

# 'Activities for Team Teaching'

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# Drawing Race Game

**Grade:** Junior High School, Grade 1/2/3

## **Warm up/vocabulary review**

Students play in teams of 5 or 6. Each team has a blank piece of paper and a pen. The ALT and the JTE stand before the class each holding a list of English words, concealed so that only the first word is visible. When the JTE/ALT says "GO!" one person from each team runs to the JTE/ALT, and the ALT/JTE shows them word number one. The students must run back to their teams and get them to guess the word by drawing it on the blank paper. As soon the team guesses the word correctly, another team member must run to the JTE/ALT and tell them the word. If they are correct, the ALT/JTE shows them the next word on the list. The second team member runs back to their team and draws the second word. This continues until the team guesses all of the words on the list.

## **Comments:**

This is a very popular game with students of all grades. You can play so that the game ends as soon as one team has guessed all of the words, but I think it's better if you let the game continue so that everyone has a chance to finish. You can score each team from 6 -1 points, from fastest to slowest. Also, get the students in each team to decide on a team number, so that in spite of who guesses the first word, student number 2 will be the next person to go to the ALT/JTE.

**You can give extra points for the best drawings. This is especially funny if you have asked them to draw the JTE/ALT.**

pen

cat

table tennis

breakfast

America

weather

music

listen

time

friend

under

thank you

# Evolution Game

**Grade:** Elementary/Junior High School, Grade 1/2/3

## Warm up

Before the game begins the ALT draws an Evolution ladder on the board and puts a name next to each step; for example **Sad, Sleepy, Hungry, Cold, Happy**.

Have students practice the gesture for each feeling. At the beginning, all students start at the bottom of the ladder. Everyone is '**Sad**'.

When the ALT/JTE says, "GO", the students walk around the classroom and interview each other. When two students meet, they greet each other by gesturing, and saying, "I'm sad" After that, they janken. The winner moves up to the next step of the ladder: '**Sleepy**'. He or she must then search for another '**Sleepy**' classmate.

When two '**Sleepy**' students meet, they greet one another, they janken, and again the winner moves up to the next step. But this time the loser has to go back down to '**Sad**'.

After 3 minutes of play, the students who are at the top of the evolution ladder; '**Happy**', are the winner.

Remember, students can only janken together if they are on the same step. '**Hungry**' can't janken with '**Cold**', and '**Sleepy**' can't janken with '**Sad**'. So if '**Sleepy**' and '**Hungry**' meet, they can greet one another but they can't janken. They must keep searching until they find a matching classmate.

Also, a student who has reached the top of the evolution ladder mid way through the game must keep playing until the 3 minutes is up.

## Comments:

This game can be used to practice more challenging grammar points: "I'm from ~", "I like ~", "I'm going to ~"

# Bomb Game/Hot Potato Game

**Grade:** Elementary/Junior High School, Grade 1/2/3

## **Warm up**

This is a game most of us have played with our Elementary school children. I usually use it at the beginning of a lesson to review greetings. But you don't have to.

The game is simple: The ALT plays music to the class, and the students pass a ball around the room for as long as the music plays. When the ALT stops the music the student holding the ball has to stand up and introduce themselves.

## **Comments:**

As an alternative, use two balls, each starting at opposite ends of the classroom. When the music stops, the two students holding the balls have to stand up and greet one another.

# What's missing?

**Grade:** Elementary/Junior High School, Grade 1

## **Warm up/vocabulary review**

Students play in groups of 5 or 6. At the beginning of the game, the ALT/JTE puts 5 picture cards on the board; for example **pencil, bus, cat, basketball** etc.

One member from each team stands up, and the ALT/JTE gives them 10 seconds to look at the board and memorize the pictures. Then the students close their eyes and the ALT/JTE takes away one card.

When the ALT says, "What's missing?!" the students must look at the board and try to remember which picture card is missing.

The first student to raise their hand and give the correct answer wins a point for their team. Continue playing until each student has had two or three chances to score points.

It's a good idea to make the game more challenging after two or three rounds by adding picture cards to the board, or by removing some cards and introducing others. You can also begin removing two or three cards per round.

## **Comments:**

You can make the game even more challenging by introducing more than one picture of the same object: for example introducing a **green pencil**, a **red pencil**, and a **yellow pencil**, or pencils of different sizes. When the ALT calls out, "What's missing?" the students must answer, "The small green pencil," or "The big blue cat."

