Activate:

Games for Learning American English

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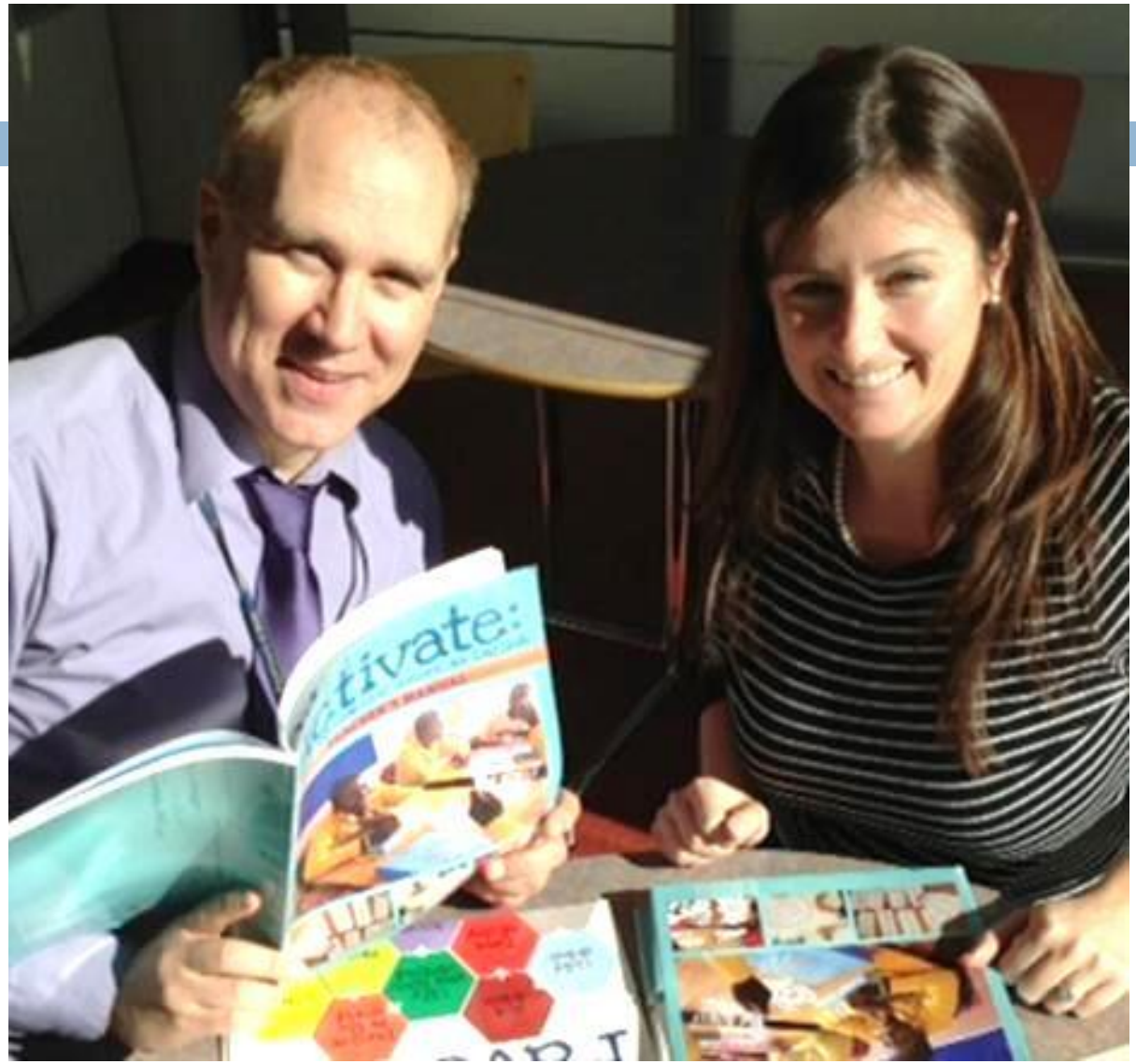

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WE FUN

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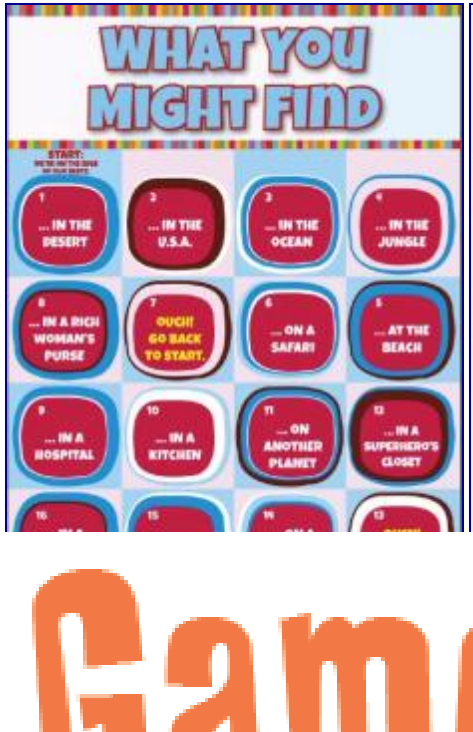
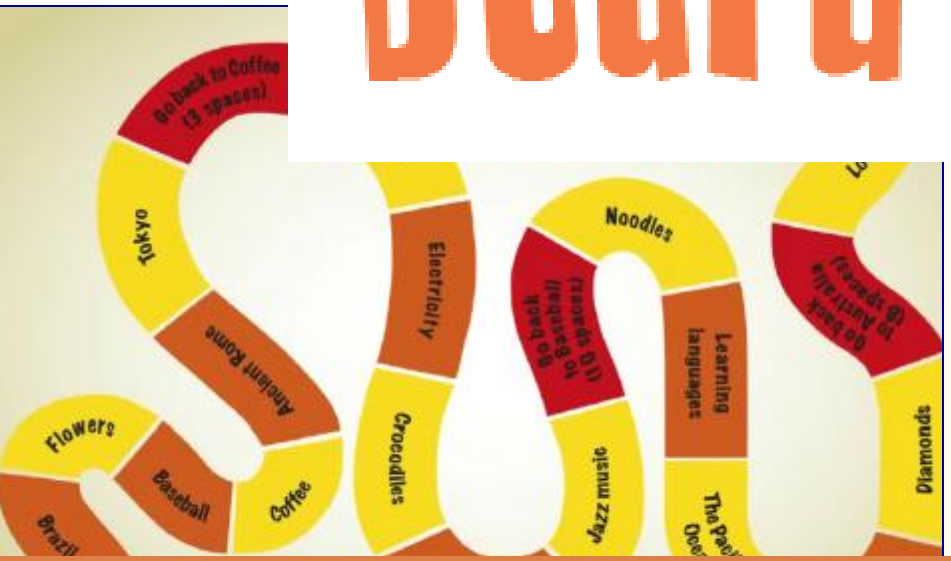
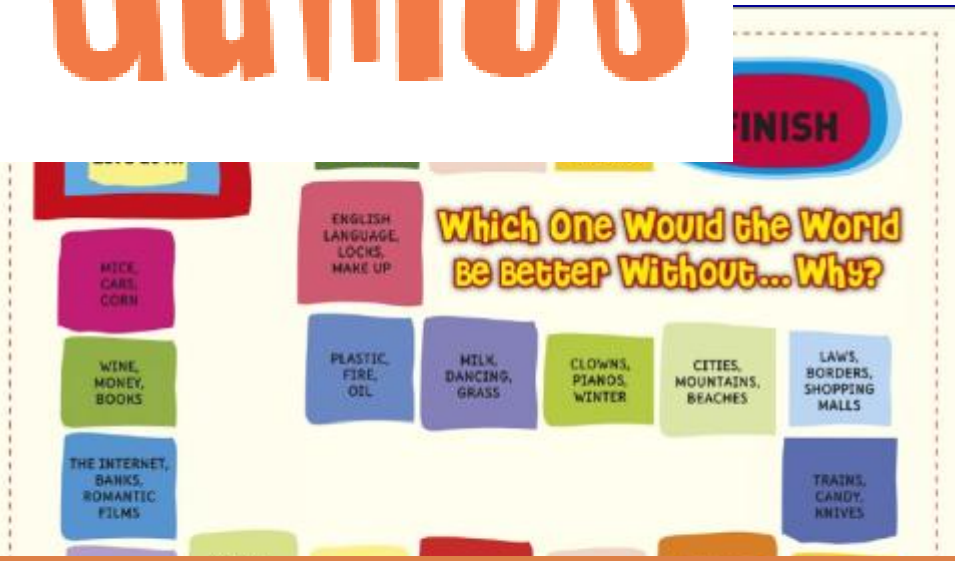


Board Games





As seen in "Activate: Games for Learning American English" Webinar Part 1

http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars

Snack Time!

