



Educational Games and Activities in the English Language Classroom

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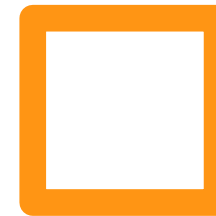


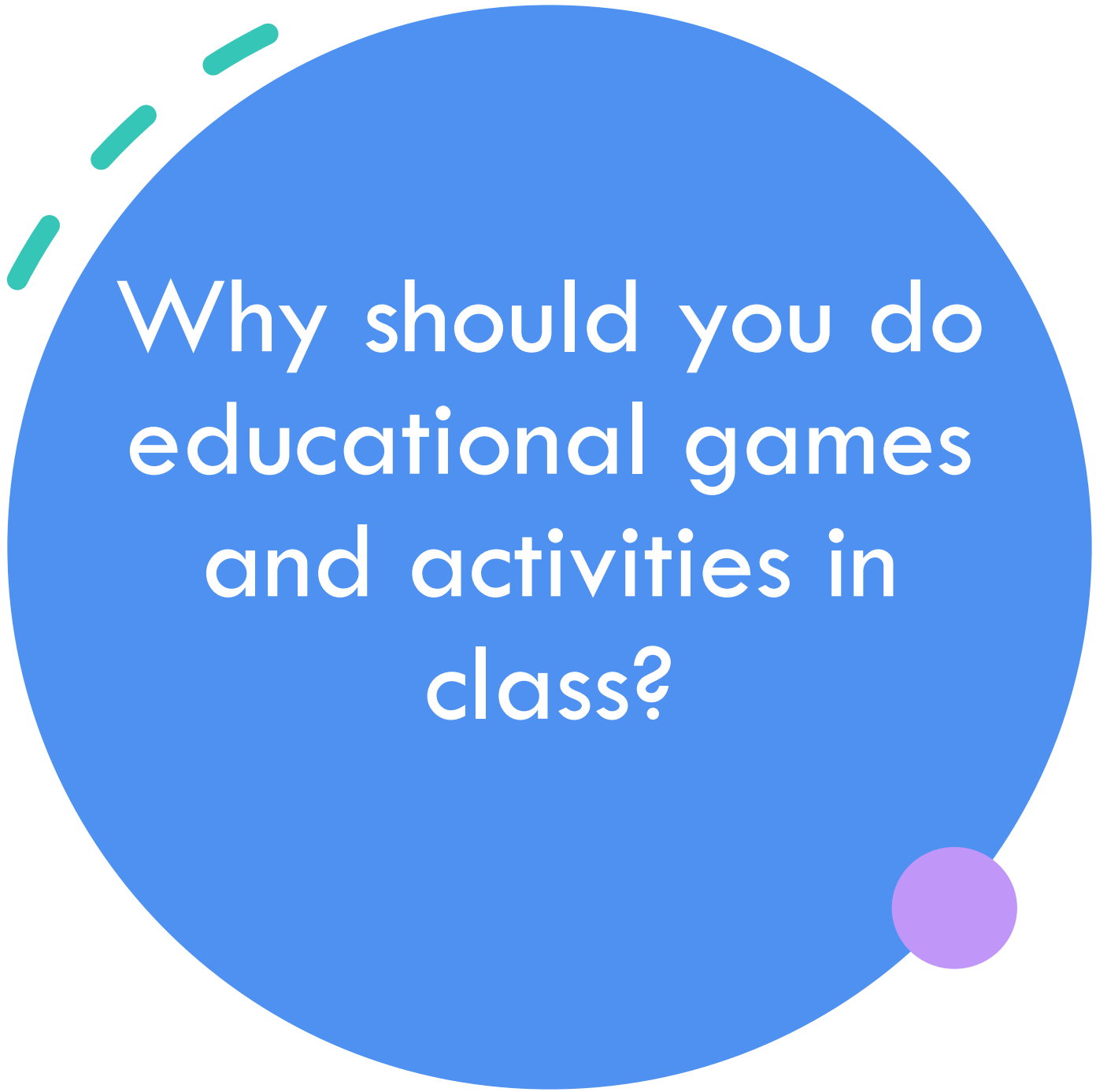
Agenda

1. Introduction
2. Why educational activities?
3. 3 Activities/Games
4. Conclusion
5. Q&A

Introduction

- Student at the PH FHNW in Brugg
- Studying to teach English, French and German at secondary school
- Hobbies: Learning new languages, listening to music, dancing, playing chess, painting and blogging






Why should you do
educational games
and activities in
class?

Reasons to include educational games and activities

- Builds and improves rapport amongst the students
- Improves the relationship between the teacher and the students
- Improves the atmosphere in the classroom
- Improves motivation and allows the students to work on exercises that require focus
- Can be used as a lead-in or a closing
- Students can practice using the target language.
 - Activities can be adapted according to the students' needs and interests



3 ideas to use in the classroom

Bingo! with tenses

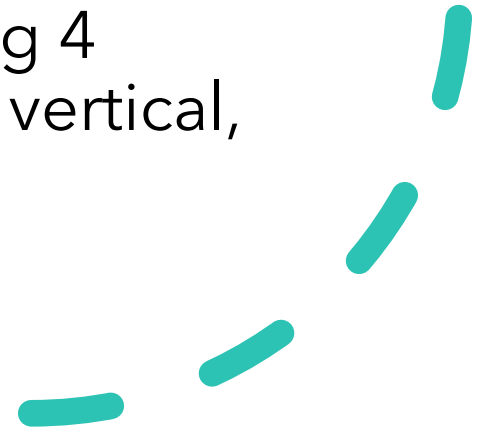
- **Objective:** Practice the grammar learnt in class
- **Material:** Blackboard, coloured paper



Bingo! with tenses

Instructions:

1. Make a 4x5 grid on the blackboard
2. Split the class into 2 teams and distribute coloured paper
3. Students have 5min to write down sentences
4. Students hang the sentences on the blackboard. The other team says if the sentence is correct or not. Incorrect sentences should be put aside for correction.
5. S win the game if they can hang 4 sentences in a row (horizontal, vertical, diagonal)



Let's try it out!

