

# TIPS TO HELP TEACHERS AND STUDENTS END THE ACADEMIC YEAR WITH A BANG!



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### Suggested Activities:

#### 1. Alphabet Bingo

Make lower case alphabet Bingo boards (one per student) and print out a set of upper case alphabet cards ( as many as the number of teams playing).

Have Ss sit in small teams around a table, distribute the Bingo boards and put a set of upper case alphabet cards in the middle of the table (face down , please).

Next, Ss take turns calling out the alphabet card from the stack and see if they have the matching letter on their Bingo boards. If they do, ask them to put a counter .

The first player to fill in a vertical or horizontal row completely is the winner after shouting BINGO!

#### 2. Alphabet Go Fish

Print out two sets of alphabet cards and deal five cards to each player . Place remaining cards in a stack face down in the middle of the table . Players check their hands for any pairs and place them face up in front of them if they have any . The youngest player then asks a player of her/his choice whether s/he has a particular card (Do you have a G?). If s/he doesn't, s/he must say "Go Fish", and the first player must take a card from the center pile . The winner is the first player to form pairs with her/his cards and put them all down on the table .

#### 3. Alphabet War

Use one set of alphabet cards to deal them evenly (face down) between two players and place them in a pile next to them .

Players turn over the first card on their pile ~~SIMULTANEOUSLY~~ and call out if their card is closer to the beginning or end (according to how the rules of the game were established previously) of the alphabet . The winner of that "match" will take both cards .

The final winner will be the player with the most cards when the pack is completed .

#### 4. A Mural of Memories (on a nice day take this activity outside).

Use butcher paper , paints, markers or colored chalk.

Invite your children to create a mural , illustrating the wonderful things the group did , saw, and learned this year. It will be a great "advertisement " for your public class!

As an extension, you can have your students write about the favorite memories they drew . Post the information on the mural .

#### 5. High Fives for the Summer! (Good idea for May into June).

Put up a plain colored background , a border of your choice , and the title " High Fives for the Summer!"

a) Have Ss trace their hand onto a piece of construction paper or recycled folders (color of their choice). Note : This step can be assigned for homework.

b) Have them cut out their hand shapes .

c) Next, give each child a piece of white lined paper and have them glue it onto their hand shape palm. Please show them your own model.

d) Instruct the children to write their summer plans on the white lined paper . Display on your bulletin board .

#### 6. Famous Last Words: The Wall of Wisdom

a) Invite your Ss to leave behind some words of wisdom. Give each child a construction paper "brick" on which to record a piece of advice that they think will be helpful next year for new Ss... such as: Be a good sport; Pick up the garbage you see , etc .

b) Ask Ss to sign their name, grade , and section .

c) Tape or glue the " bricks" on a bulletin board or plain butcher paper to make a wall.

d) Ask volunteers to read their "words of wisdom" in front of their parents during their public class. Explain to parents the purpose of this "wall".

e) At the beginning of the school year , share these "famous last words" with your new group(s) in August

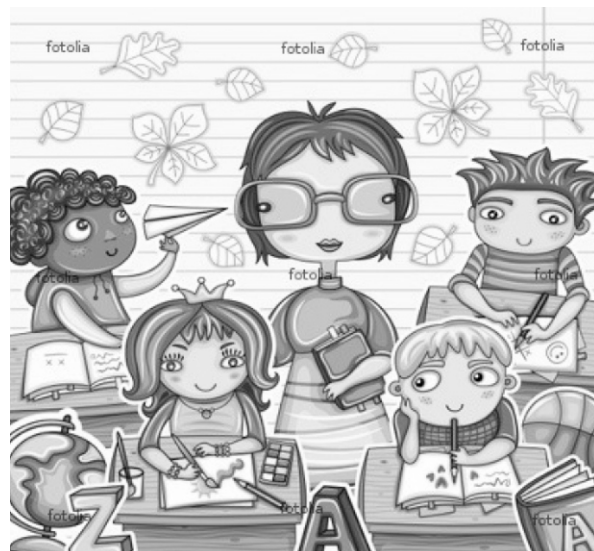
It is also a great way for children to review rules and expectations without you going into lecture mode.

7. A Variation of Crossword (on the Bb or poster paper).

- Write a long word horizontally. Choose a word related to a theme or familiar topic .
- Have children build words from the original “starter word”. The first couple words built from the “original” word should go vertically, so additional words can be thought of . Following words can then go vertical or horizontal.
- Encourage children to write words neatly and write as many letters as possible. This can be played with two or more children per team .
- The team with the longest crossword puzzle is the WINNER. No misspelled words allowed!
- Do not forget to set a time limit (one , two, or three minutes according to Ss age and vocabulary skills).

