

1. What's my word?

One person has to read out the definition of a word from the dictionary and the others have to guess what the word is. It may help if clues are given, such as the letter the word begins with.

2. The neighbour's cat

An adjective / adverb game. Pick an object or person and each person in turn must supply a suitable adjective to describe it, working through the alphabet. For example: 'Our neighbour's cat is an adventurous cat', '... is a beautiful cat', '... is a cunning cat' and so on.

You can use adverbs instead by providing an appropriate action for description. For example: 'I walk to school aimlessly', '... beautifully', '... cautiously' etc.



3. Pass the bomb

You will need three things: a timing device (the Teachit Timer is handy here!), a dice and a number of cards (or a list) of combinations of three letters that can be found occurring in words (e.g. ugh, rst, ale, uid). Put the chosen letter combination on the board and throw the dice. If it's a one, two or three, these letters can be used anywhere in the word. If it's a three, four or five, these letters cannot be used at the start of a word.

Set the timer (for about 45 seconds) and pass the dice to the first person. He/she must think of a word that has that letter combination. As soon as the person has given the correct word, he/she immediately passes the dice to the next person who must come up with another word. Again the timer is passed. When the timer pings, whoever is holding the dice is out. Start again with a new combination of letters, another throw of the dice and a reset of the timer.

4. Game without rules

This is a round the class game where the purpose is for students to work out the rule of the game. Tell the students they are invited to a party and have to bring one item. As each student says his/her item, you say whether or not they can have it. The trick is that you must decide a rule which says whether or not that item is allowed. Don't allow students to reveal the rule once they have spotted it - they just keep playing along. Wait until most of the class has spotted it before revealing the rule. Below are some possible rules:

- a double letter in the word
- starting with a vowel
- ending with a vowel
- vowel starts for girls, consonants for boys
- starting with the same letter as the student's own surname.

5. Just a minute

Made popular by the radio show, this is a good way of getting reluctant speakers to participate. Give the first person a topic and he/she must talk about it for one minute without hesitation, repetition or deviation (from the topic). If they do hesitate or deviate or repeat themselves, the topic is handed on to the next person and this keeps going until the minute is up. Whoever is still talking when the minute is up earns a point.



6. Following instructions

This tests how accurately students can use language. The students need a piece of paper and a pencil. Divide them into pairs with one person facing the board and the other with his/her back to it. On the board, put up a picture. The student facing the board must describe the picture (without saying what it is) for their partner to draw/illustrate. The illustrator who produces the most accurate recreation wins a point for their pair. They swap places and do another one, and so on.