Grapes, Cr
Donuts,
Banana, Cl

Snack Time!

1. Which of the snacks on the card is the healthiest? Which is the least healthy?
2. Which snacks are salty? Which are sweet? Which are crunchy? Which are soft?
3. Which of the snacks do you like to eat? Why?
4. What other snacks do you like to eat? What do they look like?
5. Which snacks are easy to carry with you? Why?

A Trip to the Zoo

A Trip to the Zoo

1. Which animal on the card is your favorite? Why?
2. Tell me more about one animal. Where does it live? What does it eat?
3. Which animals have you seen in real life? When and where did you see them?
4. What are three other animals you might see in the zoo? What do they look like?
5. Which animal would you like to speak to? What would you say to the

one of these
animal would you

Picture This

Let's

Volleyball, Baseball,

play as a team? Which do you play as an individual?
2. Which game is the easiest to play? Which one is the most difficult to play? Why?
3. Choose one game. What do you need to play it? Why do you need it?
4. Which games do you like to watch? Why?
5. Which games do you like to play? Why?
6. Which games have you never played before? Which games would you like to play? Why?

Stormy, Snowy

Weather

orite type of weather? Why?
2. How do you get ready for school on a rainy day?
3. What can you do outside on a snowy day?
4. Choose one type of weather. What are three fun things to do on that kind of day?
5. Choose another type of weather. What clothes do you wear outside in that weather?
6. What climate would you like to live in? Why?

As seen in "Activate: Games for Learning American English" Webinar Part 1

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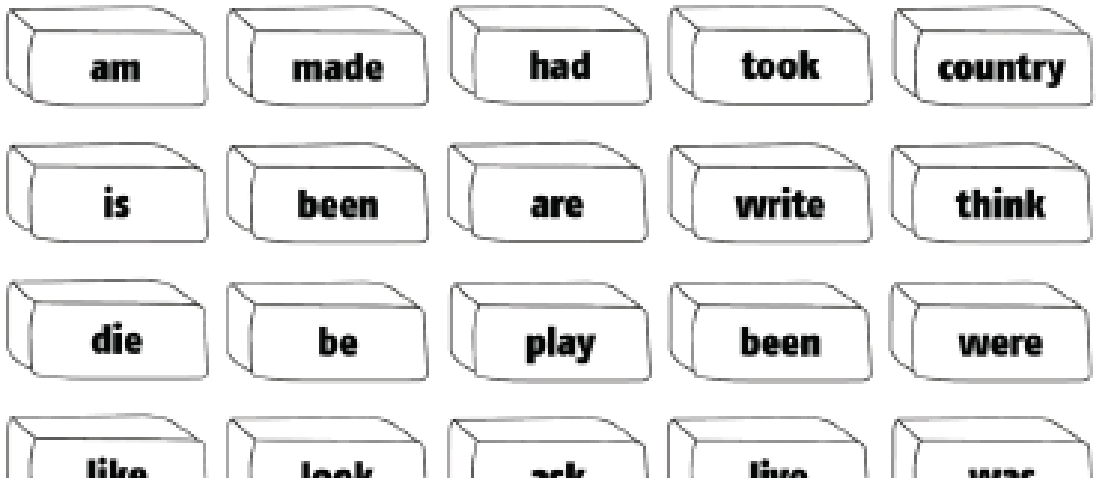
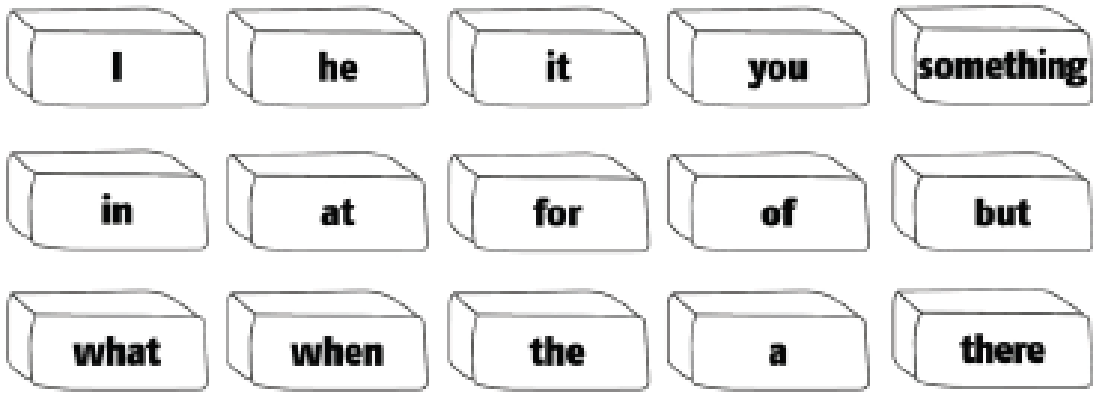


Word Bricks



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The Activate Games Philosophy

- Fun
- Easy to use
- Puts students in the center of the action
- Allows students lots of time for language *practice*
- Allows for 100s of variations
- Works for all levels
- Complete resource AND a starter kit

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Who plays Activate Games? And where?

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Activate
Teachers
K through 8 grades
Families
The World
People on Road Trips
Young People
Middle Schools
ESL learners
Travelers
EFL students
Clubs
Home Libraries
English Clubs
Learners
Groups
Parties
Students
University Classrooms
Trainers
Camps
Language Learners
Schools
People Who Love Fun
High Schools
Classrooms
Fun People
Adults
Picnics
Gamers
In the car
English-Teachers
English Camps

Playing *Guess What?* in the Classroom

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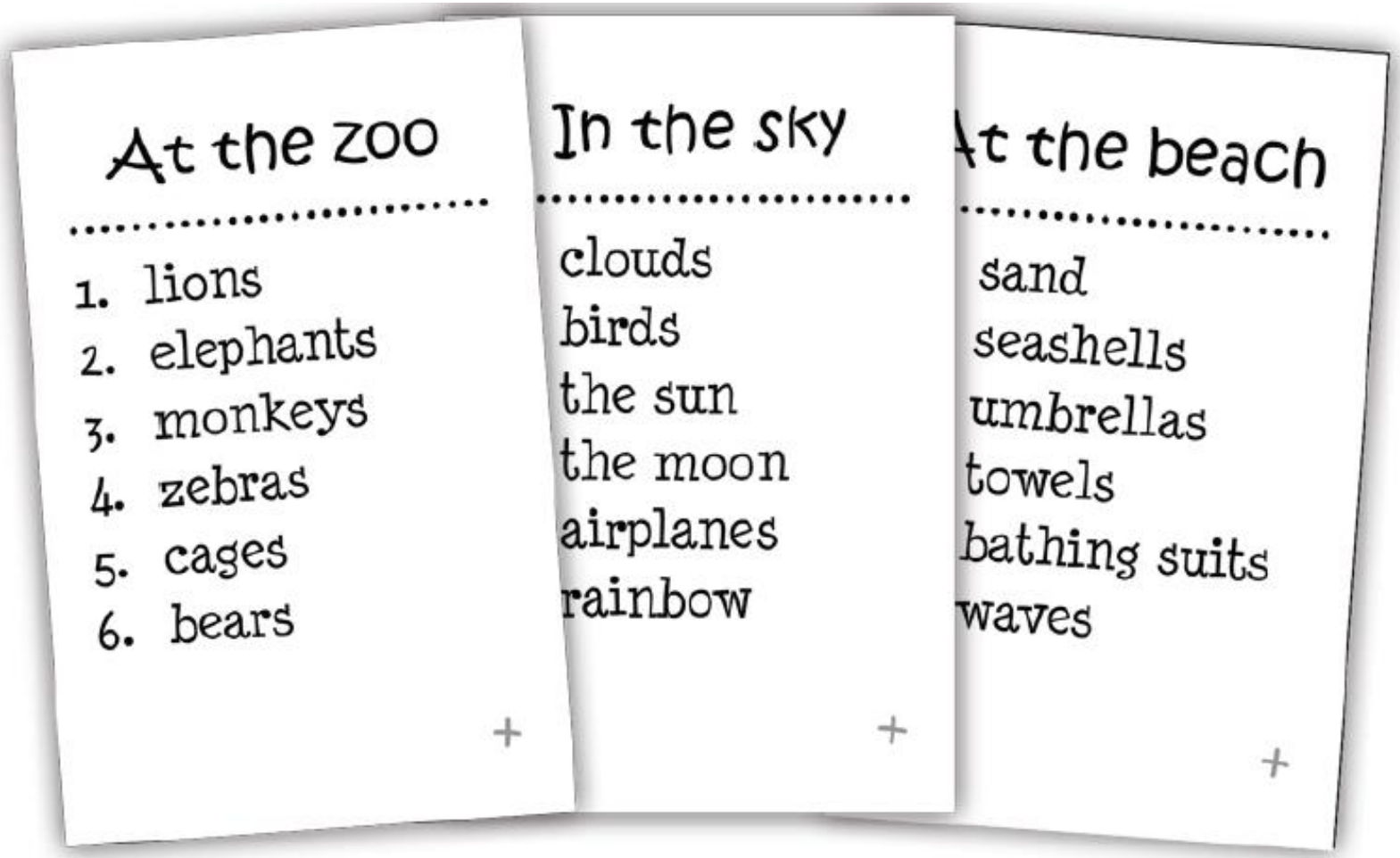
What is *Guess What?*



