***List of Educational Games***

**Don’t Quit Playing Games!**

**Reimagining Engagement in the Adult Education Classroom.**

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Presentation: <https://prezi.com/view/3lr5iL9jejKNTk2FDwfw/>

**Vocabulary games:**

Charades: Students "act out" a phrase or word without speaking. One team member gets a word to act out, and the other team members try to guess what the phrase or word is. You can time it to make it more fun and competitive. For example, team members only have 30 seconds to guess the phrase or word, or you can give them a few tries. For example, they can only miss their guess 2 times, and if they miss the third, they lose the point. The team that has more points wins.

Reverse Charades: A team member stands in front of class while another team member says a word, and the team member standing in front of the class needs to act it out. The teacher would be the judge to make sure the student acting the word out is accurate.

Hot Seat: A team member sits in a chair in front of the class while another team member says a word, and the student in front of the class needs to put the word in a sentence. The teacher would be the judge to make sure the sentence makes sense. This is better played with higher levels and with a small class.

HedBanz: It is played with a partner. The teacher provides students with vocabulary cards, which are made ahead of time. I typically use the same set created from a Quizlet set. Students only need the vocabulary words you would like to use. No definitions. Place them face down. A student picks a card and holds it over his/her head where he/she can’t see it, but the partner can. The student who can see the word has to describe the word without saying the word. The student holding the word has to guess what the word is. Students can describe the word and give examples, and if appropriate, I encourage them to use synonyms and/or antonyms of the word. They repeat this process until all the words in the stack are gone. Then they switch roles. Whoever was holding the words now has to guess them, and the other student has to describe them.

Quizlet: Go to Quizlet.com, and follow the steps to create an account. It is free! In order to create a set of vocabulary words, you will have to log-in, click on the Create button, choose a language, write the words, and select the meaning of the word you are looking for. There are many ways to play after the set is created. You can print the set and give it to students to play headbands, charades, reverse charades, and/or a matching game. If you have a Smart Board, and not too many students, students can come up one by one and play the matching game On-line, and whoever matches it the fastest wins. If you have I-Pads or Tablets in your classroom, you can have Quizlet ready, and students can play the same matching game on the tablets with a partner and see who matches the words faster. I also like to send the link for that set through email so that the students can practice the words more at home.

Pictionary: I like to have students play it with a partner, but it can be modified to be played in 2 teams as a whole class or in small groups. With a partner, one student gets a word from a set and draws it on a small white board, the other student needs to guess what the drawing is. As a whole class, one member of each team draws the word on the white board in front of the whole class, and his/her team members need to guess what the word is. For every correct guess, the team gets a point.

Dictation Race: The class is divided in teams, one team member is located on the opposite side of the classroom, this person from the team gets a word from a bucket runs to their team and dictates/whispers the word and the team needs to spell it correctly on a piece of paper. The team with the most words spelled correctly wins. For higher levels, the dictation can be a whole sentence.

Fly Swatter: The teacher displays vocabulary words on the white board randomly. There are two teams. One person from each team goes to the front of the class with his/her back to the board and holding a fly swatter. The teacher describes a word to the person in front of the class and says, “Go!” The two members of each team need to turn and hit the word on the board with the fly swatter. Whoever hits it first wins a point.

**Reading Comprehension Games:**

Quizizz: Go to Quizizz.com, and follow the steps to create an account. The basic version is free! I find the only downfall of the basic version is all the advertisements, which makes it slow at times. On the contrary to Kahoot, the free version of Quizizz lets you create a game or copy and edit a game that was already created by someone else. The game can be created with multiple choice questions, pools, check boxes, fill-in-the blank, open ended questions, and you can add slides and pictures to your quiz. One of the differences between Quizizz and Kahoot is that the free version of Quizizz offers the same as the basic paid version of Kahoot. Another difference is that students see the questions and answer choices on their phones instead of on the big screen of a white board. Lastly, teachers can choose to play it in a classic format, or an instructor paced format. In the instructor paced format, the teacher controls when the questions will change while in the classic format, students progress at their own pace and see the results at the end. You can create a lesson with slides in Quizizz as well.

Kahoot: Go to Kahoot.com, and follow the steps to create an account. The free version limits the things you can do, but it is basically like Quizizz, just faster, since the page is not as heavy as a Quizizz’s page, and it doesn’t have as many advertisements.

Online Scavenger Hunt: This is great if you have computers or tablets in your room. I have found that doing this with smart phones can be problematic because some servers are better than others, and students can get frustrated. First, you will want to allot a certain amount of time for everyone to find the items they are hunting for. Then you will have to create a list of things you want students to hunt for. You will also need to make sure that you provide a list of clues and instructions to everyone before you start. Students go online based on your instructions hunting for the answers or things on the list you created.

Jeopardy: There are some amazing jeopardy games online, but I created my own PowerPoint jeopardy template that I can just reuse anytime I need it. Please email me if interested in getting the template zanardinir@pcsb.org.

