

# Games and Resources

## Speaking Games

- Rock Paper Scissors game
  - STs pair up and take turns asking and answering a question then play rock paper scissors (RPS), the winner gets a point. Play for 3-6 minutes. After the timer goes off, ask how many people have 1, 2, and so on points. Student/s with the most points wins.
    - What did you eat last night? → I ate spaghetti.
  - Have STs show their points by holding up their fingers
  - Great for every grade and I use for many talking activities as it spices up pair talking
- Train game
  - STs pair up and take turns asking and answering a question then play rock paper scissors (RPS) and the loser goes behind the winner and puts their hands on their shoulders to make a train. Keep playing until there is only one train or a few trains depending on the class size
- Food chain game
  - Like RPS game but only people with the same amount of points can play against each other
  - Have STs show their points by holding up their fingers
  - If STs can't find anyone with their number of points let them play against you and give them a point no matter if they win or lose against you
  - Only play with classes that are 20+ so there are usually enough people of the same points to play against
- Bomb game
  - Sit in a circle (or can go around the rows if its a bigger class) and pass around an object (ball or stuffed animal are best), the person with the object asks the person to their left a question and that student answers, then takes the object and asks the person on their left and so on. Pass until a timer goes off (I will change the timer time every so often) the ST holding the object when the timer goes off will answer the question and then must do the punishment such as 10 jumping jacks or saying 3 things they like.
  - Variation: have 2 objects that are passed in opposite directions and one object is for answering the Q (i.e. I like blue) and the other for asking the Q (i.e. What color do you like?)
- Row relay
  - Everyone in the row stands up, the first person in the row turns around and asks the person behind them a question, the 2nd person in the row answers then turns around and asks the 3rd person the Q and so on. The last person in the row goes to the first person and asks, once the first person answers all students sit down. The fastest row to finish and sit wins. For elementary school I tend to have everyone ask the same question. For JHS, if they are practicing questions, I will have the students ask their own question based on the grammar point.
- Zombie game
  - Write a few sentences on the board, 3-6 sentences depending on the size of the class. It's even better if you have the students help come up with the sentences (i.e. 1.

I want to go to Italy 2. I want to go to Australia 3. I want to go to France.) Number the sentences, then each student is assigned one of the sentences (rows is easiest and you can include yourself and the other teacher) and this is their starting team. Everyone shows their team number by holding up that number with their fingers. Make sure you practice all the sentences beforehand (I usually have them read the sentence first and then repeat after me to practice reading). Write the number of members for each team by their sentence and set a timer (usually around 3 mins). STs say their team's sentence and play RPS against someone from another team (people from the same team cannot play against each other). The loser joins the winner's team and now holds up the new number and must say the new sentence to the next person they talk to. At the end count how many people are on each team and the biggest number wins. So team 5 may start with five students but end with 8.

- Criss-cross
  - Version 1: Everyone stands up and I ask a question based on the grammar point (i.e. "Where do you want to go?") and students raise their hands to answer, then we play RPS and if they win they can choose which directions of seats they want to sit down (horizontal or vertical), if they lose they keep standing. Sitting STs can't answer the questions. Once there are only a few students left, individually ask them a Q and they sit down.
  - Version 2: create cards that say: front, back, left, right, only you, around, and any others you want. I ask a question and call on a student who is raising their hand to answer. After answering, the student pulls a card and those students sit down.
  - You can also have students ask you a question instead of answering.
- Hot Potato
  - When the music stops have the whole class ask the question (What animal do you like?) and the person holding the object answer (I like cats).
  - I only allow students to pass forwards, backwards, to the left, and to the right. Make sure to tell students not to throw the object and to pass it from hand to hand not just put it on the desk. Also don't allow passbacks as two students will get stuck just passing it between each other.
- Demon Game (younger students)
  - Lay FCs on the ground randomly, make sure the STs know the card. Teacher starts as the demon and stands at the front of the classroom with their back to the STs. The demon closes their eyes and counts down from 5, while the demon is counting everyone else walks around and chooses a card to stand next to by the end of the countdown. Don't let the STs stand on the FCs. Then the STs ask a question (i.e. How are you?) and the demon says the set phrase and includes the FC vocab (i.e. I'm sleepy). Only after speaking, the demon opens their eyes to see what students are out. The STs standing by that card are then out and stand near the demon and the FC is taken out of the game. Play until there is only one person left or one card left.
  - Try to have the out STs ask along with the STs playing to keep them participating. Or have them help you count down. After playing a whole game with just the teacher as the demon, then have the STs that are out take turns being the demon. You may need to help the demons and remind them what FCs are still in play. You may want to hang up a picture with the vocab or draw pictures on the board to help the demon students.