# Spelling Race

**Grade:** Junior High School, Grade 1/2/3

## **Warm up/vocabulary review**

As you might have already guessed, this is a game where students race against each other to spell out English words as fast as they can. This is a good game for small classes. But you can play with classes of 30 students or more.

Students play in teams of 7 or 8. Each team has a collection of 'letter cards' which they share out among themselves. Some students will have two cards, and some students will have only one. The ALT stands in front of the class with a list of English words. It's important that the 'letter cards' correspond to the words on the ALT's list.

When the ALT calls out a word from the list, the teams must try to spell out that word as fast as they can, standing side-by-side while holding up the cards. The fastest team to spell the word correctly wins a point.

**Comments:**

# Telephone Game

**Grade:** Elementary/Junior High School, Grade 1/2/3

**Warm up game/general review**

Give each row of students a team number. The ALT takes the first student from each team into the corridor and gives them an English word, sentence, or question. After which, the students re-take their seats.

When the ALT says, "GO!" the teams have to whisper the sentence from one team member to the next until it reaches the last student. The last student runs to the front of the class and gives the sentence or question back to the ALT/JTE, or writes or draws the word on the board.

**Fastest team per round wins 1 point.**

**Comments:**

This is a good game for reviewing new vocabulary with new first graders and Elementary school students. You can also combine it with Karuta for very young Elementary school children.

# Back Race

**Grade:** Elementary/Junior High School, Grade 1/2

## **Vocabulary review**

Give each row of students a team number. The ALT then takes the last student in each row into the corridor and gives them an English word. After which, the students re-take their seats.

When the ALT says, "GO!" the teams must pass that word to the front of the class by writing it on the back of the person in front of them. When the word reaches the first student in the row, he or she must run to the board write the word.

**Fastest team per round wins 1 point.**

**Comments:**

## Drawing Race # 2

**Grade:** Junior High School, Grade 1/2/3

### **Telephone Game**

Give each row of students a team number, and give the student at the back of each row a picture (an empty bedroom or an empty street) and a marker pen.

The ALT takes the first student from each team into the corridor, and gives them a sentence: for example, "**There is a cat on the bed.**"

When the ALT says, "GO!" the teams have to whisper the sentence from one team member to the next until it reaches the last student. He or she must then draw what's being described to them as fast as they can, run to the front of the class, and stick the drawing to the board.

After round one, the first student in each row takes the seat at the back of the class while everyone else moves a place forward. Play as many rounds as there are students in a team so that everybody gets a chance to draw something.

### **Comments:**

You need marker pens, pictures, and magnets.

# Gesture Game

**Grade:** Elementary School grade 4-6/Junior High School Grade, 1/2

## Gesture game

Before the lesson begins, the ALT needs to make about 10-15 activity cards: each about the size of a regular playing card with the name of an activity written on one side; **karaoke, soccer, eating ramen, sumo** etc. These are placed inside an envelope.

To begin the game, the class is divided into two groups. A student from group **A** comes to the front of the class and selects a card from the envelope. The ALT places the card on a discard pile while the student tries to get his or her classmates to guess the activity by miming. The other students guess by asking the question: "Do you like karaoke?" or "Do you like eating ramen?" The answer is either "**Yes, I do**" or "**No, I don't**". If it's "No, I don't", the students must keep guessing. If the answer is "Yes, I do", the student can stop miming and re-take his or her seat, and 1 point is awarded to that team. A student from group **B** then comes to the front of the class.

## Comments:

This activity can work well if the class is enthusiastic enough. But it all depends on the children you're teaching. Needless to say, Elementary school children are more likely to get into this activity more fully, and a lot sooner.

This game can be adapted to cover a number of different key sentences; 'What did you do yesterday?' gesture game. 'What's your favorite...?' gesture game.

# Memory Game

**Grade:** Elementary/Junior High School, Grade 1/2/3

## **Memory game/vocabulary review**

Example grammar point: "He likes pizza." "She studies Japanese."

Students make 2 teams. You need to re-arrange the desks and chairs so that the teams can sit in 2 rows facing each other. The ALT gives picture cards to one team relevant to a particular grammar point; for example, pictures of sports, food, or subjects etc.