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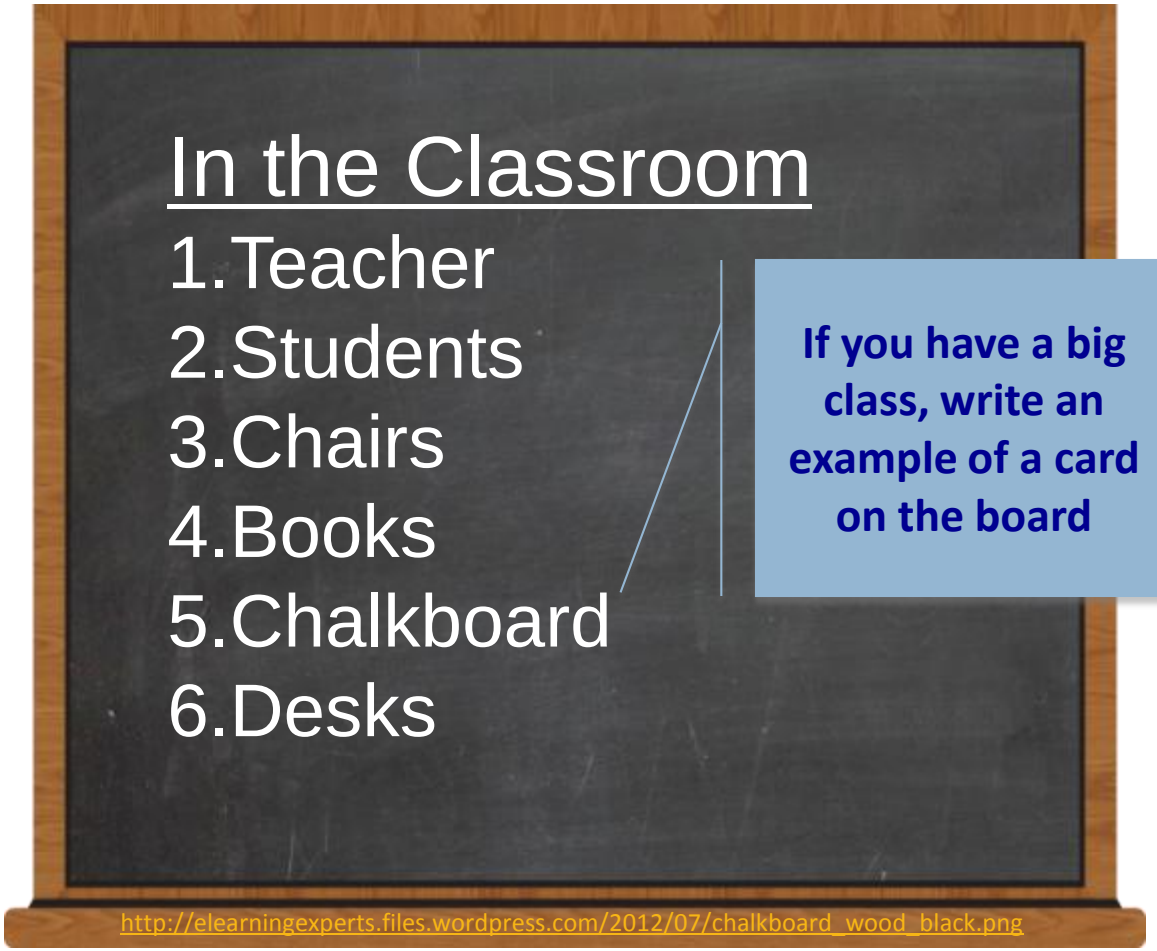
Show students a *Guess What?* card

In the classroom

1. teacher
2. students
3. chairs
4. books
5. chalkboard
6. desks



http://elearningexperts.files.wordpress.com/2012/07/chalkboard_wood_black.png

Do a demo

1. Choose a card.
2. Don't let students see the card.
3. Tell them the topic.
4. Let students know they should try to guess the word you are describing.
5. Describe the first word. When one student guesses correctly, move on to the next word.
6. Describe all 6 words on the card.

http://dynamic.pixton.com/comic/d/7/u/3/d7u36inv3c538l60.png

Things that are round

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Things that are round

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Things that are round

1. the moon

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Things that are round

1. the moon
2. clocks

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Things that are round

1. the moon
2. clocks
3. the Earth

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Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges

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Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges
5. balls

AE AMERICAN ENGLISH

Things that are round

1. the moon
2. clocks
3. the Earth
4. oranges
5. balls
6. heads

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Students get in groups of 3-5

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Teaching Tip!

