

Low Preparation Games

Charades	<p>Prep: make cards with sentences, verbs or nouns. Divide class into teams. One student chooses a card and acts it out while the other students guess. Award points.</p>
Whispers	<p>Prep: none ALT thinks of a sentence. The first student in each row come to the ALT and memorizes the sentence. They must whisper it down their row. The last person in the row must tell the ALT the correct sentence. Variation: The last student writes the whisper.</p>
Shiritori	<p>Prep: none Divide the board into six columns (one for each row). Write a starting word on the board. First person in the row much write a word starting with the last letter of the first word. E.g. test, table, egg, good, etc. Variation: Give each row a piece of paper to pass down the row. Works well with wheelchair bound students.</p>
Rememberathon	<p>Prep: None Begin with a sentence. E.g. I have a book in my bag. The next student must say the same and add an object. E.g. I have a book and two dogs in my bag. Variation: Can be used for any structure such as "There is/ are", I went to (Place) to-.</p>
Word a thon	<p>Prep: none Choose a letter and have students write as many words as possible starting with that letter in a given time.</p>
Word Jumble	<p>Prep: make flashcards with vocabulary words jumbled up. Hold up a card and students must un-jumble. Variation: Write jumbled words or sentences on the board. Make teams or use 'Around the world'.</p>
Around the world	<p>Prep: flashcards, English-Japanese, picture, etc Have the first student in the left row stand next to the desk of the student behind them. That student stands also. The ALT holds up a flashcard and the first student to answer moves back to the third student's desk. The student who didn't answer sits in the seat. This continues until all students have had a chance at answering. The student who has moved the most number of desks is the winner. Variation: Ask students questions rather than use flashcards.</p>

<p>Spelling Scramble</p>	<p>Prep: 2 sets of alphabet cards (make sure you have extra vowels and common consonants) Divide class into two teams and give each team a set of alphabet cards. Students spread cards out over their desks. Call out a word and the first team to race to the front and spell that word with the cards is the winner. Give points for winning and for coming second if they make the word. Make rules such as you can only hold one letter unless there are more letters than students. This gets everyone participating. Variation: For a higher level give a clue rather than a word e.g. The meal we eat in the morning.</p>
<p>Categories</p>	<p>Prep: Make answer grids Divide class into 6 teams. Give each team an answer grid. Call out a letter and students must fill in as many categories as possible starting with that letter in a given time. Award points for each round. Variation: If there is no time to make the grids, stand the class in two lines and ask the first person in each line to give an answer to a category. The first student to answer stays at the front, the other student goes to the back of their line. If they win 3 in a row they get a prize.</p>
<p>Build a Sentence</p>	<p>Prep: none (scrap paper) Divide students into groups. Write a word or grammar structure on the board. Each student must write an interesting sentence using that word or grammar structure. In their groups they must share their sentences and decide who has the most interesting. The most interesting is read from each group and the JTE must decide who the winner is. Variation: Write a word on the board and students make a simple sentence. Write another word on the board and students must try to make a sentence using both words. Continue until all students cannot make a sentence using all words.</p>
<p>Question Game</p>	<p>Prep: Questions Divide the class into two lines. JTE takes one team ALT takes the other. JTE and ALT give students an answer. Students must ask the question. E.g. I live in Niigata. Student would say "Where do you live?" JTE and ALT move down the lines answering. First row completed is the winner. Make sure JTE and ALT have same answer to ask so it is fair. Variation: Can of course be done the other way. Teacher asks, student answers.</p>
<p>Boggle</p>	<p>Prep: none Draw a grid 4 squares x 4 squares on the board. Have students call out 16 letters. Make sure at least 5 are vowels. In pairs have students write as many words as possible using the letters in the grid. Give a time limit. Variation: To make it harder introduce the rule that the letters must be joining to make a word.</p>
<p>Photographic Memory</p>	<p>Prep: none Write a list of words on the board that the students have studied. Let the students study the words for a minute. Erase them. The students must write as many words as they remember. Variation: Can be used with real objects, flashcards, pictures or numbers of things. E.g. There is a watermelon. There are three cakes.</p>

