

Fun Game Ideas

These activities are ways to improvise or create games for practice. Many reuse materials you already have.

They are adaptable and flexible - you can use them with any new-and-review target material you want to practice with your learner.

Print this list and keep it in your teaching bag - pull out an idea if you have an extra minute, or if attention flags!

All these are actually ways to practice and review - and enjoy it in the process. (Thanks to Mandy Harpaz for these suggestions and game boards.)

1. **"X Says"** ("**Simon Says**" - "X" is your name and/or the learner's name.)
 - a. Use verbs that you have taught (sit, stand, nap, skip...).
 - b. If you say "X Says" they should perform the action. If you only name the action, they should not; if they do, they're "out."
 - c. You can also play that the action should only be performed
when X says "please..."
2. **Guess the Word**- Write the beginning or middle of a word and see who can finish it first (also give its meaning for bonus points).
3. **Word Sorts** - Sort word cards into categories you define, depending on what you are working on: parts of speech (verbs, nouns, adjectives), singular/plural, past/present, masculine/feminine, different spellings of the same sound, animals/people's names, etc.
4. **Miming** - Learners act out the word and others have to guess it - in English of course!
5. **Noughts and Crosses (Tic-Tac-Toe)** - draw board (#) and write words, or place word cards, in each spot - then draw a regular empty board.

In turn, each player chooses the word which corresponds to the spot where they want to put X or O. If they can read the word and/or know the meaning, they can put the X or O in that spot.

6. **Codes for Letters:** (I = 3, E = 5 etc.) and then they have to find the words/meanings by deciphering the codes.
7. **Counting Words** - How many times do particular words appear in the story?
8. **Rules Search** - Look for certain grammar rules in stories (like 's or s at end of words) and mark them (you can use color-coded pens or highlighters).
9. **Sentence Soup** - Cut up all the words in a sentence and clip them together with a paper clip. Once the learner assembles the sentence, they write the proper sentence on the board/in the machberet chachama.
10. **Tops and Tails** - Write a word that the learner knows, (example: "spit"), then use the last letter from the word to start another word - "tin" -then "nap", then "pin" etc.

Or take a word and change one letter at a time - big > bag > rag

11. **Concentration, Matching, or Memory Games** - match meanings or pictures to English words. You can laminate the word list from any lesson, then cut up the word and picture squares to make picture-to-word matching cards.
12. **Symbol Board Game** - Print the document from this section, *Symbol Board Game*. This is a generic path game with question marks and colorful heart, triangle, and smiley symbols along the way. Make cards containing words or pictures from the lesson, with a symbol on the back of each. Player rolls the die, moves to a square, and when he lands on a symbol, has to choose a card from the pile with the matching symbol. Make up your own categories (e.g. Heart: read the word; Smiley: look at the picture on the card and say the English word; Triangle: do the action on the card; Question mark: ask a question.)
13. **Other board games** - Print document from this section *Game Board 2* or *Game Board 3*, two generic boards that can be used with any lesson. You can fill in the squares using words or stickers. Make

your own symbol board games by sticking the same stickers on the backs of cards.

14. **Bingo - (Good writing practice.)** Fold two sheets of paper into 4 x 4 squares to make two bingo boards. Learner writes a word into every square on her board, and you write the same words in a different order into the squares on the second bingo board. The same words, or their pictures or definitions, are written on slips or printed on cards, pulled from a bag, and read out or defined by the learner. You need buttons or other markers to place on the words that have been called. Bingo is 4 in a row in any direction.
15. **Hangman** - Choose a word from any of the word lists up to and including the current lesson. Draw a "gallows" and lines to show the number of letters in the word you've chosen (e.g. ____ ____ ____ ____ for a 4-letter word). The other players have to guess letters - if the letter is in the word, write it into the appropriate space. If it isn't, add a body part to the poor fellow hanging on the gallows, and write the letter in a list on the board. If you finish drawing the hanging guy before the guesser guesses the word - you win.
16. **Snap** - For this game you need 8 pairs of cards. (They could be word/picture pairs, rhyming word pairs, past/present pairs, etc.) Deal the cards to each player. First player turns over her top card and reads the word or names the picture, then the other player turns over her top card and reads the word. If the cards are a pair, the first one to tap them and say 'SNAP' gets the cards. If the cards do not match, then they are left in the middle until there is a rhyming set, when the winner takes them all. If there are no rhyming sets and no cards left just start over by dealing the cards left in the middle. The winner is the one with the most pairs at the end of the game.
17. **Word Search** - Take the words from any word list. Using graph paper, outline a square, then within it, write the words in all directions (across, down, diagonal, one letter per square. Fill in the empty squares with other letters. The learner can prepare a word search for you, based on any word list, or you for him.
18. **Happy Families / Go Fish** - You need several families of four cards each, with the family name (letter, letter combination, or other

category) written at the top of each card and the four words in the family written on each card, with a different one highlighted (underlined, or written in a different color) on each. To play: Shuffle the cards. Deal each player four cards and put the remaining pile of cards face down in the middle. Players try to assemble families of four cards by asking the other player(s) for the card they want by name (example: "Do you have "hen" from the H family?") If the player gets what s/he requested, she gets another turn. If not, the other player says, "No, Go Fish" and the first player draws a card from the pile. Lay down each family of four cards as it is assembled; the learner should read the 4 words and state their meanings. Play until all the cards are laid out in families. The player with the most families wins.

19. **Lotto** – Each player has a different board with a different set of words or pictures. The corresponding cards are pulled out of a bag and read aloud. Whoever has the matching word to the card places the card in that spot on his lotto board. The winner is the first player to fill his board.
20. **Crosswords** – Like word searches, prepare these from any word list on graph paper. To create the answer key, write out words that intersect so that the same letter can be part of the words going both across and down. In a separate spot, write a list of numbered clues for the words (use pictures or definitions) and number the answer key accordingly. Finally, copy over the locations of the numbered empty squares on a blank sheet of graph paper, to be filled in by the learner.
21. **Dominoes** – Dominoes have two ends that don't match each other, but match the end of a different domino. Each player picks seven dominoes from the pool. The first player places down one domino, and the other player has to put down, from among his seven dominoes, one that matches either end. If you have no match, pick more from the pool until you find a match. Whoever runs out of dominoes first wins.
22. **Wordlists** without vowels to help differentiate between the different sounds.