

Games to learn English!

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1. Good morning!

1. Choose a pupil to stand in front of the class, facing the wall.
2. He/she shouts in a loud voice: "Good morning!"
3. The teacher chooses a student who responds by changing his/her voice: "Good morning!"
4. The student in front of the class turns and starts asking (and walking around in the classroom) the other students, "Is it You?"
5. The student answers either "Yes, it is" or "No, it is not".
6. This student becomes the new student in front of the class.

Step 1

The student asks, "Is it You?"

Step 2

The student asks: "Was it You?" and the others answer "Yes, it was" or "No, it wasn't".

Pro tip: You can also use other greetings such as "Good evening", "Merry Christmas", "Nice to meet you" etc.

2. The Rocket game

1. The players are in a circle.
2. Let's repeat the numbers 1-10 together.
3. Decide on the number of the rocket that will cause the rocket to explode and the player will be knocked out of the game (e.g. 6).
4. Start saying the numbers one by one in a circle 1-10.
5. After 10, start again.
6. When the rocket number is reached, the student who says it is knocked out of the game and sits down.
7. The winner is decided by a game of rock-paper-scissors.

Step 1

Use numbers 1-10

Step 2

Use the numbers 11-20

Step 3

Use only tens

Step 4

Use hundreds

Step 5

Count backwards

3. Running sentences

A fun way to handle a piece of text.

1. Write 5-8 sentences of a paragraph on separate pieces of paper.
2. Place the numbered sentences in the aisle.
3. Students work in pairs.
4. One of the pupils reads the sentence and returns to the pair to whom he or she says the sentence aloud.
5. One of the pairs writes the sentence from the dictation of the other.
6. The pupils take turns, with one pair going out to look for the sentence and the other to write it.

Step 1

The sentences are on the same piece of paper in the corridor.

Step 2

The sentences are along the corridor, so the student has to search for them.

4. Hutchy Putchy

A mat for each student as a place marker.

A small mascot "Hutchy Putchy" that fits in the palm of your hand.

1. Choose a volunteer to go stand in the corner so that he or she does not see the others.
2. The other students stand in their own places on the mats in the ring.
3. Students close their eyes and hold out their hands.
4. At the same time, the teacher gives one of the pupils a Hutchy Putchy to hide.
5. The others open their eyes and put their hands behind their backs.
6. The student in the corner comes to the center of the circle and starts asking the others, "What's your name?".
7. The others take their turn to answer, "My name is..." if they do not have Hutchy Putchy on their hands.
8. When the person in the middle asks the holder of Hutchy Putchy what his name is, he replies, "My name is Hutchy Putchy!" and everyone in the circle quickly changes places.
9. Whoever is left without a seat goes to the next corner and the game continues for another round.

Step 1

The one in the middle asks, "What's your name?" and the others answer "My name is...".

Step 2

The person in the middle asks "What do you like?" and the others answer "I like..."

Step 3

The one in the middle asks: "What are you doing?" and the others answer, for example, "I'm walking my dog."

Step 4

The one in the middle asks: "What were you doing?" and the others answer, for example: "I was walking my dog".

5. Space reading comprehension

Reading and vocabulary

Adjectives and describing things

Reading words

Problem solving skills

Puzzle cards and corresponding picture cards.

Answer sheet for children (can also be written in a booklet)

1. Print and cut out the picture cards and puzzle cards.
Remember to print the cards large enough to make out the colors, shapes etc.
2. Hang the picture cards and puzzle cards on the wall. Put the picture cards on one side of the classroom and the riddles on the other.
3. Distribute the answer sheets to the students.
4. Students go first to read the riddles.
5. After reading the riddle, students try to find the picture card that corresponds to the riddle.
6. When they find the right one, they return to their place and write the answer on their paper under the correct number.

Step 1

Go through together what words are on the picture cards.

6. The fly swatter

You will need flashcards or a whiteboard to write words on.

2 Fly swatters

First, practice together the words you will use in the game.