Time Your Students

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In the sky

1. clouds
2. birds
3. the sun
4. the moon
5. airplanes
6. rainbow

+

At the movie theater

1. tickets
2. seats
3. screen
4. popcorn
5. lobby
6. projectors

+

In the classroom

1. teacher
2. students
3. chairs
4. books
5. chalkboard
6. desks

+

In the sea

1. water
2. salt
3. fish
4. boats
5. islands
6. sharks

+

At the gym

1. yoga
2. locker room
3. treadmill
4. swimming pool
5. weight room
6. sauna

++

Things that break

1. glasses
2. hearts
3. records
4. plates
5. bones
6. promises

++

At the airport

1. airplanes
2. tickets
3. customs
4. security
5. baggage claim
6. passport

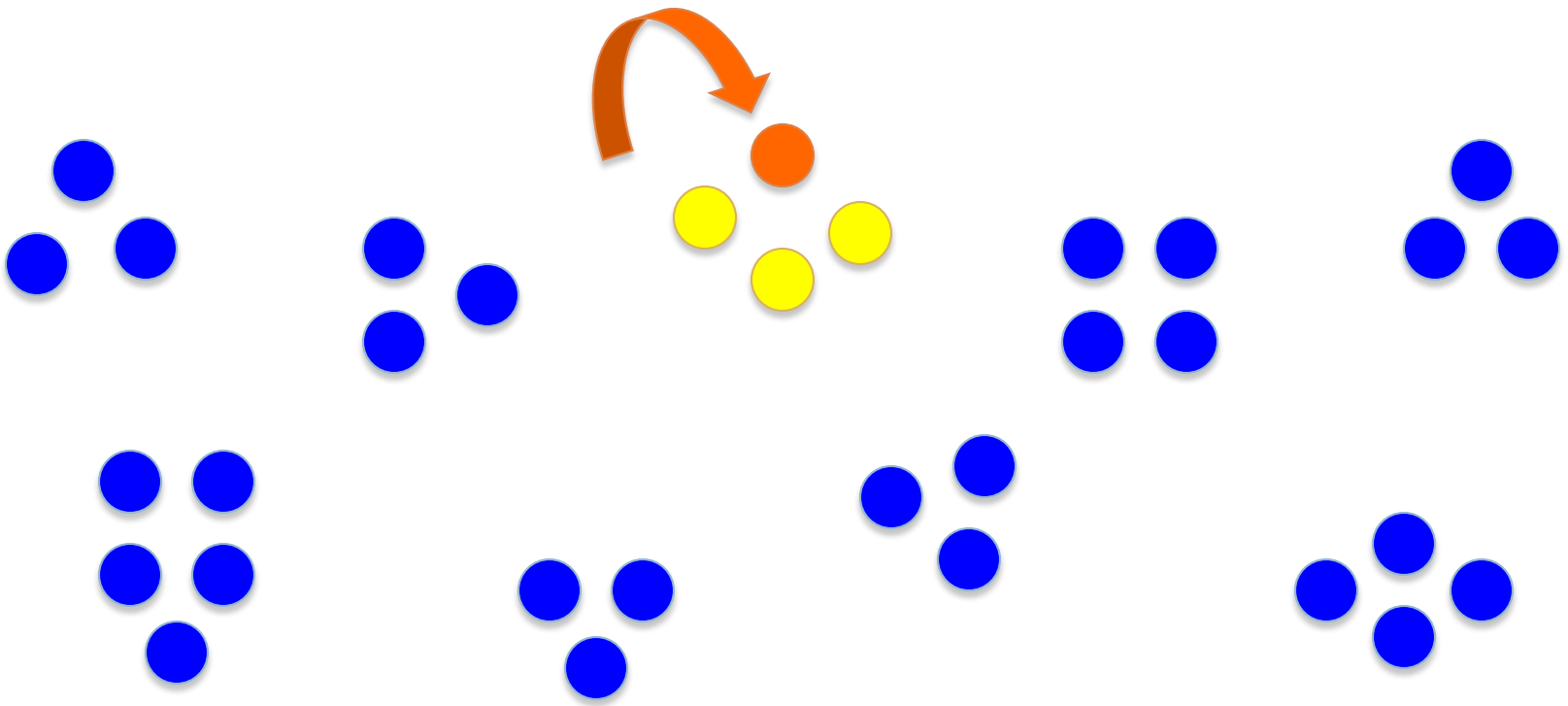
++

Outdoor activities

1. running
2. gardening
3. biking
4. skiing
5. fishing
6. sailing

++

One group demonstrates



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Students PLAY!

- Distribute cards
- Circulate
- Rotate cards

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Review: Steps for Getting Students Ready to Play *Guess What?*

1. Show students a *Guess What?* card
2. Do a demonstration (with the whole class)
3. Students get into group of 3-5 (quickly)
4. One of the groups does a demonstration
5. Distribute cards
6. Students play!

Note: make sure you have selected or made cards that are appropriate for your students level.

Create Your Own *Guess What?* Cards

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Create Your Own Cards!

- Do you need special paper?
- Does each card need to have 6 words?
- Can the cards include student's L1?

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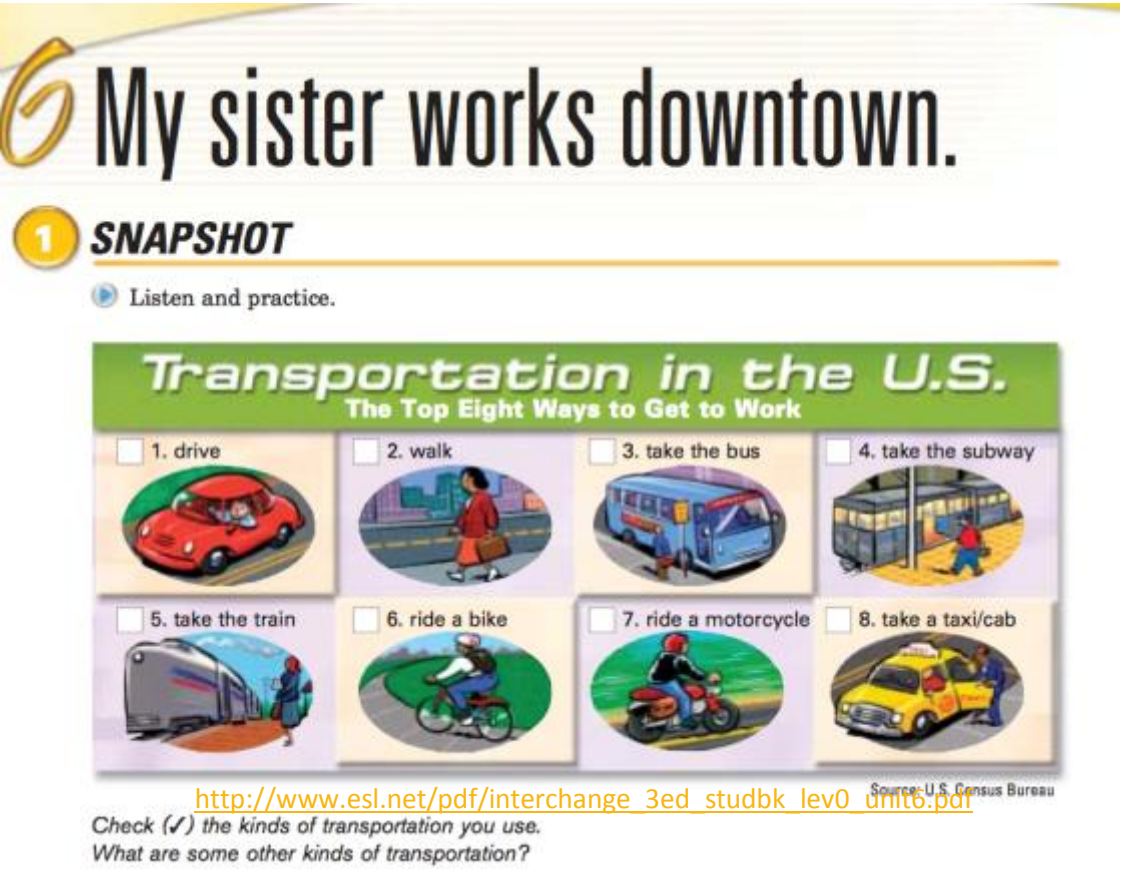
Create Your Own Cards

Based on your Curriculum



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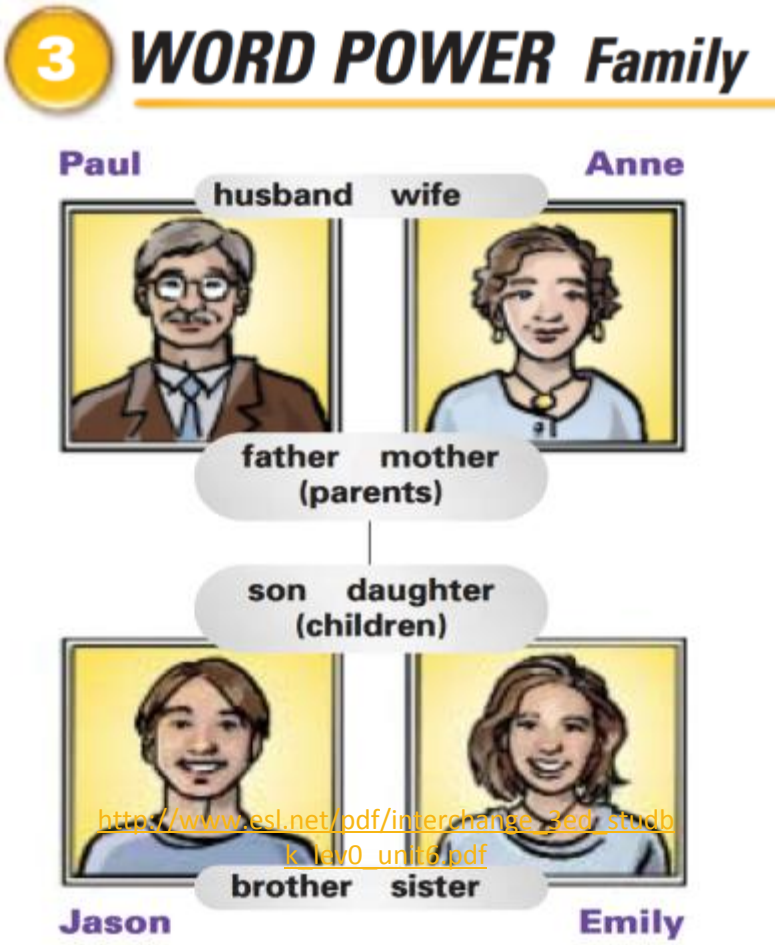

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Who should create the cards?