- Bridge Game
  - Place flashcards (FCs) in a line on the ground or on the desks (5 to 7 cards is best) and make 2 teams for each bridge. Each team lines up on either side of the bridge and the first person for each team starts making their way down the bridge. At each FC they say either just the vocab word or say it in the set phrase (i.e. apples, or I can sing.) Don't do more than 2 phrases for the bridge as the kids will get confused and might say the wrong phrase for the vocab (i.e. "I went to the sea" and "I saw a movie".) When the two players meet, they play RPS and the loser goes to the back of their line and the next person from their team starts down their side. When one team reaches the other side they get a point. You can play multiple times and switch up the FCs or move teams around.
  - Make sure the STs are saying all the vocab and phrases properly, they get really excited and will sometimes speak so fast you cannot tell if they are saying the phrase correctly.
  - I allow the teammates to help out the walking student if they forget the vocab word or phrase.
  - I usually let them play around 4 minutes before changing the FCs or having the teams go to another bridge.
- Tic-tac-toe
  - Designate 2 teams and have them line up beside each other. The first person on both teams will play RPS against each other and I will ask the winner a question and after they answer they can write O or X on the board. They both then go to the back of their respective lines and the new first people continue.
- Interview BINGO
  - I make a table, usually 4x4, and insert pictures of the vocab as well as the word and set phrase and question at the top for STs to refer to. STs walk around asking the set question (i.e. Where do you want to go? , Can you swim well?) and their partner answers with the vocab that matches them in the set phrase (i.e. I want to go to Korea.) The asker circles the box. Then they switch and find someone new to talk to. If the answer is a yes or no answer I only let the asker circle the box if their partner answers yes.
- Connect 4 (5th grade and up)
  - You can use Flippity's [Connecto](#) or make your own table of vocabulary. Flippity has two options, 1. play like the real Connect 4 game where everyone must start at the bottom and go up or 2. play wherever on the board you like. Only two teams can play on Flippity so if you want smaller teams I recommend making a document and marking the document on the TV or projector.
    - You could also make 4 teams with 2 teams play X and 2 teams playing O and rotate which team speaks.
  - Have a grid with only one word in each space. Break the class into teams, generally O and X, but I have done colors when using a word doc or pdf. Students choose a word from the table and must use that word in a sentence to claim that space for their team. The teams take turns making sentences. The teams try to get 4 spaces in a row (vertical, horizontal, or diagonal).
  - Usually no one wins because the teams spend most of the time trying to stop the other, but they really love strategizing together.

- I allow all sentences, but generally only allow each team to say an “I like \_\_\_\_” sentence only once.