English Pong (Beer Pong): This is played just like the regular game of Beer Pong, but instead of drinking from the cups, there will be challenges inside of the cups. If the ball lands inside of a cup, the student will have to do the challenge that is in that cup. To make this even more relatable, you can have students come up with the challenges themselves. I like to do it at the end of a unit, so students have plenty of material to write out challenges. It is a good activity on both ends because when students are writing the challenges, they are also reviewing the content. Some examples are as follows: write a sentence in Present Perfect Continuous using the verb “sing.” It can get easier or more difficult than that; it depends on what you are teaching at that moment.

English Cup (Flip Cup): Just like the classic flip cup game, there are 2 teams and a member of each team needs to flip the cup. However, instead of drinking after flipping the cup, a student gets a short question to answer. I like playing this game when I don’t have that many students in class so that it goes faster, and students are more engaged instead of having many students waiting for their turn.

**Reading and Listening Speaking games:**

Songs: If you are an ESOL teacher, you probably have read many articles or heard about the benefits of music in an ESOL classroom. There are many ways you can use songs in the classroom. I try to match a song with whatever grammar students are learning. For example, if we are leaning Simple Present, I Google songs with Simple Present in the lyrics, and typically, many options appear. I get the song/lyrics I like best, copy and paste in a word document, and then I look for a video on YouTube with the song and another video with the song and the lyrics. First, I introduce the song. Second, we go over the vocabulary words and the lyrics line by line. Third, I play the video/audio of the song, and after that, I play the video of the song with the lyrics. Next, I give them a fill in the blank worksheet with the lyrics, which I prepare ahead of time that has with either important vocabulary words or specific grammar pieces missing. Then I play the song as many times as needed for the students to listen for the missing words. Finally, we check the fill-in-the blank sheet as a group.

Readers’ Theater: This can be done around the holidays, and you can use non-fiction stories and have students pick a character to be. They can act it out while reading their lines. I like having props when I do a Readers’ Theater story. You can also extract scenes from famous TV shows and have the students act out that scene in class. It is a great reading, listening, and speaking activity for all levels.

Speed Dating: This is fun when students are getting to know each other. You will have to come up with questions you want them to practice. I find that 6 – 10 questions are enough depending on students’ levels and difficulty level of the questions. Students will be in two lines facing each other. You can have one side only ask the questions, and the other side answer the questions. Then switch or have them alternate asking and answering the questions with each other. After one minute (or whatever time you think they would need), you signal them to stop with a whistle or a bell. Then students from one line will rotate, so different students will be facing each other. They will ask the same set of questions, and after a minute, rotate again until all students from one line have faced all students of the other line.

Bingo: If you make a Bingo template, you can use it with pretty much any subject. You can play it the traditional way where the teacher calls a category, and if the students have it, they can mark on their Bingo cards, and whoever has four marks in a row, column, or across has Bingo and wins that round. You can also play Bingo in a way that students have to get up and ask questions around the room and find people to complete their entire Bingo board.

Mock Interviews: This is great for higher level students who are interested in a particular career. You can have one student be the boss and the other the interviewee. You will have to come up with the questions ahead of time, or even better, have students come up with their own questions to ask each other.

Draw the dictation: The teacher describes a picture, and students need to draw what the teacher is describing. For higher levels, the teacher can tell a story, and the students need to draw it. This is great for mixing up the listening section of the class. The description/story should match what students are learning in that lesson.

**Some Fun Brain Breaks**

Four Corners: After students answered multiple choice questions that have 4 choices, tell them that each corner of the room is a letter (A, B, C, or D). Then you can ask the questions, and students have to go to the corner representing the answer they selected on their paper. Some variations are that students can hop to the corner, tiptoe to the corner, twirl to the corner, etc. It makes them move and can be a form of reviewing the material as a group. Keep an eye for the students who are uncertain of their answers because they might just wait and go wherever everyone else is going even if that is not their answer. They might not want to be exposed in front of the class, so make sure all students are comfortable with playing this game.

Pass the Ball Until the Music Stops: I like to play this after an exercise that requires a lot of thinking from the students and when they are tired. I simply have a beach ball that can be tossed around while I play music. I don’t look where the ball is, and then I stop the music. Whoever has the ball at that time has to answer a question from the exercise.

SGT (Stop/Grab/Talk): This is a brain teaser I created to make students switch their thinking and talk with one another. At any moment in class I say, “SGT,” and they all have to stop what they are doing, grab any object in front of them or around them, and talk about it with a partner. This is a 30 second activity to grab their attention and to give them a break from a previous activity that requires a lot of thinking.

Paper Airplanes and/or Snow Ball Fight: Students write questions on a piece a paper make a paper airplane and throw them in class. Another student picks it up and answers the question written on the paper airplane. Students practice writing questions and answering them. This can also be done as the “Snow Ball Fight” game, too, where instead of making a paper airplane, students just crumble up their papers into a ball and throw them like a snowball.

Beach Ball: Write questions on a beach ball and throw it around. Whoever catches the ball reads and answers the question written on the ball that is facing them. This is the question that the student’s hands are touching.

Yes/No questions: You can create a simple list of “Yes/No” questions as simple as “Do you like pizza?” If the answer is “Yes”, students stand up, and if the answer is “No”, they remain seated.