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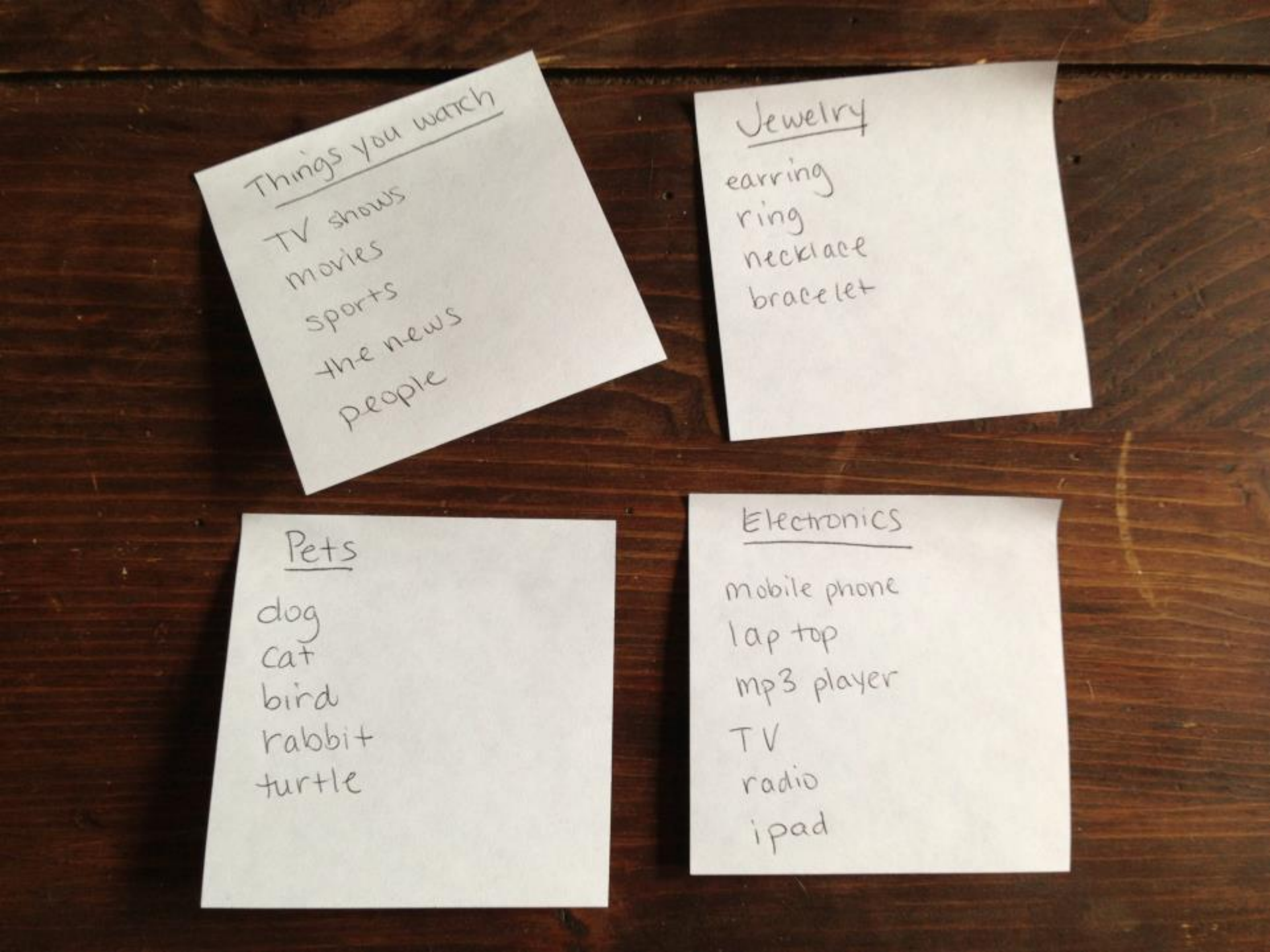
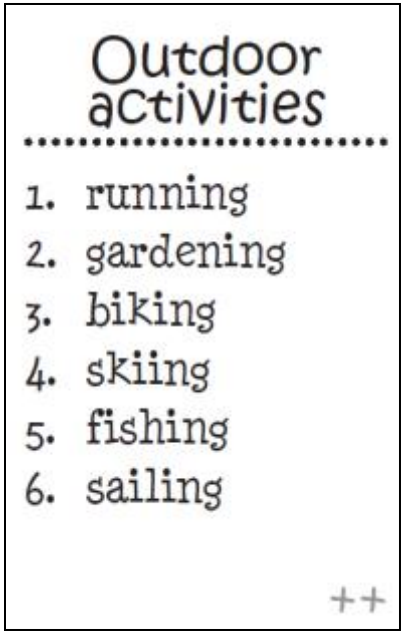

Things you watch
TV shows
movies
sports
the news
people
Jewelry
earring
ring
necklace
bracelet
Pets
dog
cat
bird
rabbit
turtle
Electronics
mobile phone
lap top
mp3 player
TV
radio
ipad

Creating Cards with your Students

Countries	Adjectives for Describing People	Email	Football

Other *Guess What?* Games

- Mime the Words
- Draw to Describe
- Yes, No, Maybe
- You Don't Say



Yes, No, Maybe Instructions

"Player Talk" in *Yes, No, Maybe!*

On the wall

Describer: Okay, the topic is "On the wall."

Guesser 1: Is it made of wood?

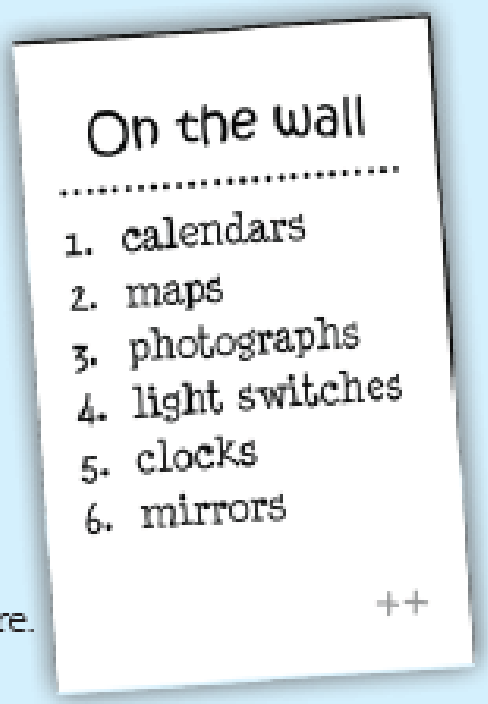
Describer: No.

Guesser 2: Is it smaller than a shoebox?

Describer: Sometimes. It can be many different sizes.

Guesser 3: Is it found in our homes?

Describer: Sometimes. Most homes probably have one somewhere.



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You Don't Say Instructions

"Player Talk" in *You Don't Say*

At the beach

(Words that are included on the card and not allowed in the description: sand, seashells, umbrellas, towels, bathing suits, waves.)

Describer: Okay, this topic is about a place that you go for fun.

Guesser 1: The movie theater!

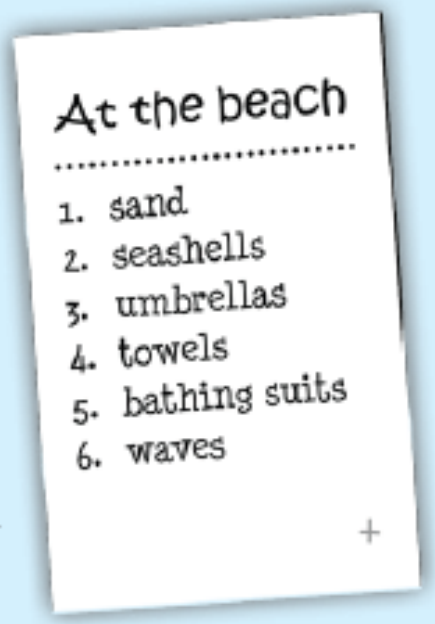
Describer: No. This place is usually very warm and sunny.

Guesser 2: The park.

Describer: No. You can play in very deep water at this place, and you can surf if you know how.

Guesser 3: The beach!

Describer: Yes!



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Activate Games for Learning English - Guess What?

Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary.

Guess What? cards can be used for a variety of games in the classroom to provide an opportunity for students to practice making descriptions in English and to learn English vocabulary. For this card game, you will find downloadable cards, game instructions, and game variations.

Format: Text

Downloads

About Guess What?
Text (PDF)

Guess What? Cards
Text (PDF)

Find Similar Resources

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- American Culture »
- Lesson Planning »
- Motivation »
- Integrated Skills »
- Advanced »
- Intermediate »
- Secondary School »
- Young Learners »
- Downloadable Material »
- Interactive »
- Warm-up Activities »
- Learn English »
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- Materials Development »
- Multi-level Classrooms »
- Speaking »
- Beginner »
- Primary School »
- Teens »
- Book »
- Games and Puzzles »
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Guess What?