**EXAMPLE:**

	NINETY
	APPLESAUCE
	TORPEDO
	IGLOO
	OCTOPUS
VACATION	
OCCASION	
IMAGINE	
CENTIPEDE	
EXCITED	LOLLIPOP
SUNNY	EMERGENCY
	PICTURE
	HUMOR
	ANIMAL
	NATURAL
	TORNADO



8. Body Word-Forming Game

This game should be played with 20 or more children . Divide into two even teams . The leader should have large letters drawn on a piece of paper , so each teammate can pin it up on their self .

- All letters should be different, but both teams may have the same vowels . When the leader gives the signal (START), players try to spell a word by linking arms with teammates .
- As a word is formed, the players go to the leader with their arms linked to get a point counted for their team .
- The players then break up and try to find new letters to form a word . If a team can spell a (number) letter word, that team gets 2 points (establish difficulty according to age level . Something reasonable like 5, 6, or 7 letter words and maybe an extra bonus for longer words). It's up to you!

9. Make Words Game

Write a few random letters on the board . Have the Ss work in pairs/small groups to make up as many words from the letters as possible (e.g. letters: g, h, a, t, p, e, c. Possible words: cat, peg , tea, hat, get, etc.). The team with the most words is the winner

10. Airplane Competition

First have your Ss make some paper airplanes . Stand the Ss in a line and let them test fly their planes. For the competition , assign different classroom objects points (e.g. table 5 points , door 10 points, trashcan 20 points). Ask a St a question and if s/he answers correctly, then s/he can throw and try to hit one of the target objects to win points . This works well as a team game.

11. Apple Pass

Have all Ss sit in a circle Use a fake apple and toss it to one St. You must say one English word as you pass. The St then throws to another St and says a different English word. If the student you threw it to drops it, s/he is out And the game keeps going until you have one winner . It can be played with different categories , such as Food , Animals, etc.

## 12. Backs to the Board Game

This one is good for higher level kids. Make two teams and stand one St from each team in front of the board, facing away from it. Write a word or draw a picture on the board (e.g. "hamburger"). The Ss have to explain that word to their team member (e.g. You can buy it in McDonalds; It's got cheese and ketchup in it). The first St out of the two standing in front of the board to guess the word wins a point for her/his team.

## 13. Board Scramble

T puts the whole alphabet on the blackboard in a scramble of letters here and there, but low enough that the Ss can reach it. Have two teams and call out a letter. The person that is able to find and circle it first wins a point for their team. To make things harder have capital and small letters. Even more challenging - have four teams all looking for the same letter. The kids just love it! You can do it with numbers and also words.

## 14. Category Spin

Sit Ss in a circle. Spin a bottle or an arrow - the St that the arrow points to is first. The St needs to say a word from a pre-decided category. The next St will say last word plus his own and so on until it gets to the one who fails. For example: St1: "zebra", St2: "zebra cat", St3: "zebra cat, dog".

## 15. Do as I say, not as I do

A 'Simon Says' game with a difference. First practice Simon Says with the Ss so that they understand the game and body parts. It works just as well omitting the 'Simon Says'. Now tell them to do as you SAY, not as you DO, and repeat playing the game - only this time, when you say 'touch your knees', touch your ears instead, or any other part of your body. This is a good way to see who is listening to you correctly and who is just copying your movements. Ss find this game much more fun than the original.

## 16. Line True or False

Put a line of tape on the floor and designate one side "True" and the other "False". Hold up an object or flashcard and say its word. If Ss think that you have said the correct word, they jump on the "True" side, if not, they jump on the "False" side. Incorrect Ss sit out until the next game.

## 17. Rhythmic Reading

This activity is fast-paced and lively, and improves their word recognition, speed, and confidence in reading. Choose a reading passage (one page if using a basic text; maybe one paragraph if using a more advanced one). Start a rhythm (clapping or tapping on your desk). Choose one St to start. Each St must read one sentence (or word, if you want), exactly on the beat and pronounce correctly. Immediately after the first St finishes the next one starts with the next sentence, and so on. If someone misses a beat or stumbles over words, they lose a 'life' or they are 'out'. If you use the 'out' method, it isn't so bad, because the 'out' Ss help to keep the beat and follow along. All Ss whether 'out' or not, focus intently on the reading - waiting like hawks to hear someone's mistake. Of course you can vary the tempo, making it much easier or much harder. This can also be played as a team game (which team can make it to the end of the passage, on beat, with no stumbles or mispronunciations?). Good luck!

## 18. Silent Ball

If the Ss are being loud and off task, play this game with them. It really works and they love to play it. Have all the Ss stand up and give one student a ball (make sure it is soft). Have the students toss the ball to each other without saying a word. Any St who drops the ball or talks must sit down.

