you are the judge and you have to select the best

picture from each group of three students as the winning picture. Then move onto the next drawings – play until all the vocabulary has been practiced.



46. What animal am I?

Ages: 3-5

Themes: animals

Supplies: animal flashcards/toys

This activity is a fun way to review animals. You'll need animal flashcards or toys.

Before class, print out the animal flashcards that you need. Start by modeling: look at a flashcard but don't show anyone. Then act out that animal (also doing sounds), for example, walking on all fours saying "moooo!" (for cow). Students can put their hands up if they know the answer. Select a student – if he/she answers correctly he/she can do the next animal – show a flashcard and have them do the action. Again, the student who answers correctly can do the next animal. Continue until all the animals have been guessed.



Finally, stick the flashcards on the board. Put everyone in pairs to take turns in acting out and guessing the animals.

47. What's missing?

Ages: 5-12

Themes: stationery, food, colors, toys, animals, classroom objects, clothing

Supplies: objects you are reviewing

This is great for review real objects, such as stationery, plastic food, toy animals, colors, toys, etc. This activity works well directly after teaching the vocabulary for the objects.

First, place the objects you have just taught on a table. Tell everyone to close and cover their eyes. Take away an item from the table and hide it behind your back. Then say "Open your eyes". Point to the missing space on the table and encourage everyone to shout out the missing item. Keep playing until you have practiced every word.



48. What's in the bag?

Ages: 3-7

Themes: food, animals, toys, stationery, classroom objects

Supplies: objects you are reviewing, a cloth bag

Kids love this activity and it is great to use as a review activity at the beginning of each class.

Take a small cloth bag to class. Have the students close their eyes while the teacher puts an object into the bag, such as a plastic fruit, a toy, a pencil, etc.

One student then puts his/her hand in the bag to feel the object and try and guess what it is. Let everyone have a go.

49. Write vocab on the board race

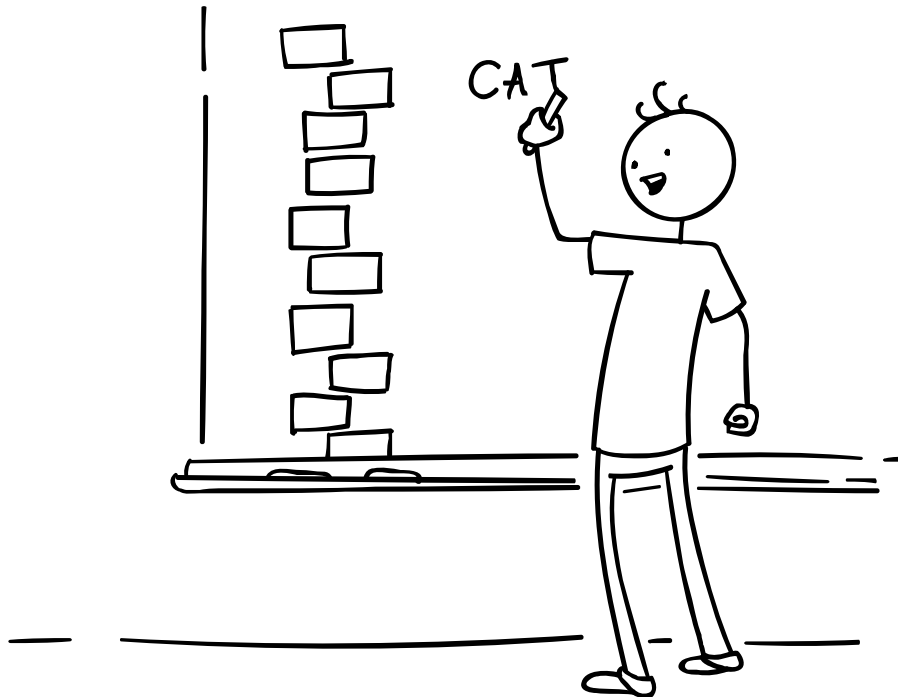
Ages: 7-12

Themes: all

Supplies: board, chalk/markers

This simple game can be used to practice any vocabulary.

Put the class into teams, so you have 2 to 4 teams in total. Each team selects one person. Teacher shouts out a review word and one student from each team must rush up to the board, take a marker or chalk, and write the word (anywhere on the board is ok). The first person to write the word, spelt correctly, wins a point for his/her team. Continue playing until everyone has had a go and all the vocab has been practiced.



50. Yes/No guess

Ages: 5-12

Themes: all

Supplies: objects you are reviewing or flashcards

You can play this simple game with any object or flashcard and it can be thrown into any vocabulary teaching routine.

Hide an object or flashcard behind your back and encourage your students to ask yes/no questions to guess what it is. For example:

Student: "Can you eat it?"

Teacher: "Yes, you can."

Student: "Is it a fruit?"

Teacher: "Yes, it is."

Student: "Is it red?"

Teacher: "No, it isn't."

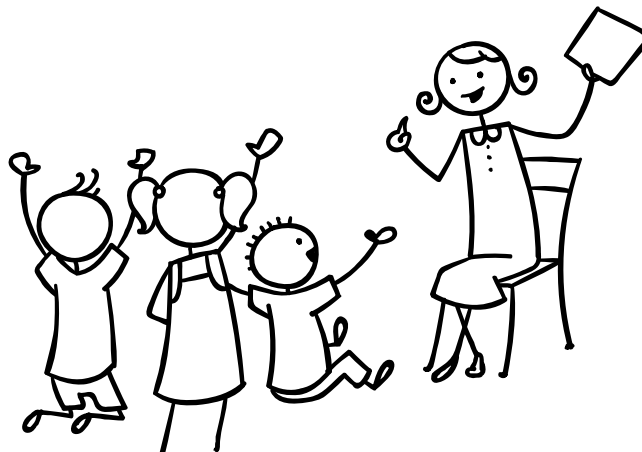
Student: "Is it yellow?"

Teacher: "Yes, it is."

Student: "Is it a banana?"

Teacher: "Yes, it is!"

The first student to guess correctly can keep the object/flashcard which counts as a point. At the end, count up the points to find the winner.



Final Word ...

ESL KidStuff is a resource website for English language teachers

<http://www.eslkidstuff.com/>

- Get free lesson plans at www.eslkidstuff.com/esl-kids-lesson-plans.html
- Download our flashcards, worksheets, songs, craft sheets and classroom readers <http://www.eslkidstuff.com/>

Please report any mistakes at <http://www.eslkidstuff.com/contact.htm>

This e-book was produced by ESL KidStuff (<http://www.eslkidstuff.com>) and is covered by copyright.