<p>Wake Up, Go to Sleep</p>	<p>Prep: none Divide students into even groups of about 6. Teach them wake up means look at the teacher and go to sleep means close your eyes. Number off each student in each group. ALT thinks of a sentence. E.g. I have a big black dog. Tell all students to go to sleep. Say "Wake up number 1". Write a word from the sentence on the board. Then say "Go to sleep number 1". Wake up the next number and give them another word from the sentence. Continue until all words are given out from the sentence. Then say "Everyone wake up". The students must share their word(s) with their group and make the correct sentence. Variation: To make it easier give out letters in a words. To make it harder give out a longer sentences so that some students have more than one word to remember.</p>
<p>Criss Cross</p>	<p>Prep: none Choose a column of students to stand up. Ask students questions, first standing student to answer correctly can sit down. Keep asking questions until only one student is standing. This student's row must now stand. Keep changing between rows and columns. Variation: If there is a poor student of English who is always stuck standing, rather than ask a question when there is only two students standing get them to janken to decide who sits. This gives them a 50-50 chance.</p>
<p>Family Feud</p>	<p>Prep: none Divide the class evenly into 2 or 3 'families'. Line them up. One student from each team comes to the front of the class and the teacher calls out a category. (Colors, teachers' names, fruits, drinks, body parts, things that are red, sports, things in a students desk, subjects, farm animals, etc.) When one of the students thinks of an answer they put their hand up. They give an answer. Then they sit down and the rest of 'their family' must think of different answers for each member of the 'family' in that category. If they can not think of enough words it passes over to the other families to think of enough to pass down the family line and thus steal the points.</p>
<p>Wakaranai Sentence Writing</p>	<p>Prep: none Make each row a team. The first person from the first team comes to the board and writes a sentence that the teacher says. The student has 30 seconds to write the sentence correctly. If there are mistakes, the first person from the next team has 30 seconds to correct or finish the sentence. Continue until the sentence is correct and then start again with the second, third, fourth..... students.</p>
<p>True/False</p>	<p>Prep: none Each student must write 2 sentences. One that is true and one that is false that nobody else knows. Each student says their 2 sentences and then the other students must vote which is true and which is false. Each student then tells the correct answer and keeps score of how the other students voted.</p>
<p>Chopstick Quiz</p>	<p>Prep: make questions, chopsticks Prepare 30 questions. Number the chopsticks according to the amount of questions. Each row is a team. Have the first person in each row to stand. Draw out a numbered chopstick and ask the corresponding question. First person to answer get the chopstick for their team and gets to sit. Make some questions harder and assign more chopsticks. Students can only sit once they answer a question. Team with the most chopsticks wins.</p>

<p>Jeopardy</p>	<p>Prep: questions Make 5 categories with different value questions. Divide students into 6 teams. Get them to make an order in each team. All number 1s stand up. Choose a category and a value and ask that question. First student to answer correctly wins that amount of money. Team with most money wins. Variation: Make reusable values in different colors using magnets. Also make bonus points. If a team is falling behind, try and make a big bonus value to help them catch up.</p>
<p>Attack 25</p>	<p>Prep: questions, colored chalk Each row is a team. Give each row a color. Draw a 5 x 5 grid on the board. The first person in each row takes their chair to the front and faces the rest of the class. The teacher asks a question and the first person to answer gets to color in the middle square. The first people go to the back of their row and the second person in each row comes to the front. Ask a question and this person can color in any square. Continue. When a color is captured (one color is on either side of it e.g. green, red, green) The middle color(s) changes to the outside color. When the grid is completely colored ask 2 super attack questions. The students can erase and color any square they want. Team with most squares is the winner. Variation: It is easier to make reusable color markers rather than use chalk.</p>
<p>Taboo</p>	<p>Prep: word cards Students get a card each that they must keep secret. At the top of the card is a word they have to describe. At the bottom of the card are three words that they cannot use to describe the top word. Students must guess what is being described.</p>
<p>Eraserman</p>	<p>Prep: none Divide class into 6 teams. Draw 6 stick figures on the board, one for each team. A person from each team stands. Teacher asks a question. The first person to answer correctly gets to erase a limb from another team's man. If the person answers incorrectly then a limb is erased from their man.</p>
<p>Blockbusters</p>	<p>Prep: worksheet, questions Divide into teams. Choose a letter. Ask a question. The students must think of an answer starting with that letter. If they get the answer correct then they can color in that hexagon on their sheet. Then choose the next letter. The objective is to make a solid line from left to right. Make questions hard or easy depending on class ability.</p>
<p>Hexagons</p>	<p>Prep: Hexagon paper Divide class into teams and assign a color for each team. Put hexagon paper on board. It should have a letter of the alphabet in each square. Ask questions and the team that answers correctly colors in that letter. The team with the most hexagons wins.</p>
<p>Story book</p>	<p>Prep: paper, vocabulary words Divide the class into groups. Give each group paper and get them to choose 6 vocabulary cards. They must work as a group and make a story using all the cards. Variation: For the faster groups get them to illustrate their stories.</p>
<p>Manga</p>	<p>Prep: Manga paper Give students a topic and get them to write and illustrate a comic. Variation: To make it easier give them a hint or a topic.</p>