1. Write the words on the board or stick the flashcards on the board.
2. Divide the pupils into two teams and place the teams in a line in front of the board.
3. The teacher says the word and the students try to find the correct word on the board as quickly as possible and hit it with a fly swatter.
4. The fastest earns a point for their team.
5. The first in the queue go to the back of the queue and pass the fly swatter to the next.

Step 1

The teacher says the word in English and the students look for the picture of the word on the board.

Step 2

Teacher says the word in their own language that the pupils find on the board and say in English.

7. Toadstool

You will need 10-15 picture cards.

First practice the words needed for the game.

1. Participants sit in a circle and the cards are placed in the middle of the circle.
2. One student turns away from the circle and covers his eyes.
3. The others, meanwhile, choose a card that is a forbidden toadstool.
4. The student who has turned away turns back to face the circle and starts picking cards like mushrooms.
5. As he picks a card, everyone says the word on the card at the same time.
6. When he picks the toadstool, everyone shouts “toadstool” and the round ends there.
7. At the end everyone counts together out loud how many cards he has collected, and then it's the next person's turn.

Step 1

Picture cards with the word in English.

Step 2

Picture cards with a word in your own language and you have to say it in English.

8. Corner

Choose 4 picture cards to practice together.

1. Place the cards in different parts of the classroom.
2. One student stays at the front of the class, facing away from the others.
3. Note! He/she must not look at the others during the whole game.
4. The teacher says: "Please choose your corner" and the other pupils choose a corner to stand in.
5. The pupil in front then chooses a word and says it aloud. All the students in that corner drop out of the game and return to their seats.
6. If the corner was empty, the teacher says: "There's no one there, choose another one."

The corner has to be changed every time!

The game continues until everyone is out of the game. The last one becomes the new one in front.

Step 1

The person in front says just the word.

Step 2

The person in front asks a question about the words. For example, food words Do you like cheese?

9. Rock-paper-scissors-numbers!

Play a game of rock-paper-scissors with a pair of friends.

Instead of putting one of the three objects, the player puts out 0-5 fingers.

The player quickly puts both fingers together and says the answer in English.

The fastest gets a point.

Step 1

player counts only a pair of fingers and says the answer in English.

Step 2

The player counts both fingers together and says the answer in English.

Step 3

Players use both hands and count all fingers together.

Step 4

Count the fingers in multiples.

10. Teethless animals

Practice vocabulary by topic (e.g. food, animals, numbers, etc.)

No laughing, showing your teeth or talking unless it is your turn.
Mouth is kept closed or when talking, lips are folded over teeth.

1. Players are in a circle and one starts by saying the name of an animal with no teeth showing to another student.
2. Another student repeats the same word to the first student, then turns to the next student and says his own word, and so on.
3. If you laugh or show your teeth, you are out of the game.

Step 1

Practice familiar words with the word lists on display.

Step 2

Do not say the same word the second time, if you can't think of a word, you drop out.

11. The murderer

This game is a fun way to practice the past tense.

1. One of the students is chosen to be a policeman who goes outside the classroom.
2. The other pupils stand in a semicircle/row and close their eyes while the teacher chooses the murderer by tapping him on the shoulder.
3. All the students are thinking ahead about what they were doing at the time of the murder.
4. The police enter the classroom and start questioning the suspects in order by asking questions: "What were you doing during the murder?"
5. All the students say the same thing word for word in each round. Only the murderer changes his story, but only slightly so that the police don't get suspicious.
6. When the police are sure about the murderer, they can ask: "Are you the murderer?" or "Was it you?"

Step 1

Use regular verbs.

Step 2

Use only irregular verbs.

12. Body parts

You will need picture cards

Practice the words used in the game.

1. In pairs or small groups, pupils are given a stack of picture cards with pictures of body parts and their names.
2. One of the pairs sits or lies on the floor.
3. The other one picks up a card from the stack and says it aloud.
4. He or she then places the card in the correct place on the body of the friend.