## 19. Slam

Sit the Ss in a circle and place some objects or flashcards in the middle of the circle. Tell Ss to put their hands on their heads. T shouts out the word of one of the objects and the Ss race to touch it. The St who touches it first gets to keep the object. The St who has the most objects at the end of the game is the winner.

## 20. Stop the Bus

All Ss need pencil and paper to play this game. The T writes a letter on the board and shouts, "Start the bus." The Ss then write down as many words beginning with this letter as they can think of. When one St shouts out "Stop the bus!", everyone has to stop writing. The Ss all get one point for each word. The St who has the most words wins an extra 2 points. This may or may not be the one who shouted, "Stop the bus."

### 21. Story Pass

Put up a picture or a first sentence as a writing prompt . Divide Ss into small groups and have them create a story from that prompt . Each St takes a turn writing one sentence to add to the story and passes it on to the next St Keep it going around in the group until they have finished it (it may be helpful to have a length limit or time limit so the stories don't get too out of control!). Vote on the best story, based on creativity and flow . NOTE Have Ss illustrate the stories and display them

### 22. Tornado

Supplies: flashcards (pictures or questions on one side numbers on the other), 'Tornado Cards' (flashcards with numbers on one side and a tornado picture on the other). Stick the numbered cards on the board with either pictures or questions on the back (depending on the age group) facing the board . Also include 6 Tornado cards and mix them in with the picture cards . Ss then choose a number card . If they answer the question correctly, then their team can draw a line to draw a house. If they choose a tornado card , then they blow down a part of their opposing team's house. The first team to draw a complete house wins .

### 23. Yoghurt Pots and Vocabulary

This is definitely only for primary school children just learning to speak English

You need a number of empty , clean and preferably identical small yoghurt containers for this game , not more than 32 pots .

On the outside of each pot write as many different English words as you can using a black permanent marker (felt-pen). Write the words legibly but haphazardly - some the right way up and others sideways or upside-down. Try and write between 10 and 20 words on each pot . Then inside the pot , on the bottom , write a unique serial number starting with 1. Be very sure you also make it clear which way up the number should be read - for example it is easy to confuse 6 and 9 unless you put a line under them .

Be sure to make a master reference list of which words you write on which pot numbers; other wise, you will not be able to manage this game very well at all.

When you play the game , each child will need a single , clean sheet of letter size paper . Get the children to fold and tightly crease their paper in half across its width , then fold it in half again and then again a third time . When the paper is opened out flat , it will be divided into eight sections from top to bottom . Then have them fold it in half and crease it lengthways . This divides the paper into 16 sections.

Have them turn the paper around so that it is on the desk in front of them in 'landscape' mode . At the top of each of the 16 sections depicted by the paper folds , have them write the numbers 1 to 16. Make sure they are written quite small. Then have them turn over the sheet and write more numbers on the reverse side from 17 up to 32 (or to the highest numbered pot you have put into the game).

Your pots MUST be in strict unbroken numerical order so that your Ss are not confused .

Then you distribute the pots at the rate of one per child - or if you have a larger class , make it one pot between two children and let each pair of children have only one sheet of paper . This way they work as a team. If you want to introduce more pots than there are children (or teams), then keep the balance on your own desk in their full view.

Their job is to write down all the words off EACH pot into the corresponding numbered sections of their paper. The words from Pot No.3 are to be written only in Space No.3 on their paper and so on . Insist that they write legibly and neatly - if you wish, during the folding of their papers , you might have them rule some lines along its length .

Once the children grasp this game - they will be off and away! Make their goal be the first child (or team) to complete ALL of the pots in the game . Perhaps you can offer a small prize each for the first three

Please note though that you MUST insist that they can have only ONE pot on their desk at any time AND that when they finish a pot and want another , they must return the finished pot to you and get another one from you - no direct swapping within the class or there will be fights .

Primary school children love this game . Because they all read and write at different speeds, and if you make a few of the pots very simple and a few of them very difficult - some of the pots will then become "collector's items". Your desk will quickly become the center of the universe in your classroom.

Most children will not cheat in this game but make a point of at least appearing to check the words the top three children or teams have written , against the master lists that you should have made . Be sure they see you doing this

You will be very pleasantly surprised at how successful this game becomes with your primary school pupils. It will completely turned them around and even the laziest and most troublesome among them will be transformed .

If this becomes successful in your classroom, then you could use this game to 'categorize' their vocabulary training by having different 'sets' of pots with different word lengths or subjects or words beginning with certain letters or containing certain letters. Names of towns, countries, rivers, animals, etc, etc.

It's simple, cheap and extremely fast -paced . Most importantly young children love it! Be prepared for a VERY noisy and active classroom and for children trying to climb all over you to get at pots they need to complete their papers .

