WE ❤️ FUN
Board Games

As seen in “Activate: Games for Learning American English” Webinar Part 1
http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars
Picture This

As seen in “Activate: Games for Learning American English” Webinar Part 1
http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars
At the zoo: 1. lions 2. elephants 3. monkeys 4. zebras 5. cages 6. bears

In the sky: 1. clouds 2. airplanes 3. rainbow

At the beach: 1. bathing suits 2. waves

Guess What?
Word Bricks

am  made  had  took  country
is  been  are  write  think
die  be  play  been  were
like  look  ask  live  war

I  he  it  you  something
in  at  for  of  but
what  when  the  a  there
The Activate Games Philosophy

- Fun
- Easy to use
- Puts students in the center of the action
- Allows students lots of time for language practice
- Allows for 100s of variations
- Works for all levels
- Complete resource AND a starter kit
Who plays Activate Games?
And where?
Activate Games?

Teachers

K through 8 grades

Middle Schools

ESL learners

Travelers

Students

The World

People on Road Trips

Young People

Schools

Language Learners

Fun People

High Schools

Groups

Clubs

Home Libraries

University Classrooms

Trainers

Language Learners

Schools

People Who Love Fun

English Camps

English Camps

English Camps

In the car

Gamers

Picnics

English - Teachers
Playing *Guess What?* in the Classroom
What is *Guess What*?

**At the zoo**
1. lions
2. elephants
3. monkeys
4. zebras
5. cages
6. bears

**In the sky**
- clouds
- birds
- the sun
- the moon
- airplanes
- rainbow

**At the beach**
- sand
- seashells
- umbrellas
- towels
- bathing suits
- waves
Show students a *Guess What?* card

### In the Classroom

1. teacher
2. students
3. chairs
4. books
5. chalkboard
6. desks

If you have a big class, write an example of a card on the board

[http://elearningexperts.files.wordpress.com/2012/07/chalkboard_wood_black.png](http://elearningexperts.files.wordpress.com/2012/07/chalkboard_wood_black.png)
Do a demo

1. Choose a card.
2. Don’t let students see the card.
3. Tell them the topic.
4. Let students know they should try to guess the word you are describing.
5. Describe the first word. When one student guesses correctly, move on to the next word.
6. Describe all 6 words on the card.
WAY COOL!
LETS GIVE IT A TRY!
Things that are round
Things that are round

+
Things that are round

1. the moon
Things that are round

1. the moon
2. clocks
Things that are round

1. the moon
2. clocks
3. the Earth
Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges
Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges
5. balls
Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges
5. balls
6. heads
Students get in groups of 3-5
Teaching Tip!

Time Your Students
In the sky
1. clouds
2. birds
3. the sun
4. the moon
5. airplanes
6. rainbow

At the movie theater
1. tickets
2. seats
3. screen
4. popcorn
5. lobby
6. projectors

In the classroom
1. teacher
2. students
3. chairs
4. books
5. chalkboard
6. desks

In the sea
1. water
2. salt
3. fish
4. boats
5. islands
6. sharks

At the gym
1. yoga
2. locker room
3. treadmill
4. swimming pool
5. weight room
6. sauna

Things that break
1. glasses
2. hearts
3. records
4. plates
5. bones
6. promises

At the airport
1. airplanes
2. tickets
3. customs
4. security
5. baggage claim
6. passport

Outdoor activities
1. running
2. gardening
3. biking
4. skiing
5. fishing
6. sailing
One group demonstrates
Students PLAY!

- Distribute cards
- Circulate
- Rotate cards
Review: Steps for Getting Students Ready to Play Guess What?

1. Show students a Guess What? card
2. Do a demonstration (with the whole class)
3. Students get into group of 3-5 (quickly)
4. One of the groups does a demonstration
5. Distribute cards
6. Students play!

**Note:** make sure you have selected or made cards that are appropriate for your students level.
Create Your Own Guess What? Cards
Create Your Own Cards!

- Do you need special paper?
- Does each card need to have 6 words?
- Can the cards include student’s L1?
Create Your Own Cards
Based on your Curriculum

My sister works downtown.

1. drive
2. walk
3. take the bus
4. take the subway
5. take the train
6. ride a bike
7. ride a motorcycle
8. take a taxi/cab

Check (√) the kinds of transportation you use. What are some other kinds of transportation?

