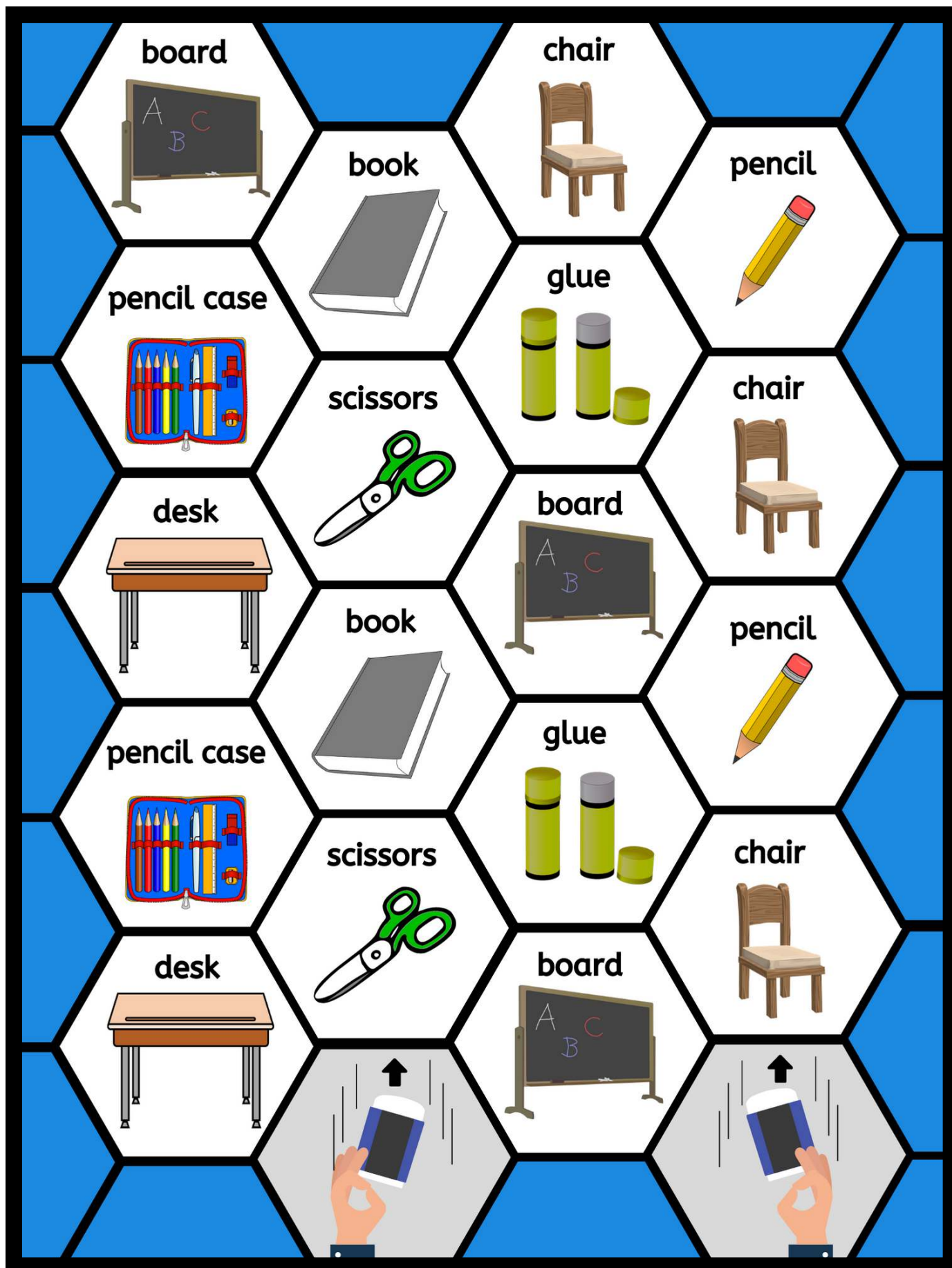


# CLASSROOM OBJECTS



# ERASER FLICK GAME



## How To Play

For this game each pair of students needs **one eraser** or something small that they can easily flick with their finger.




































To start, one student should place the eraser at the bottom of the board. Then the student should flick the eraser using his/her finger.