<p>Battleship</p>	<p>Prep: Worksheet Fill in worksheet according to any grammar point you are presently studying. Pair students. On the top grid students draw the place of their ships. On the bottom grid is where they have attacked their opponent. For past tense you could ask "Did you play soccer yesterday?" If it was a hit on their ship they would say "Yes, I did." If it was a miss on their ship they would say "No, I didn't." Game continues until one student has sunk all the other student's ships. Variation: (example and sample attached) One grid form students to draw their ship s on. Works basically the same.</p>
<p>Baseball</p>	<p>Prep: None Divide class into two teams. Move all chairs and tables. Mark out the baseball field using chairs for bases. One team must 'pitch' the other team questions. If the 'batter' answers correctly they move to first base. If they answer incorrectly they are out. Three outs change. Make sure students who are not 'batting' or 'pitching' are writing questions for their turn to 'pitch'. Variation: I usually play 2 out change. Students sometimes tend to ask very easy questions and one team could be in for a long time. When there are loaded bases I usually step in and throw a harder question at them.</p>
<p>Last Man Standing</p>	<p>Prep: none All students stand up. Ask questions. When a student answers correctly they sit down. Keep asking until the last person and give them an instruction to carry out.</p>
<p>Leapfrog</p>	<p>Prep: none Write 15 words or draw picture along the board of vocabulary previously studied. Divide into 2 teams. One person from each team starts from each end saying the words. When the two people meet on the same word they janken. The winner continues while the losing team's next player must start from the beginning. When they meet on the same word they janken. Winner keeps going, etc.</p>
<p>Body Building</p>	<p>Prep: none Divide class into 6 teams. Draw 6 limbless bodies on the board. First person from each team stands. Whoever answers a question gets to roll a die. Assign body parts to the number on a die, i.e. 1 = eye, 2 = nose, 3 = mouth, 4 = arm, 5 = leg, 6 = ear. The team gets to draw on the body part that corresponds with the number. First team to have a complete body wins.</p>
<p>Banana Tree Game</p>	<p>Prep: object, monkey cutouts 6 teams. Draw 6 banana trees on the board with 5 levels. Each team has a monkey that moves up the tree to get the bananas at the top. Play some music and pass around an object. When the music stops the person with the object must answer a question. If they get it correct they can move their monkey up one level. Variation: If the student gets the question correct they can either move their monkey up a level or another team's monkey down.</p>
<p>Drawing Game</p>	<p>Prep: none Divide class and board into six. Give a time limit and tell them that they must draw as many pictures as possible of anything in the given time. Once the time is over, tell them that they must now write sentences using what they have just drawn in order to get a point for the drawing. May need to use dictionaries.</p>

<p>Master and Servant</p>	<p>Prep: Chopsticks, Orders Best for small classes. Have enough chopsticks for each student. Label one chopstick with an M and one with an S. Students choose a chopstick and the two students who get the S and M chopstick stand up. The M (master) must give the S (Servant) an order to carry out using the grammar point 'must'. (Or any grammar point that fits.)</p>
<p>Odd one out</p>	<p>Prep: lists Divide into groups and give strips of paper to each group with five words on it. One word does not fit with the others. Students must decide which one is the odd one out, say why and then think of another word that would fit in the same group as the other 4. E.g. television, book, newspaper, magazine, letter.</p>
<p>Snakes and Ladders</p>	<p>Prep: Game board, die, markers, Cards Divide class into 6 groups. Make 6 boards and 6 sets of cards. If students land on the bottom of a ladder they climb up. If they land on the head of a snake they slide down to the tail. If they land on a star they must draw a card and do what it says.</p>
<p>Sentence Auction</p>	<p>Prep: Money, sentences Divide into teams. Give each team a certain amount of money. Read out a sentence. Teams must decide if the sentence was correct. If it was correct they must bid at auction to buy it. If the sentence is incorrect they don't bid for it. The team with the most correct sentences and the most amount of money is the winner.</p>
<p>Pictionary</p>	<p>Prep: Cards Divide into teams. A student chooses a card and must draw the word in 20 seconds. (give a short time limit as some girls will take hours to draw a picture and erase it many times) Other students guess the picture.</p>