3. WORD POWER Family

Paul
Anne

father
mother

husband
wife

son
daughter

(parents)

children

Jason
Emily

brother
sister

http://www.esl.net/pdf/interchange_3ed_studbk_lev0_unit6.pdf

http://www.esl.net/pdf/interchange_3ed_studbk_lev0_unit6.pdf
Who should create the cards?
Things you watch
- TV shows
- movies
- sports
- the news
- people

Jewelry
- earring
- ring
- necklace
- bracelet

Pets
- dog
- cat
- bird
- rabbit
- turtle

Electronics
- mobile phone
- lap top
- mp3 player
- TV
- radio
- ipad
Creating Cards with your Students

- Countries
- Adjectives for Describing People
- Email
- Football
Other Guess What? Games

- Mime the Words
- Draw to Describe
- Yes, No, Maybe
- You Don’t Say

At the zoo
1. lions
2. elephants
3. monkeys
4. zebras
5. cages
6. bears

Outdoor activities
1. running
2. gardening
3. biking
4. skiing
5. fishing
6. sailing
“Player Talk” in Yes, No, Maybe!

On the wall

Describer: Okay, the topic is “On the wall.”

Guesser 1: Is it made of wood?

Describer: No.

Guesser 2: Is it smaller than a shoebox?

Describer: Sometimes. It can be many different sizes.

Guesser 3: Is it found in our homes?

Describer: Sometimes. Most homes probably have one somewhere.
“Player Talk” in You Don’t Say

At the beach

(Words that are included on the card and not allowed in the description: sand, seashells, umbrellas, towels, bathing suits, waves.)

Describer: Okay, this topic is about a place that you go for fun.

Guesser 1: The movie theater!

Describer: No. This place is usually very warm and sunny.

Guesser 2: The park.

Describer: No. You can play in very deep water at this place, and you can surf if you know how.

Guesser 3: The beach!

Describer: Yes!
Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary.

Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary. For this card game, you will find downloadable cards, game instructions, and game variations.

Find Similar Resources
- Teach English
- American Culture
- Lesson Planning
- Motivation
- Integrated Skills
- Advanced
- Intermediate
- Secondary School
- Young Learners
- Downloadable Material
- Interactive
- Warm-up Activities
- Learn English
- Large Classes
- Materials Development
- Multi-level Classrooms
- Speaking
- Beginner
- Primary School
- Teens
- Book
- Games and Puzzles
- Pairwork and Groupwork

Downloads
- About Guess What?
- Text (PDF)
- Guess What? Cards
- Text (PDF)

americanenglish.state.gov
Playing Word Bricks in the Classroom
Word Bricks are downloadable

americanenglish.state.gov
You can print on both sides
What do you do with Word Bricks?
I am a school girl don't some was of because two its
“Magic S” & “Wild Card”
bought
eat
cat
building
in
valley
a
With “Magic S”...

1. we can make 3rd-person singular verbs (dance + s)
2. we can make nouns plural (dog + s)
3. we can change some words (s + end)
4. we can focus on corrections (we’ll see soon)
Correcting Students

- this
- is
- boring
- room
- drank
- without
- I
- there
- a
- don't
- bad
- sea
- this
- answer
- live
- got
- this
A hand is holding a piece of paper with the word "without." The image also shows cards with the following words:

- this
- is
- a
- boring
- room
- I
- there
- bad
- sea
- this
- is
- a
- boring
- room
- drank
- without
- there
- don't
- but
- sea
- no
- answer
- bad

American English is written in the lower right corner.
he, sleep, in, that, green, building, drank, I, there, don't, but, sea, a, no, other, live, bad, wild card
he  sleep  -s  in
that  green  building
drank
I  there
Sentence Race: Add Points

don’t

answer

that
Keep a Visible Scoreboard

One group’s score
Doves

Butterflies

You will find your silver head!

he threw out

my six fish

Four Cats

11111111111111

24

AE

American English
Add Your Own
“Here’re your Wild Cards”
DIY Tips

1. Have students make their own bricks
2. Use stones, plastic, cardboard
3. Incorporate small objects or pictures
4. Have a re-usable collection of word bricks (500 is easy!)
5. Make Magic S and Wild Card distinctive
Let’s Play!
Management Tips