If the eraser lands in an area with a picture in it, then the students should make a dialogue based on that picture. (For example, **Student A:** *Where is the monkey?* - **Student B:** *It's next to the tree.*)

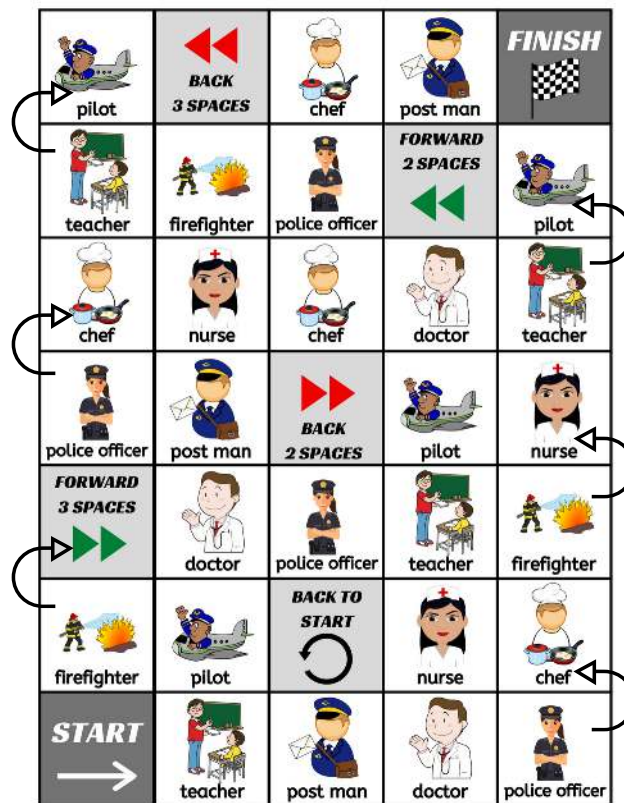
Next, the student who flicked the eraser should write his/her name in that area, and then it is the next student's turn.

At the end of the game, the student with the most areas is the winner.

# **ACTION VERBS**

 fly	 <b>BACK</b> <b>3 SPACES</b>	 jump	 skate	<b>FINISH</b> 
 ski	 dance	 cook	<b>FORWARD</b> <b>2 SPACES</b> 	 fly
 jump	 run	 sing	 run	 ski
 cook	 skate	 <b>BACK</b> <b>2 SPACES</b>	 jump	 dance
<b>FORWARD</b> <b>3 SPACES</b> 	 sing	 fly	 cook	 run
 skate	 fly	<b>BACK TO</b> <b>START</b> 	 dance	 jump
<b>START</b> 	 ski	 sing	 run	 cook

# THE DICE GAME



## How To Play

For this game each pair of students needs **one dice** and something small (like an eraser) to act as their game piece.

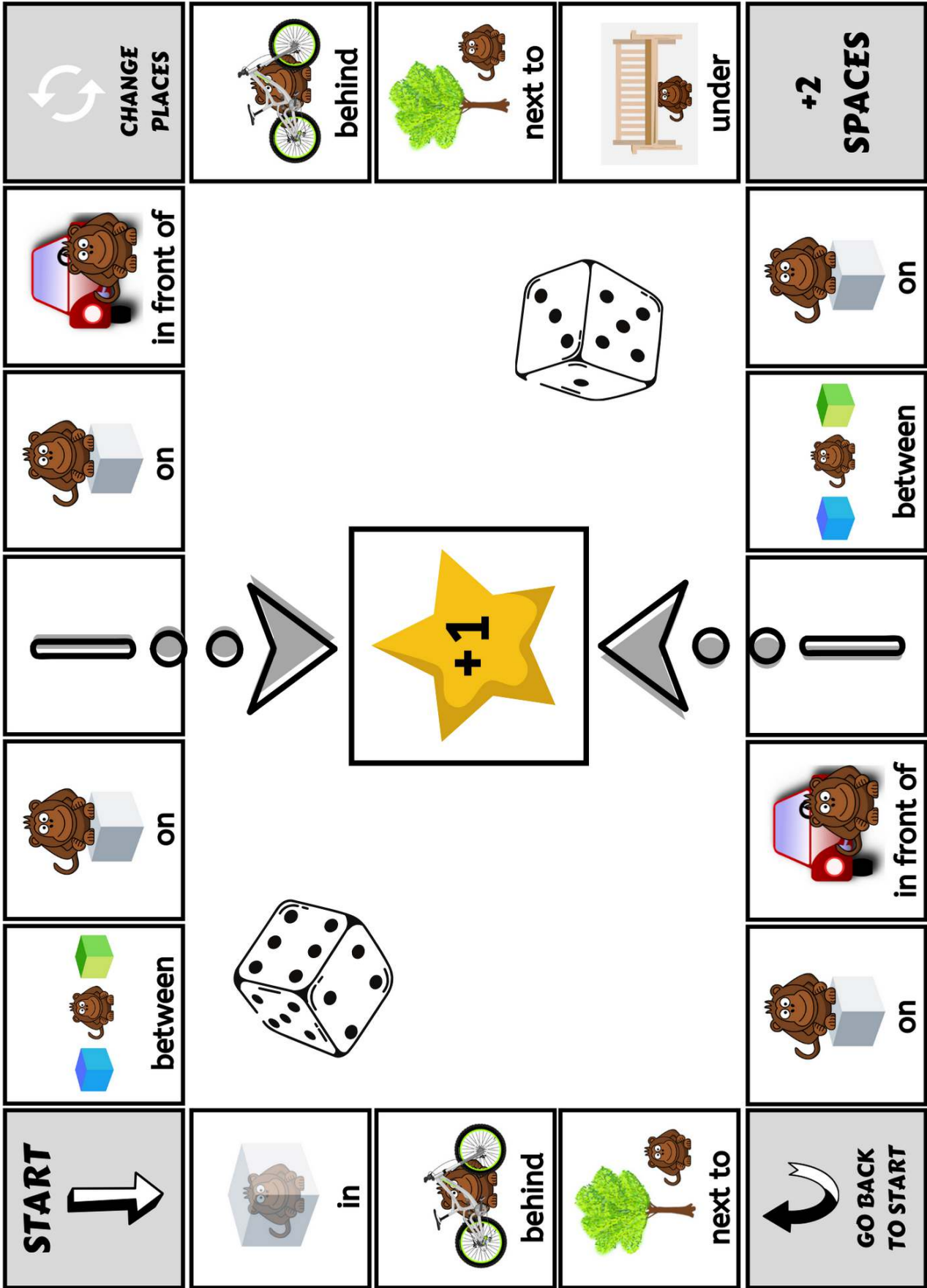
To start, students should place their game pieces where it says 'START'. Then, one student should role the dice and move their game piece.