The team with the cards introduce themselves one by one to the team member sitting opposite them, "Hello, my name is ~. I like ~." The student holds up the picture. The team must listen to each introduction, and try to remember who has said what.

After the first team has finished introducing themselves to the other team, they stand up quickly and change seats (making sure that they keep their picture cards hidden). Then the other team must try to remember what the other team said. For example one student must introduce the new opponent opposite them, "This is my friend ~. She likes sushi." or "He studies Japanese" etc.

If the students remember correctly, they win a point for their team. Then the ALT gives the cards to the other team, and we begin the game over again.

## **Comments:**

This can be used with a wide variety of grammar points. For young elementary school children, use it to review vocabulary only.

# Treasure Box Game

**Grade:** Elementary/Junior High School, Grade 1/2/3

## **Interview game**

This game can be used to practice the grammar point, "Do you have ~ ?" "Yes, I do/No, I don't." "How many ~ do you have?" "I have ~ " But the game format can be used to practice a variety of English questions.

Before the lesson, give each student 6 blank cards and have them draw a different, favourite object on each. The ALT/JTE takes the cards and shuffles them so that each student will have 6 cards, each belonging to a different student. During the game lesson the ALT/JTE distributes the cards to the students.

When the ALT/JTE says, "GO!" the students must try to find all their cards by asking their classmates, "Do you have ~ ?". The response is either, "Yes, I do." or "No, I don't." If the answer is yes, then the student must hand that card over to its owner. **Students can only ask one question per interview.**

After 5-10 minutes the ALT calls, "STOP!" and students retake their seats and check how many of their own cards they managed to find. The ALT asks the class, "How many cards do you have?" And the students can answer, "I have ~ cards."

## **Comments:**

For smaller classes you can make the game more challenging by introducing the 'janken' rule. When two students meet they must janken. Only the winner gets to ask their classmate a question.

# Snakes and Ladders

**Grade:** Junior High School, Grade 2/3

**Board Game/ You have to ~ You must ~**

1. Divide the class into groups of 5 or 6.
2. Give each team a game board (see example)
3. 'Janken' to see which player will go first.
4. All players begin on the START square. Each player MUST role a dice to move (if they role a 3, they MUST move 3 spaces. If they role a 6 they MUST move 6 spaces). The first player to reach the FINISH is the winner.
5. If a player lands on a 'MUST' square (for example: **You MUST say "hello" to everyone**), they MUST do what it says. If they don't, the player 'MUST' go back to the START square.
6. If a player lands on a ladder square (7, 15, 22, and 31), they can climb the ladder to the top. If a player lands on a snake square (29, 36, and 39) they must slide down the snake to the bottom.

**Comments:**

You can make this a REVIEW game for the whole class. But you will need a game board large enough to be seen from the back of the class, which you attach to the blackboard. Instead of 'MUST' squares, the board can include 'MYSTERY QUESTION' spaces. When a team lands on such a space the ALT asks a question from a pile of 'QUIZ CARDS'. You can also include 'BONUS' squares, and 'DOUBLE MOVE' squares.

# Battleship

**Grade:** Elementary/Junior High School, Grade 1/2/3

**This game can be used with most grammar points. This description refers to the game board provided overleaf.**

1. Students play in groups of two. Each player has a game sheet.
2. In the bottom grid they draw 3 battleships (1 battleship is 1 box in length, the second is 2 boxes in length, and the third battleship is 3 boxes in length). They **MUST NOT** show their opponent.
3. When the game begins, each player must try to find their opponent's battleship by selecting squares on the game grid, which they do by making an English question, for example '**Are you going to watch TV tomorrow?**'
4. If they are unsuccessful they must draw a circle in the box. If they are successful they draw an X

## **Sample game (see game sheet)**

1. (A) and (B) draw 3 battleships in their bottom grid.
2. (A) and (B) janken to decide who goes first. (B) wins.
3. (B) begins by asking "**Are you going to buy a book Friday?**". (A) checks that square in his bottom grid. There is no battleship in that grid, so he answers, "No, I'm not."
4. (A)'s turn. (A) asks (B) '**Are you going to go to the park Sunday?**'. (B) checks that box on his sheet. There is a battleship in that box, so he replies, "Yes, I am." (B) puts an X in his bottom grid box. (A) draws an X in the top grid of his sheet.
5. (B)'s turn. He asks (A), "**Are you going to get married Friday?**" (A) checks his bottom grid. There is a battleship in that box, so he answers, "Yes, I am." And puts an X in his bottom grid.