### Vocab Practice

- Missing Game
  - Put flashcards (FCs) on the board and tell the STs to “go to sleep” and take 1 or more FCs from the board (I usually start with 1 and then increase) and shuffle the rest of the cards on the board. I tell the STs to “wake up” and ask them “What’s missing?”. I’ll have STs raise their hands to answer, don’t always pick the fastest kid, let STs have some time to figure it out.
  - Eventually let the kids take your place to say “go to sleep” and take the FCs and call on the STs
- Stepping Game
  - You need an open space (I usually have the kids push their desks back) and they all line up horizontally on one side. You stand on the other side facing them with a stack of FCs, designate 1-4 keywords. After you say a FC, STs repeat you and take one small step forward (this is easier if there are naturally squares on the ground so all STs stay even), STs cannot repeat or take a step when you say the keyword, if they do they must go back to the beginning.
  - For 1st and 2nd graders I have the whole class go back together if even just one student messes up so it's more of a class challenge versus an individual challenge and so individual STs don't get upset and cry.
  - I generally start with 2 keywords that are somehow related (I.e. apples and strawberries as they are both red). I then increase the number of keywords and change the keywords each time. If the students are really good I will choose unrelated words but be forewarned it will also be difficult for you to remember the keywords.
  - If they are familiar with the vocab, have the students use the word in a sentence such as “I don’t like blue” and you can change up the sentence every few rounds if you want.
- Repeat Game (stepping game for when there is no room)
  - Played like the stepping game but students stay at their desks and do not walk. All students start standing up and students who repeat the keyword are out and must sit down. You can either let the out students repeat all words to trip up the other students or make all out students sit quietly. It’s great if the JTE says all the words instead of the students to trip them up so you can tell which students spoke out.
  - To make this more difficult you can have the students do an action on keywords such as clap, sit down, spin, or jump. You could have all keywords require the same action or level it up with each keyword requiring a different action. Students who do not do the action must sit down. Make sure to go over the actions beforehand.
- Peek-a-boo
  - Basically red light green light. When I put the FCs in front of my face the STs can walk forward (do not let them run) and when I put the FCs down and show my face they must stop. I will ask “What’s this?” or a question like “Do you like (FC word)?” and they will say the FC word/sentence or say it in the set phrase. The STs win by

lightly tapping my arm. Once they are used to it you can have the ST that tapped you replace you. You might need to stand beside them to help them out but if they are ok you can join the students and play.

- After a few rounds, while the STs are frozen I like to move around the classroom and make it harder for them to tap me and take up more time.
- Hidden picture game
  - Great for younger classes. You can find templates online. If students are learning a phrase I will have them say the answer in sentence form ("I like dogs").
- Pictionary
  - If it's a big class I split into two teams with each team getting a different word and the team that guesses the fastest gets a point. I usually set a timer of 15 or 20 seconds.
  - For older STs you can have them choose the word from their picture dictionary, but you have the final say if they can draw it or not.
- Relay Game (for younger students)
  - I put all the FCs on the ground randomly but close together. The STs line up in front of the pile. I say one of the vocab words and the first ST grabs that card and says the word. They then pass to the next person who also says the word. As they pass the card the ST must say the word. The last ST then gives the card to the teacher. If the card is wrong, the first student in line must try again. I usually allow the students behind them to help them out if they need it. The first ST then goes to the back of the line and the game continues.

### Alphabet Practice

- Pass-it-on
  - STs stand in a row, this is their team (3-6 players). Everyone faces the blackboard. Show the last person in the row the letter they must write, when you say start they turn around and write it on the person in front of them's back and so on until the person closest to the board writes the letter on the board and says the letter. The teams get a point if they get the letter right
  - I usually give each team a different letter so they can't cheat by looking at the other team's writing or answer on the board
  - Try to keep the team's difficulty of the letters the same (i.e. D and P or C and J)
  - Make sure you have enough chalk at the front for each team.
  - Don't let students say the letter when writing. I only let them say "one more time" or "ok" (in Japanese is ok depending on the level). Once the student has written the letter on the board, don't let them change what they've written.
  - For the first time, it's good to demonstrate how to write on the back. Not too big, nor small and not too fast either. I always explain the game by demonstrating with a few students and they catch on quickly.
- Alphabet relay

- Divide class into a few teams and give them a section of the board to write on (make sure there is enough chalk and erasers). Then they line up and each person takes turns writing the next letter of the alphabet on the board. They can either write a letter or fix a previous mistake on the board. The fastest team with the least mistakes wins.
- Dictation
  - This can also be team relay style at the board, where the teams that write the correct letter wins a point. Or provide a worksheet. I say a letter and the STs write it. If doing team relay style, try to separate the board and hide the teams' answers from each other.
    - Can also use team white boards and pass the board.
  - I have also done this with older students doing predetermined vocab.
    - I say "play" and they have to write it on the board. Give the students the list of vocab (5-10) the class or week before so they have time to study.
    - Would be best with team whiteboards if they are available.
- Alphabet Road
  - Put the cards in alphabetical order on the ground or on desks and have STs line up behind the A card. STs then individually walk down the "road" and say each letter as they pass it. If it's a big class let a ST start after the one before them is a few cards away. Once they know all the letters start taking some out and have them do it again but only saying the card on the ground. This encourages STs to recognize the letter more than just say the alphabet.
  - Once they can do this well, shuffle the letters
- Typing Test ([Flippity](#))
  - Being able to type is becoming increasingly necessary so creating a typing test of uppercase and lowercase letters will help students get accustomed to finding the letters on the keyboard.
  - You can also add words that are their level to practice spelling.