Then, if the student lands on a square with a picture in it, the students should make a dialogue based on that picture (for example, **Student A:** *What does he do?* **Student B:** *He's a doctor.*).

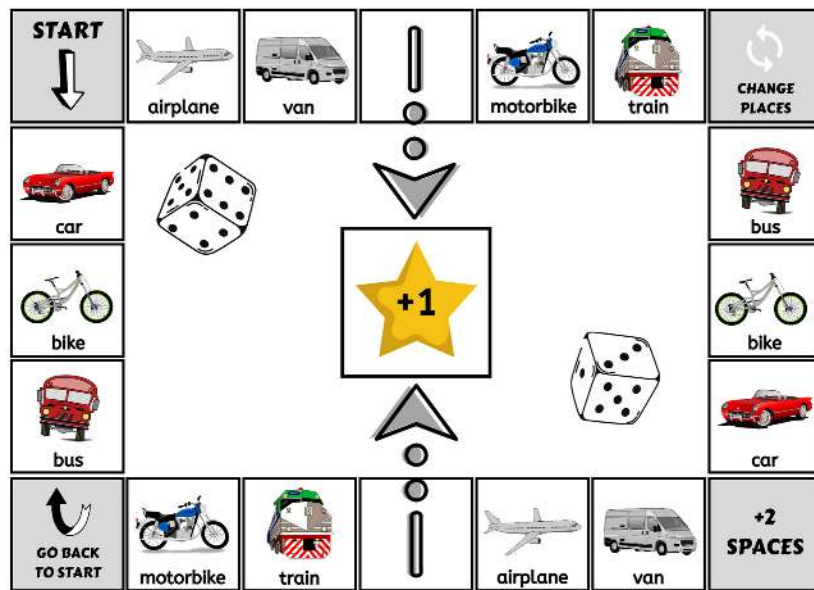
Next it's the other student's turn to role the dice. The first student to make it to the finish line is the winner.



