

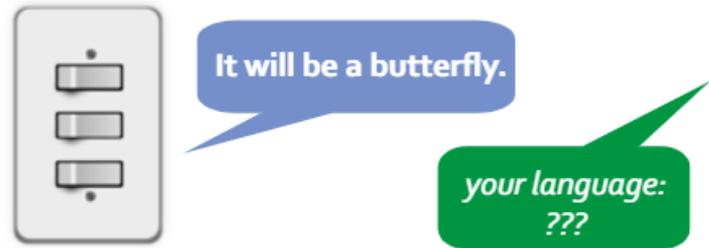
GAMES TO HELP YOUR YOUNG LEARNERS PRACTISE BASIC GRAMMAR CONSTRUCTIONS

A HANDOUT FOR TEACHERS

SWITCHERS

Divide students into pairs or groups. Give an old switch to each of them. If you don't have real switches, you can make them out of a piece of cardboard, or you could simply tell your students to snap their fingers, which will 'imitate' the sound of clicking.

Give each group or pair several slips of paper with different sentences on them in the grammar form that you want to practise. One side should contain a sentence in L1 and the other its translation in English. More advanced pupils can prepare these papers on their own.



Ss' target in this game is to **translate the sentences**, thus 'switching' them from one language to the other. First, the T does the exercise with Ss; the students (or switchers) sit in a circle and translate the sentences they are given. Later, they learn to read the sentences themselves, so that one S can take the place of the T. Finally, Ss play in pairs:

1. S₁ reads the sentence and S₂ translates it. Using a real switch makes the activity much more interesting to them!
2. In pairs, Ss always give each other points for a correctly translated sentence.
3. Ss may ask for the same sentence more than once. If someone cannot give the correct answer or makes a mistake, they do not receive a point, but can check the correct answer on their card, so that they can earn the point in their next turn.
4. Each S has a card, but can only look at it when they read the sentence. When they are translating it, they cannot see the card.
5. Ss ask in turns, or in rounds of three sentences each.

NOUGHTS AND CROSSES

fly	know	swim
catch	come	tell
say	put	am

Draw a noughts and crosses chart on the whiteboard. Ask your students to give you some verbs that you write in the blank spaces. Then, divide the class into two teams. One is Noughts and the other is Crosses. They are supposed to strategically **choose the verbs and create sentences with them** (for example, in a given grammar construction). The teams compete with one another to win. They are awarded a point only if a sentence is fully correct. That element of fun encourages students to build sentences as every team wants to win.

THE DONKEY

1. Ss sit in a circle and play the role of stubborn donkeys.
2. T randomly 'chats' to individual Ss with statements (for example present tense statements) like ***He's a teacher.***
S answers: ***No, he isn't a teacher.***
3. All of this is conducted as role play, as the T and the S take on their roles – one of them persuades, the other defends and expostulates, as if the T's sentence was complete nonsense.

The goal of this game is to drill your students (in a funny way) on how to build negatives in a given tense.

'YOUR DOG IS PULLING ON THE LEAD'



This is a great exercise for practicing or introducing the Present Continuous tense. Prepare some funny sentences, for example 'Your dog is pulling on the lead'. Ss stand in a circle, listen to the teacher reading out the sentence and do the actions. For the first time, when Ss might not understand the commands well, the T should perform the actions clearly so that Ss can copy him/her. The next stage involves the students practising sentences in pairs (one of them reads, the other does the actions). Finally, you can tell your Ss to write some sentences on their own and act them out in pairs.

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