Playing *Word Bricks* in the Classroom

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Word Bricks are downloadable

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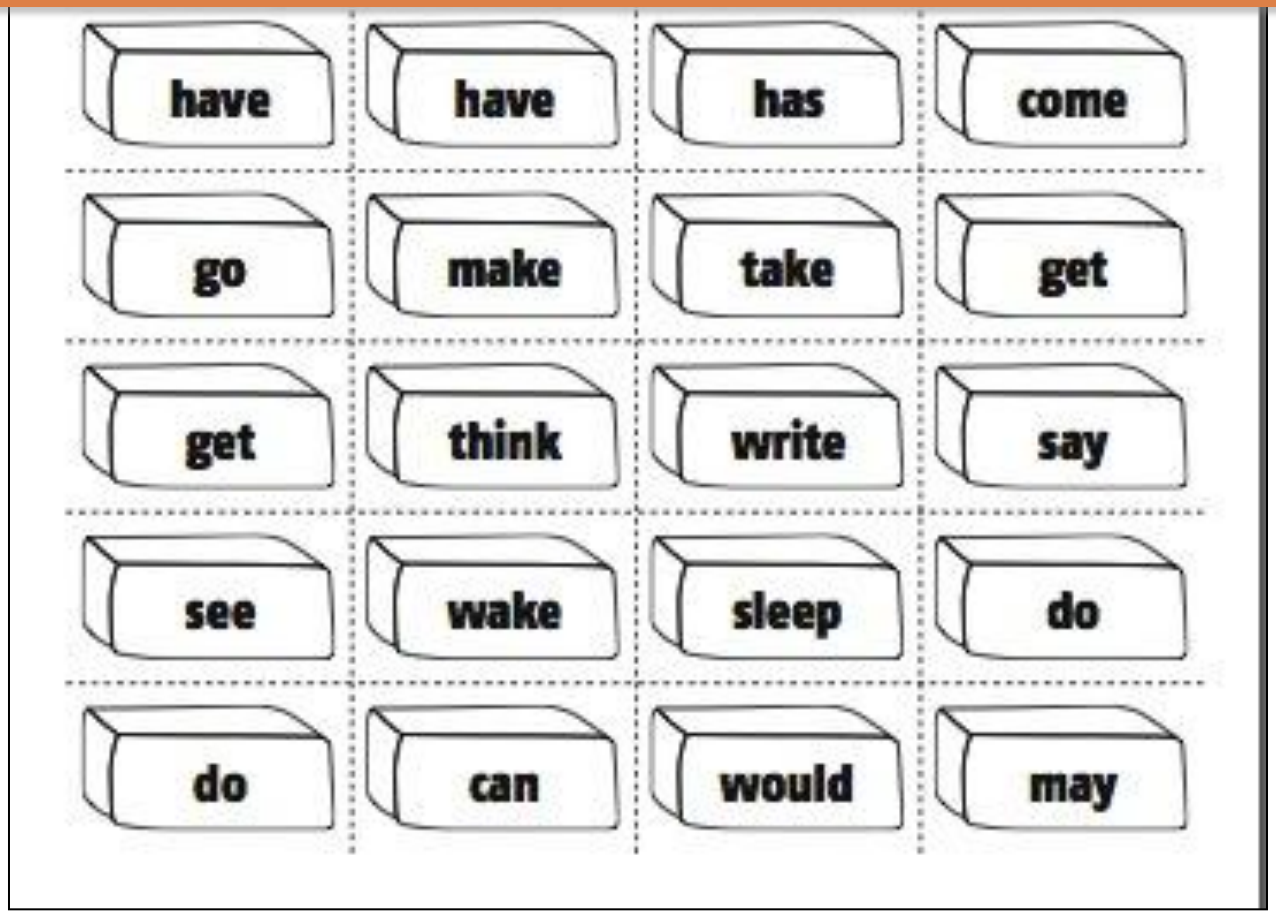

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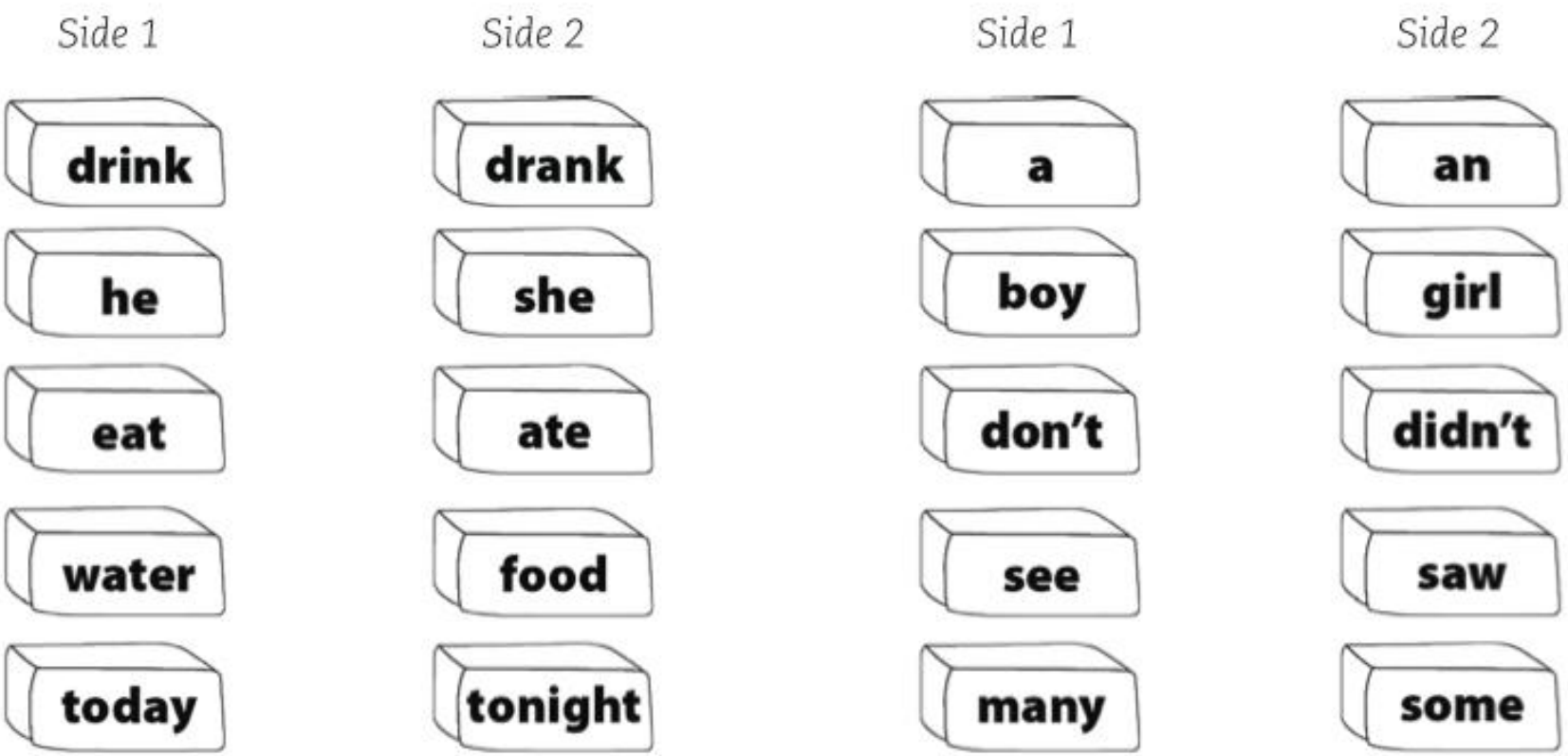
You can print on both sides



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What do you do with *Word Bricks*?