The first player to sink all 3 of their opponent's battleships is the winner.

# Treasure Hunt

Grade: Junior High School, Grade 2/3

## Directions game

New Horizon Book 2 (page 44/45)

1. Students make groups of 5 or 6. Each team has a 'Treasure Map' (see example)
2. All teams begin at START on the map, and they have to get from START to the TREASURE.
3. When the ALT says, "GO!" one student from each team comes to the ALT, and the ALT gives them a CLUE CARD. The CLUE CARD will have a picture of place (library, school, 7-11 etc) on it. Each team has to look at their game sheet and find the corresponding place on their map. Then they have to work out how to get there using, "Go down this street, and turn *left* at the *second* traffic light..." Each team will have a different CLUE CARD.
4. When they have worked it out, one team member comes to the ALT and gives him the direction to that place. If they are correct, the ALT gives them the second CLUE CARD.
5. The game continues until one team has received all the CLUE CARDS, and found the TREASURE.

## Comments:

TREASURE MAPS for each team, 6 sets of CLUE CARDS

Game Time: 5-10min explanation, 20min + playing time

# Cluedo/Clue

Grade: Junior High School, Grade 1/2/3

## General review

1. Divide the class into 5 or 6 teams, and give every student a game sheet (see sample)
2. The game sheet is divided into 3 categories. The teams can use the pictures on the game sheet to build an English sentence by taking one picture from each category (see game sheet hint).
3. Before the game begins, the ALT holds up a collection of **CLUEDO CARDS** (individual cards of each picture on the game sheet), and asks the JTE or a volunteer from the class to pick one card from each category without looking at it.  
The ALT places each card face down in an envelope, and attaches the envelope to the board with a magnet. The object of the game is for the teams to find out what sentence is inside the envelope.
4. When the ALT says "GO!" one member of each team runs to the ALT and gives he or she an English sentence made from the game sheet; for example "**Charlie Brown is smaller than the Lucy**". The ALT looks at their CLUE CARDS, and if they have either '**CHARLIE BROWN**', '**SMALL**', or '**LUCY**', they must show that card to the student. Don't show the students more than one card, even if you have all three. The rule is: One card per sentence. Make sure that students from other teams can't see the card.
5. The game ends when one team comes to the ALT with the correct sentence (the sentence using the three pictures in the envelope). After realizing that he holds no cards in that sentence, the ALT will say, "I don't have any".
6. The ALT stops the game, opens the envelope, and holds up the mystery cards.

Alternatively, you can keep playing until every team has come to the ALT with the correct sentence.

# Attack 25

**Grade:** Junior High School, Grade 1/2/3

## General Review

1. Divide the class into 6 teams.
2. Give each team a different colour chalk (red, yellow, blue, green, etc.)
3. The ALT draws a grid of 25 blocks on the board.
4. The first player of each team stands up, and the ALT/JTE asks them questions in English. The first player to raise their hand and answer the question correctly can go to the board and fill in one of the empty blocks with their colour.
5. After that the front row sits down and the second row stands for their question. The next round begins.
6. Scoring is the same as the game 'Othello'. For example, one block is **red** and the next two are **blue**. If the **red** team answers the next question they can colour the next block red and change the blue squares to their team colour.
7. The ALT/JTE can change the rules and give the students answers instead of questions. The student must ask the JTE/ALT the correct question. For example, if the ALT gives the answer, "I'm 29 years old." The correct answer is, "How old are you?"

## Comments:

This game usually takes the whole class period.