Step 1

Practice with the pair in turn.

Step 2

Compete to see who is the fastest.

13. To eat or not to eat

You need a soft ball. The game practices vocabulary by topic (e.g. food, hobbies, etc.).

1. Students stand in a circle.
2. A student throws a ball to another person in the circle and says a word in English.
3. If the word is something edible, the other student catches the ball.
4. If it is not, he or she is not allowed to catch the ball.
5. If a student catches/misses the ball at the wrong point, they are knocked out of the game and go and sit down on the floor.

14. Hot potato

You will need a bag of peas.

The game practices words by theme.

1. The students sit in a circle and the teacher takes time on the phone (first one minute and then the time decreases round by round).
2. The first player throws a bag of peas and says a word related to the topic, for example a food word.
3. The same word may not be said the second time in the same round.
4. The potato is thrown until the time runs out. The last person to throw the potato is eliminated from the game.

Step 1

Pupils may have a word list or picture cards available.

Step 2

Practice familiar words from memory without the word lists.

Step 3

All words in the round must start with the same letter.

Step 4

The next word must start with the same letter as the previous word.

15. The chair game

This game exercises vocabulary by topic.

1. Students have chairs or mattresses as markers of their place.
2. There is one less chair than there are pupils.
3. The teacher starts to read out words (e.g. food words) while the pupils go around the chairs.
4. When the teacher says a word that is not a food word, the pupils quickly try to sit/stand on the mattress.
5. The one who could not fit is knocked out of the game and one chair/mattress is taken away.
6. The last two fight for victory with rock-paper-scissors.

Step 1

Practise vocabulary with nouns and eatables (or animals etc.)

Step 2

Students say a sentence and the other one has to figure out if it has mistakes. If the sentence has mistake the other one catches the ball and corrects the mistake.

Example: She have a cat.

The other one catches and corrects: She has a cat.

16. Word rally

You need printed words that form sentences (note: make the words big).

A large space where you can move around freely.

1. Write 5-10 sentences on paper and print out a multiplication sheet for each group.
2. Enlarge and multiply the words so that each group has its own words. Cut the words apart.
3. Place the words in the middle of the classroom, blindfolded.
4. Each group settles in its own corner.
5. When the game starts, one student from each group goes off to find the word in the middle.
6. He can only take one word!
7. Only when the pupil has returned to the 'home base' can another member of the team go off to find the next word.
8. The game is won by the first team to get the sentences together.

Step 1

Give each team a copy of the booklet with all the sentences.

Step 2

Students retrieve the words in order.

Step 3

Students can search for words in any order (works best with step 4)

Step 4

Don't give the multiplication sheet to the groups, let them decide for themselves how to make sentences that make sense.

17. What do you know about my friend

Question phrases

1. Choose one student to go outside the classroom.
2. Agree with the others on a person that everyone knows. For example, a public figure, a cartoon character, a celebrity etc.
3. The pupil who was outside the class comes back into the class.
4. He tries to find out the identity of the person by asking questions of the others.
5. The questions must be ones to which the other person answers yes or no (or sometimes).

Step 1

Occupations

Step 2

Animals

Step 3

Public figures/other characters

18. I spy with my little eye

max 10 students

Recognition and description

Various objects or picture cards

1. Everyone is sitting in a circle.
2. Teacher places objects or picture cards in the middle of the circle.
3. Together we go over what words/colors are on the floor.
4. The teacher chooses one of the objects and starts to describe it:
5. I spy with my little eye...something green!
6. The student thinks, points to one of the objects and asks: Is it this one?
7. The teacher answers either "Yes´it is" or "No, it isn´t".
8. When the student finds the right thing, the teacher chooses a new thing and it is the next student's turn.

Step 1

Practice e.g. colors alone

Step 2

Practice describing with other adjectives: I spy with my little eye... something fluffy.

Step 2

The pupil chooses what to describe and describes it to another pupil.