1. Play in teams of 3-5
2. Have each group clear a playing surface
3. Forget the pens and paper!
4. Give points to create friendly competition.
5. Make sure each team has at least one wild card and one Magic S
6. Give more wild cards to lower level groups
7. Rotate some Word Bricks every ten minutes from group to group.
How many bricks per group?
Many Possible Games

1. **Sentence Race** — Groups get points for each sentence they make.
2. **Brick Bingo** — A fun listening and word-recognition game.
3. **Sentence Boundaries** — Challenge groups to make a sentence of exactly 8 words!
4. **Longest Sentence** — Which group can make the longest sentence with 20 bricks?
5. **Sorting Race** — Set the timer. Which group is first to sort their bricks into pronouns, nouns, prepositions, and verbs?
6. **Describe and Guess** — Like Guess What. Describe a work on a brick until the rest of the group guesses it.

... and more!
Activate Brings Smiles

Introducing Activate, Game-Based Curriculum

On September 21, the new ECA material, Activate: Games for Learning American English was introduced to 100 teachers from 25 Cirebon schools in a four-hour workshop given by RELO Eran Williams. In addition to playing games, the workshop discussed designing context-specific materials and how to integrate them into a lesson plan. The RELO provided a copy of Activate and the computer game Trace Effects for each participating school. With Indonesia’s new national curriculum cutting English instruction to two periods a week, it is especially important to build student motivation and encourage students to use English outside of class.
Board Games
From Dwita, Indonesia
NAME TWO THINGS

START

- that are coloured (sea creatures)
- that have no legs (sea creatures)
- that are dangerous (sea creatures)
- that have spines (sea creatures)
- that people don't eat (sea creatures)
- that pollute the water
- that pollute the air
- two reasons why you shouldn't litter

FINISH

- two reasons why corals are good for fish and other sea creatures
- two types of trash that you can find on the ground
- two types of trash that you can find in the sea
- that we can do to protect the sea
- that die because of plastic bags (sea creatures)
- but can't move (sea creatures)
Snack Time!
1. Which of the snacks on the card is the healthiest? Which is the least healthy?
2. Which snacks are salty? Which are sweet? Which are crunchy? Which are soft?
3. Which of the snacks do you like to eat? Why?
4. What other snacks do you like to eat? What do they look like?
5. Which snacks are easy to carry with you? Why?

Grapes, Crispy, Donuts, Banana, Chips

A Trip to the Zoo
1. Which animal on the card is your favorite? Why?
2. Tell me more about one animal. Where does it live? What does it eat?
3. Which animals have you seen in real life? When and where did you see them?
4. What are three other animals you might see in the zoo? What do they look like?
5. Which animal would you like to speak to? What would you say to the animal?

A Trip to the Zoo

Let’s Play!
1. Which game do you play as a team? Which do you play as an individual?
2. Which game is the easiest to play? Which one is the most difficult to play? Why?
3. Choose one game. What do you need to play it? Why do you need it?
4. Which games do you like to watch? Why?
5. Which games do you like to play? Why?
6. Which games have you never played before? Which games would you like to play? Why?

Volleyball, Baseball, Tennis Ball, Basketball, Football, Soccer Ball

Weather
1. Which is your favorite type of weather? Why?
2. How do you get ready for school on a rainy day?
3. What can you do outside on a snowy day?
4. Choose one type of weather. What are three fun things to do on that kind of day?
5. Choose another type of weather. What clothes do you wear outside in that weather?
6. What climate would you like to live in? Why?
those are game pieces if you don't have

Activate: Games for Learning American English Board Games
Shaping the Way We Teach English Webinars

This professional development program for English teachers includes recordings from previous webinars, corresponding downloadable presentations and additional resources.

### TABLE OF CONTENTS

- [Listen Up! Using Audio Books for English Teaching](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Art for All: Teaching Resources from the Metropolitan Museum of Art](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Unraveling the Mystery of Academic Writing](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Using Evidence in Academic Writing: Avoiding Plagiarism](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Introduction to Reader's Theater for EFL Classrooms](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Teaching with Jazz Chants](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Teaching Today's Learners: Oral Error Correction and Writing Effective Assessments](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
- [Activate: Games for Learning American English](http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars)
Are You up for a Challenge?

Create Your Own *Guess What?* Cards!
Send us your photos!

- Action shots of students playing
  - Guess What?
  - Board Games
  - Picture This
  - Word Bricks

- Action shots of students making Activate material

Submit your photos to: americanenglish@state.gov