# Go to sleep/Wake up!

**Grade:** Junior High School, Grade 1/2/3

## **General review**

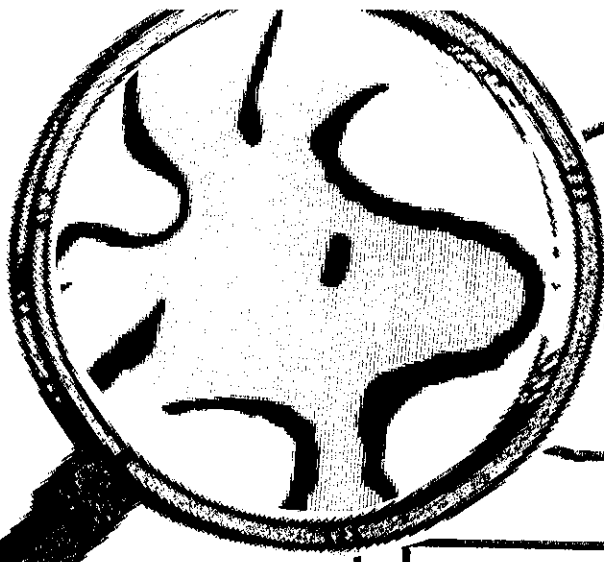
1. Students make teams of 6 or 7.
2. Each team assigns a number to its members. If there are seven members in a team, the numbers will be from 1 to 7.
3. When the ALT says, "Go to sleep!" everybody puts their heads on their desks and closes their eyes.
4. The ALT writes one word of a scrambled English sentence on the board, and says "Number One, wake up!" The first student from each team opens their eyes and looks at the word. The ALT gives them five seconds to memorize the word before he tells them to "Go back to sleep."
5. The ALT rubs out the first word and replaces it with another. He then calls out, "Number Two, wake up!" As before the second team members have five seconds to remember the word. The round continues.  
During this part of the game the students are not allowed to say their word out loud. They must keep it to themselves until the end of the game.
6. When all the words in the sentence have been given, the ALT calls out, "Everybody WAKE UP!" Each team must work together to unscramble the English sentence as fast as they can. The fastest team to come to the ALT/JTE with the correct answer wins a point.

## **Comments:**

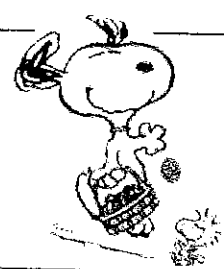
You can make the game more challenging by jumbling longer sentences so that each team member has to memorize more than one word.

Name \_\_\_\_\_

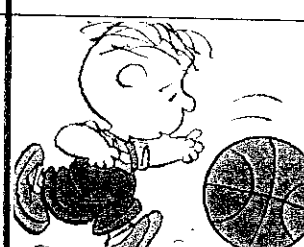
Team \_\_\_\_\_



She



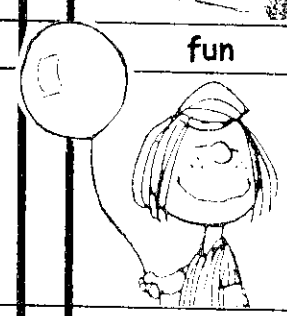
fun



Linus

I

I



happy

You

You



Charlie Brown



interesting



Lucy

We

We



small

him

him

**HINT**

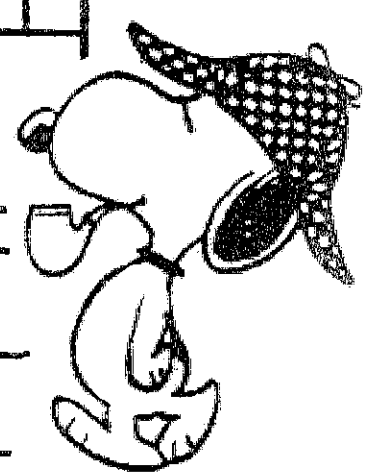
Bob is shorter than Amy

Math is more difficult than English



Answer 1:

Answer 2:



# SNAKES and LADDERS



42	43	44	45	46	47	48	finish
You <b>MUST</b> wink at the JTE	You <b>MUST</b> dance on the spot		You <b>MUST</b> take off your shoes				
↑	You <b>MUST</b> miss a turn	40	39	38	37	36	↑
29	30	31	You <b>MUST</b> speak English to the ALT	33	34		
↑	27	26	You <b>MUST</b> shout out your name	25	24	You <b>MUST</b> stand on 1 foot and count to 10	22
15	16	17	18	You <b>MUST</b> write your name on the board	20	21	↑
14	You <b>MUST</b> say "hello" to everyone	12	11	You <b>MUST</b> hit your head 3 times	9	8	
	2	3	You <b>MUST</b> open a door	5	6		↑
start →							



Are you going to

Are you going to

Are you going to

Are you going to

Are you going to




tomorrow?



Are you going to

Are you going to

Are you going to

Are you going to

Are you going to




tomorrow?



# Battleship