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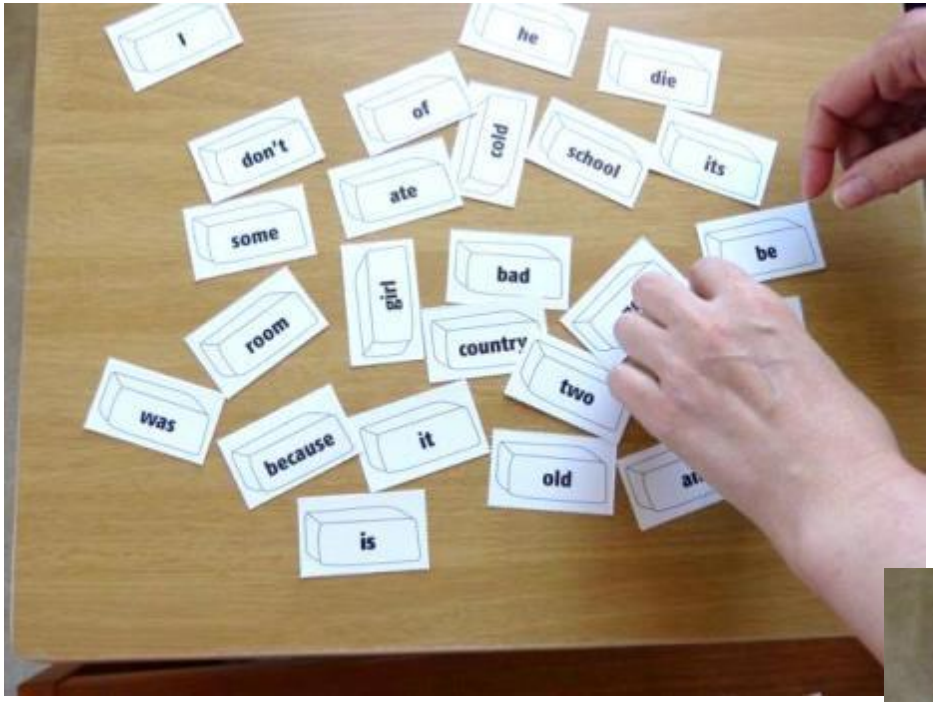

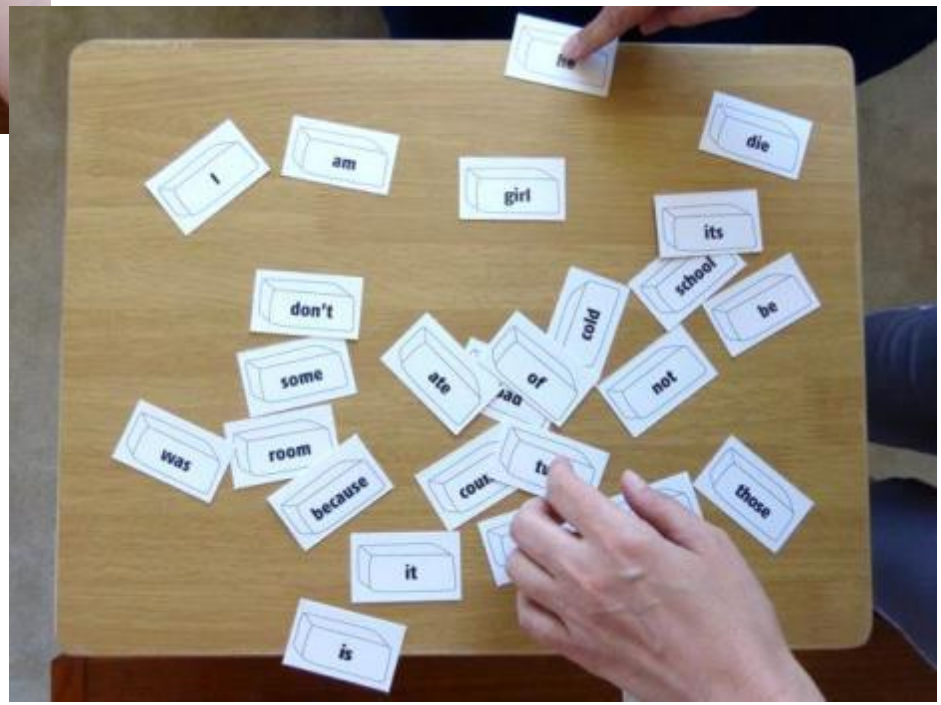

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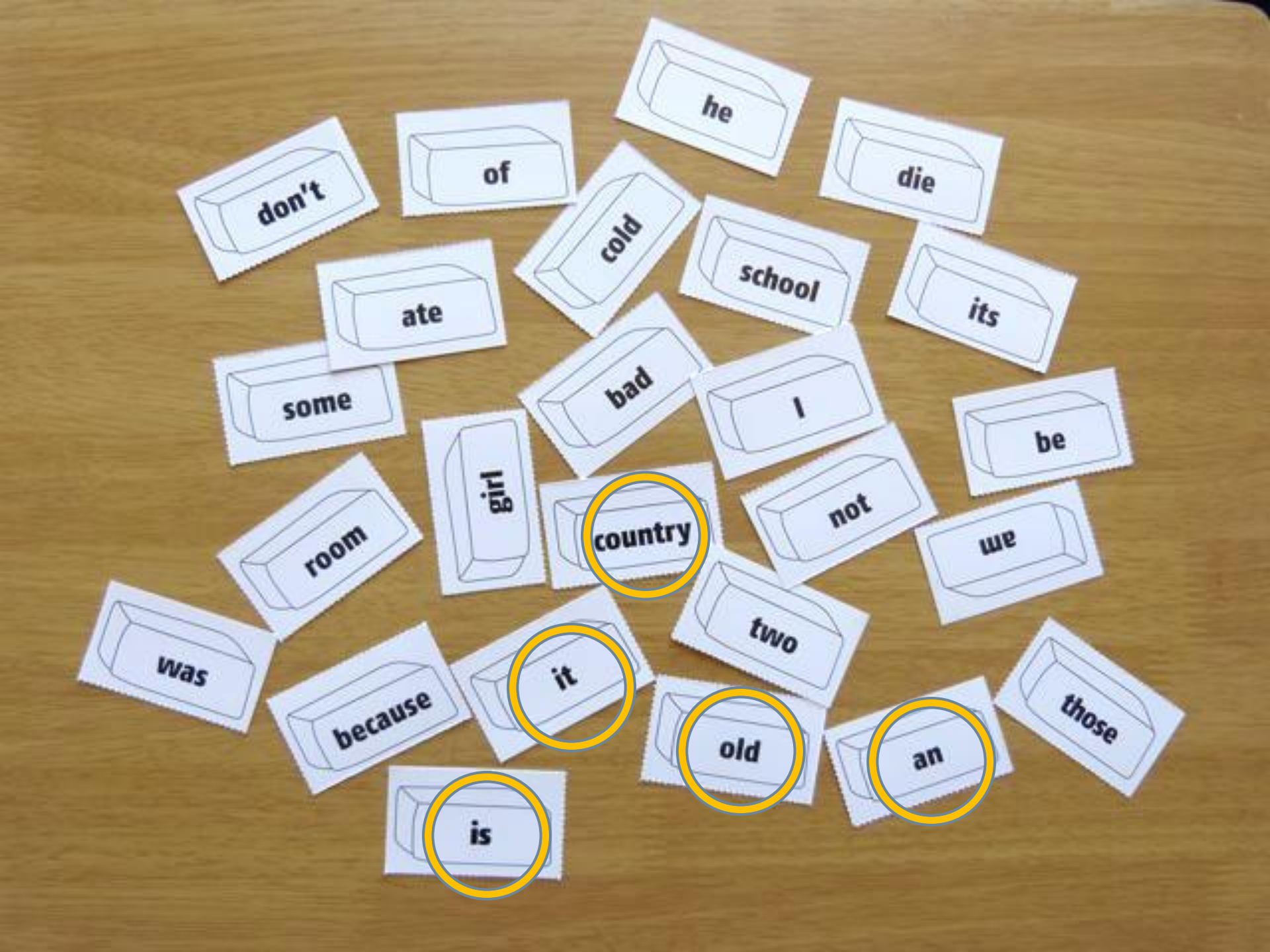
he
don't
of
die
cold
school
ate
its
some
bad
I
be
girl
room
country
not
we
was
two
because
it
old
an
those
is

“Magic S” & “Wild Card”

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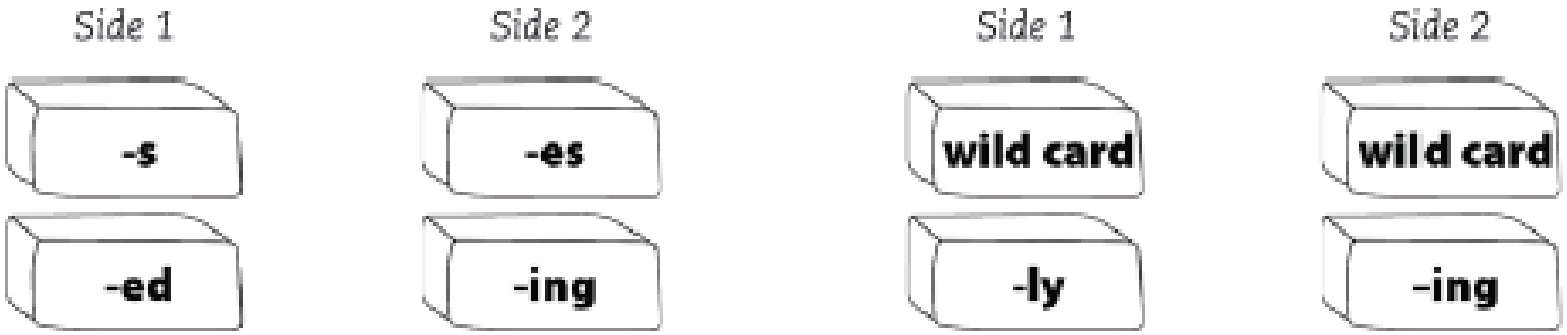