# PREPOSITIONS



# LUCKY STAR GAME



## How To Play

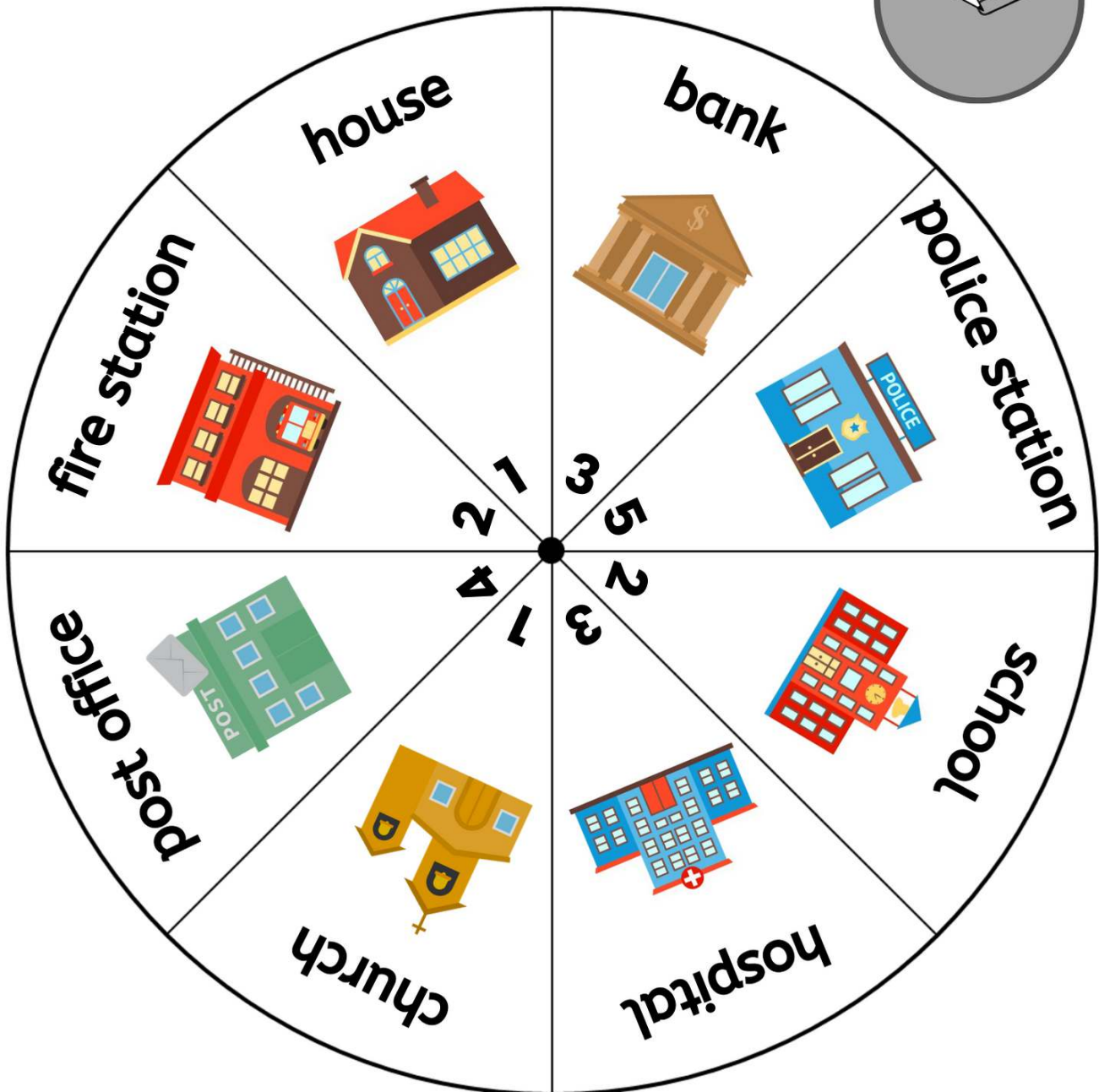
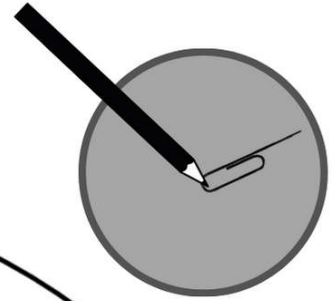
For this game each pair of students needs **one dice** and something small (like an eraser) to act as their game piece.

To start, students should place their game pieces where it says 'START'. Next, one student should role the dice and then move their game piece. If they land on a square with a picture, then the students should make a dialogue based on that picture (For example, **Student A:** *How do you go to school?* - **Student B:** *I go to school by bus.*). Then, it is the other student's turn to role the dice.

The aim of the game is to get to the '**center star**' to win a point. The only way to get to the center star is to land on one of the two middle squares (the ones with the arrows). If a student gets to the center star, then that student gets 1 point, and then moves back to the start and the game continues.

After 10 minutes or so, stop the game and the student with the most points is the winner.

