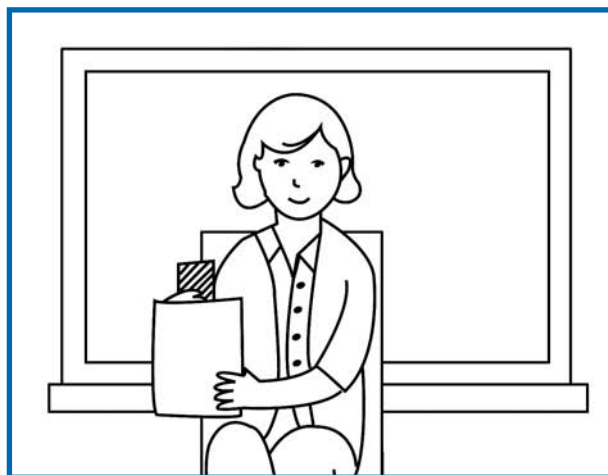
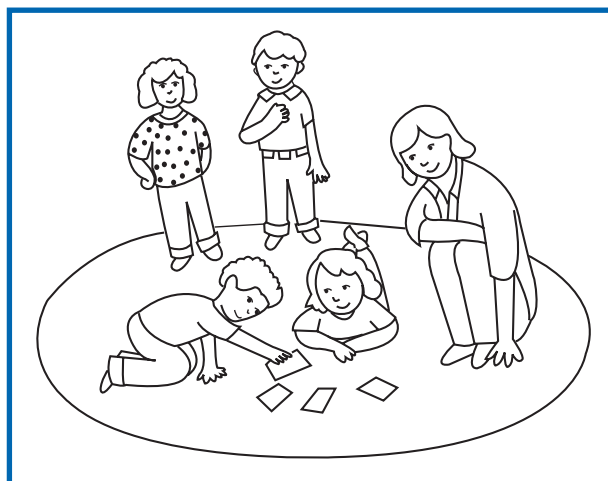


Game Bank Ideas

Hidden Card This game really captures the attention of students. Take some Picture Cards and place a book or piece of paper in front of the stack so that students cannot see the face of the cards. Now, slowly begin to lift one card up as students try to identify the picture. If a student guesses the card correctly, then he or she gets to take it. Continue with the rest of the stack. The winner is the student who has the most cards when the stack is gone.



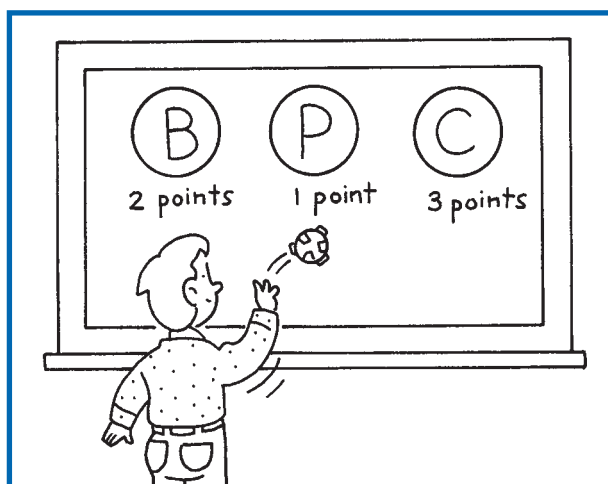
Run and Touch The simplest of games but very fun in the early stages of learning English. Place Picture Cards on the board or on the floor. Choose two students to play. Let them stand as far from the cards as possible. Shout out the name of one of the Picture Cards. The two students run to the appropriate card and touch it. For variety, you can ask students to fly, hop, swim, or move in some other way to get to the cards.



Sticky Ball This game is similar to throwing darts at a target. Make a "sticky ball" by putting tape around a small ball or a crumpled piece of paper. The tape has to be folded over so that the sticky part faces out.



Draw letters on the board and make big circles around them (students need big targets). Assign different points or prizes to the various letters. Now ask a student to come up and choose a letter. Let that student throw the sticky ball. If he or she gets the sticky ball in the letter's circle, his or her team gets the letter's points or prize.

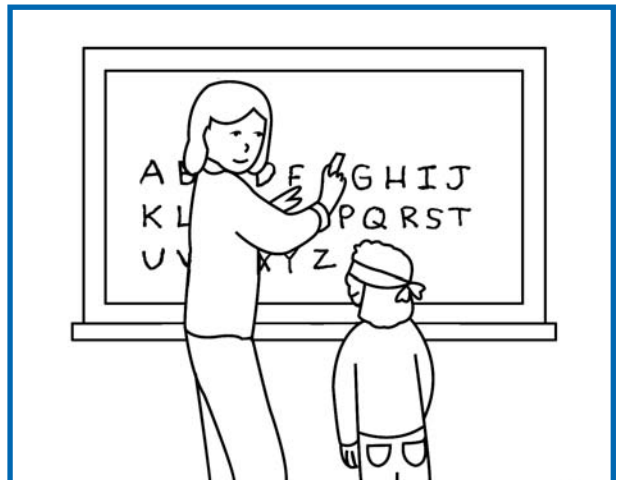


Game Bank Ideas

Bean Bag Toss Invite students to sit in a circle. Place five or six letter cards in the center of the circle. Throw a bean bag into the circle and try to make it land on a letter. Say the name of the letter. Then ask students to play. Continue until all the letters have been named or until everyone has had a chance to throw a bean bag. Continue the game by changing the letters in the middle of the circle.



Chalk Through Write letters on the board (you can write them more than once). Now ask one student to come forward. Blindfold the student and give him or her some chalk. Ask the student to run the chalk across the board. The object is to run the chalk through as many letters as possible. Ask students to name all the letters the student marked.



Whisper and Touch Have students form two lines. Make sure the students are close enough to each other that they can whisper in each other's ears. Place cards with letters at the end of the lines. Now whisper one letter into the ear of the first student in each team. Say, "Go". The students whisper the letter down the lines. The last student must run and touch the appropriate letter. The student who touches the correct letter first wins a point for his or her team.