### Warm-up and Extra Games

- Password
  - Write a word on the board and have a ST sit in front of the board with their back to it, the rest of the class/team gives them hints in English until the guesser says the right word
  - Only allow English and no gestures. They cannot say the word on the board.
    - If the answer is "soccer", students can't say "soccer ball"
  - You can also play in groups with one person in each group as the guesser. Show the rest of the students (guessers close their eyes) the vocab word. Once all students understand the word, put the card or image away. Guessers open their eyes and their group starts giving hints.
- Hangman (but make less gruesome by drawing something and erasing parts of it)
  - I call it "Erase Cat" and I draw a cat on the board, sometimes with a hat or other accessory, and then I erase parts of it if the STs guess the wrong letter
  - Eventually have STs choose the word and run the game
- Scramble

- Scramble the letters of a word or the words of a sentence and STs put it in the right order.
- Fix the sentence
  - Write a sentence on the board that has a few mistakes like wrong capitalization, punctuation, or spacing and STs correct it
    - whErE doYOU wanT ToGo. → Where do you want to go?
  - For the first time, do an example together.
- Word association (*magical banana* is the Japanese version and some kids will understand how to play if you just say this)
  - Start off saying a word and the next person says a word related to yours and then next person says a word related to the person before them's. (I.e. dodgeball, gym, running, sports day, school...)
- Shiritori
  - Since the STs often don't know spelling, I base the game off the ending sound (I.e. apple → lion → nice → science)
  - Instead of 'n' sound ending the game like in Japanese, I have 'x' end the game
- Madlibs (6th grade and up)
  - I use [Flippity](#) to make a story based off of the unit topic and grammar points. STs come up with the missing words and then we read the story together. It's great for recalling vocab, creative thinking, reading, and comprehension.
    - You will need to write the parts of speech into the story for them to come up with (i.e. adjective, noun, food, number). For lower levels, adding Japanese is helpful and I like to add examples (i.e. time (3 minutes, 12 days, 1000 years))
  - I've had students individually come up with words or come up with words in groups.
  - For older JHS students you can send students the link or scan a QR code to play in groups.
    - They must fill out all fields before seeing the story so this helps with cheating.

## Online Resources

### Games:

- [Flippity.net: Flashcards and Other Resources for Educators and Learners](#) (various games)
  - I use Connecto, madlibs, Quiz Show, Board game, typing test, matching (can add audio for lower-level students)
- Kahoot - teacher made fun interactive quizzes, but you can only make multiple choice and True or False
- Quizziz- teacher made quizzes and you can make your own
  - It's like Kahoot but more question type options for free (polls, drawing, open-ended, typing, multiple choice that allows multiple answers)
  - You can also intersperse slides to make an interactive lesson
  - I think it's much better and flexible than Kahoot but it is less user friendly and more prone to tech issues.
    - It will show up in Japanese on the student's computers
- [Wordwall](#)- great for vocab practice games, one set of Qs can be played a variety of ways
  - Can only make 5 games for free

- Can include audio
- [TaysTeaching](#)- Free ALT made PPT and Google Slides games
- Peardeck- Interactive powerpoints that STs use tablets to participate, good for JHS
- Ahaslides- interactive PPTs

#### Classroom resources

- [Irasutoya](#)- free image pngs to make flashcards and worksheets, has pretty much any image you'd need
  - It's better if you search in Japanese
- [Canva](#) - for making worksheets
- [Whiteboard.fi - Free online whiteboard for teachers and classrooms](#) - online white board
- Songs- [Super Simple Songs](#) and [Fun Kids English](#) have lots of great ESL songs for kids