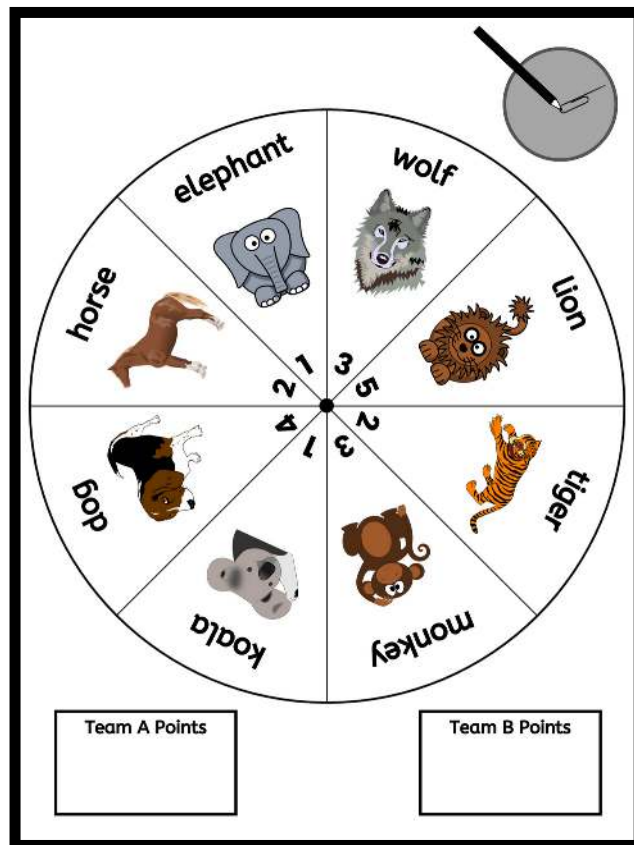
# PLACES AROUND TOWN



Team A Points

Team B Points

# SPINNER GAME



## How To Play

For this game each pair of students needs **one paper clip** and **one pencil**.

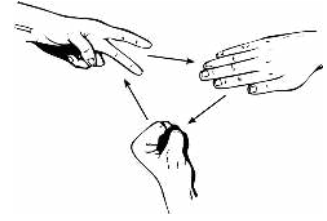
To start, one student should place the paper clip in the middle of the circle, and then place the pencil in the middle of the clip. Next, he/she should flick the paper clip to make it spin.

When the paper clip stops spinning, the students should make a dialogue based on the word in that area. (For example, **Student A:** *Is that a tiger?* - **Student B:** *Yes, it is.*)

After making a dialogue the student should write down his/her points (the numbers that are in the center) in the box at the bottom. Then it is the other student's turn.



# **JOBS**



nurse



teacher



pilot



chef



firefighter



doctor



postman



teacher



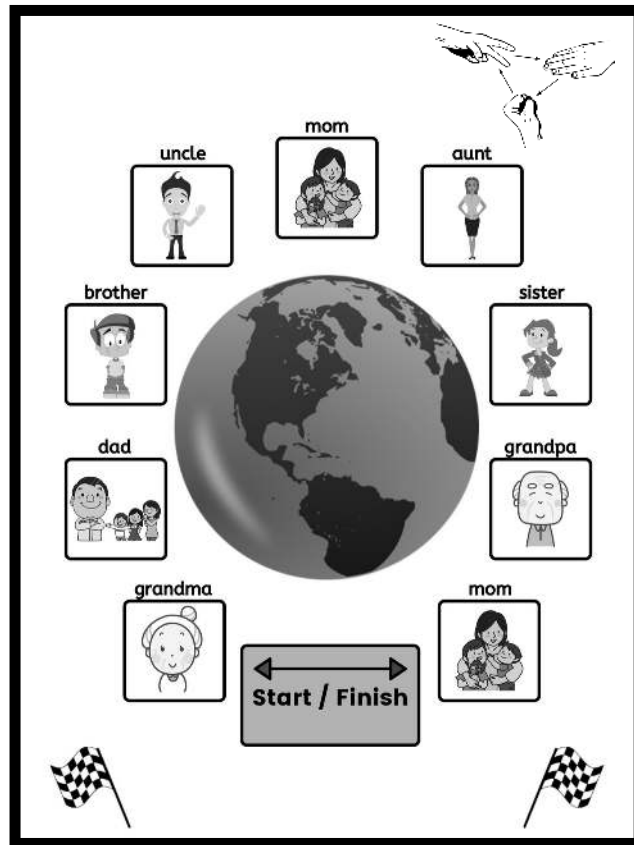
police officer



Start / Finish



# RACE AROUND THE WORLD



## How To Play

For this game each student needs something small (like an eraser) to act as their **game piece**. The aim of this game is to 'race around the world'. One student will go **clockwise**, and one student **anti-clockwise**.

To start, students should place their game piece at the bottom where it says 'Start/Finish'.

Then, students should play **Rock, Scissors, Paper**. The winning student can then move their game piece one square. Next, students should make a dialogue based on the word in that square (For example, **Student A:** *Who's she?* - **Student B:** *She is my grandma.*)

Then, students should play rock, scissors, paper again. The first student to move their game piece all the way around the world is the winner.