Catch the Word!

Objective:

To revise the
vocab learnt

Material:

Tennis ball

Catch the Word! - Instructions

Round 1

1. Students stand in a circle
2. S1 says a word they have learnt from a vocabulary list (given to them in advance) and passes a tennis ball to S2.
3. S2 says the definition (by describing it or defining it) OR makes a sentence using the word. S2 passes the ball to S3... and so on.

Round 2

1. S1 says the word and connects the word by making a gesture/movement, passes the ball to S2
2. S2 repeats the movement made by S1, defines the word/forms a sentence, passes the ball to S3, who says another word and makes a sign... and so on.

Round 3

1. Only gestures and movements instead of the word.
2. Show the movement, remember the word connected to it, form a sentence.

Tip: Add speed to the game as you go to make it more exciting!

Word list and definitions

- 1. Enthusiastic:** Really excited and happy.
- 2. Adventure:** A fun trip or experience.
- 3. Cultural:** About the way different groups of people live and do things.
- 4. Delicious:** Something that tastes really good.
- 5. Responsibility:** Something you must do because it's important.
- 6. Environment:** Everything around us, like air, water, and plants.
- 7. Curious:** Wanting to know and learn new things.
- 8. Technology:** Cool tools and machines people make.
- 9. Knowledge:** Things you learn and know.
- 10. Celebration:** A happy event when people get together to enjoy something special, like a birthday or a holiday, with food, music, and joy.

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Word list

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- Cultural
- Delicious
- Responsibility
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Let's try it out

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Using Tongue Twisters in Class

Objectives:

- To improve the students' pronunciation of certain sounds and articulation of words
- To improve the students' fluency of speech

Using Tongue Twisters in Class (preparation)

Instructions:

1. Present 3-4 tongue twisters and let the students read it for themselves.
2. Choose words that are critical to understand the meaning of the tongue twister. Clarify the meaning using realia or images.
3. Demonstrate saying the tongue twisters. Students need to get time to practice the tongue twisters.
4. In class, choose sounds that may prove to be difficult and focus on helping the students to pronounce these words correctly.
5. Add speed once you feel that the students feel comfortable enough in pronouncing the sounds.

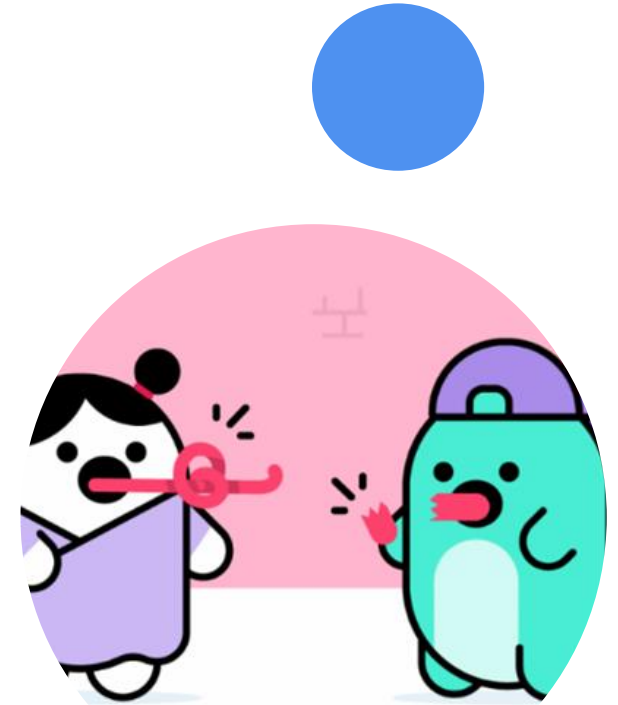
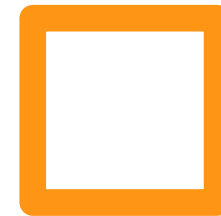
Using Tongue Twisters in Class

Instructions:

1. Choose 2-3 tongue twisters.
2. Print out the tongue twisters on small sheets of paper, so that two students have the same tongue twister.
3. Students form groups of 3-4. Each student says the tongue twister but should not make any sound.
4. The other student who has the same tongue twister should go to that person and check if their tongue twister matches.
5. This goes on until everyone has found the person with the matching tongue twister.

Possible Tongue Twisters

1. She sells seashells by the seashore
2. Lesser leather never weathered
wetter weather better
3. Fred fed Ted bread, and Ted fed
Fred bread
4. Red lorry, yellow lorry (3x)



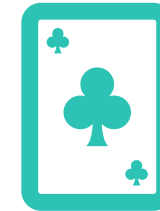
Summary



Why should you use educational games and activities



Learned about each activity and its objective



Tried out three different activities: Bingo, Catch The Word, and Tongue twisters.

Q&A

Please feel free to ask questions!





Thank you