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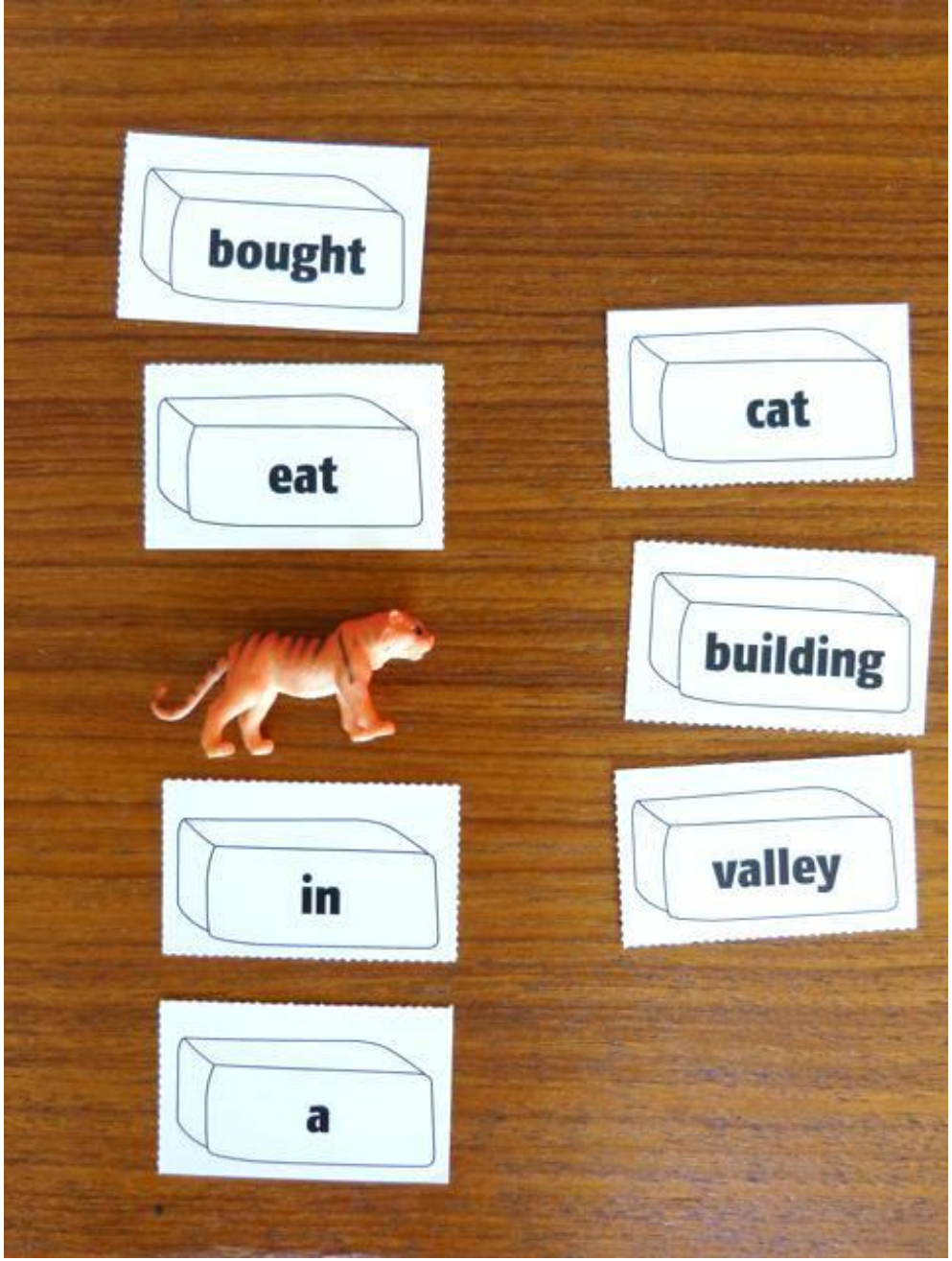

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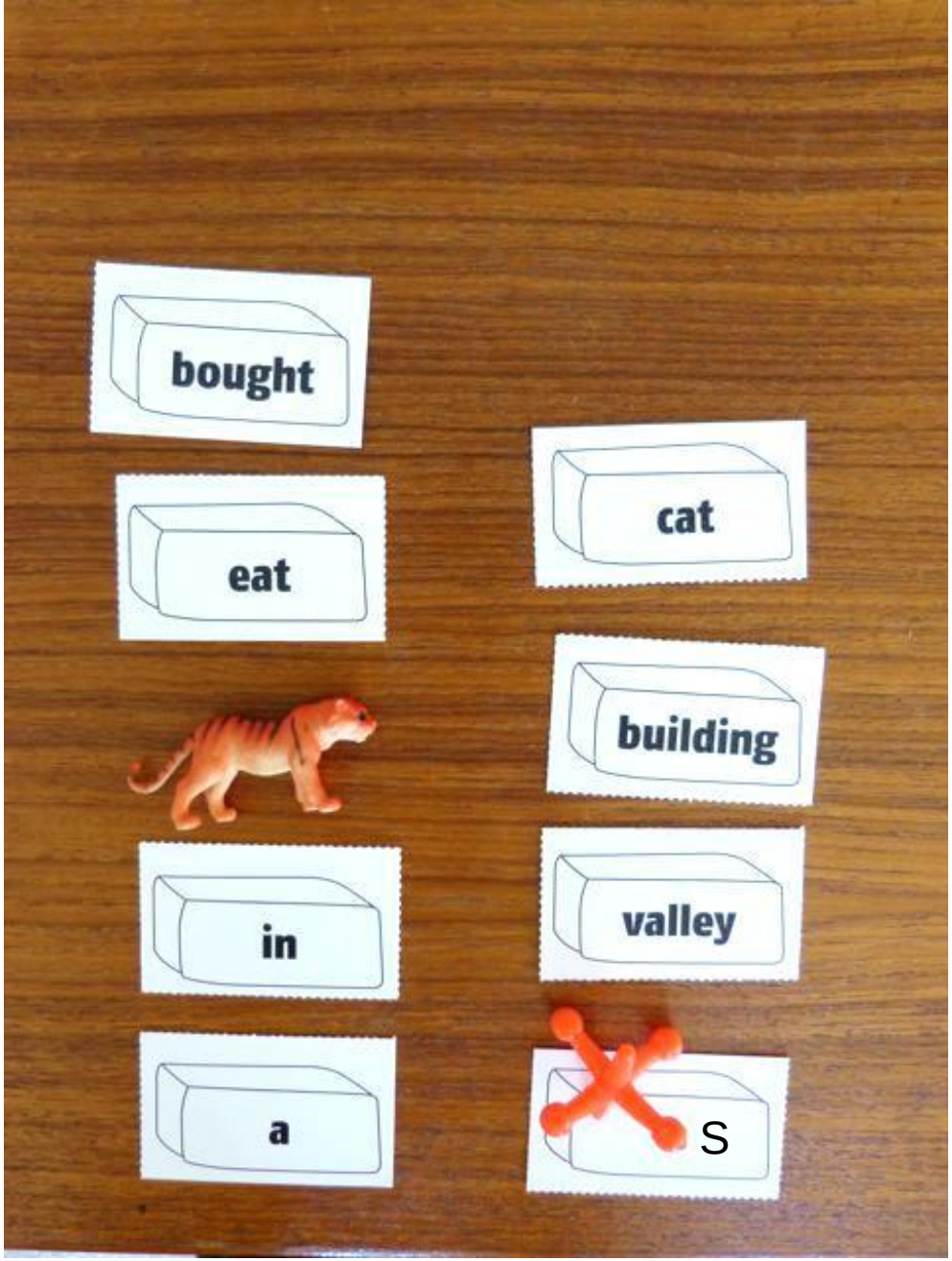

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With *"Magic S"*…

1. we can make 3rd-person singular verbs (dance + s)
2. we can make nouns plural (dog +s)
3. we can change some words (s + end)
4. we can focus on corrections (we'll see soon)

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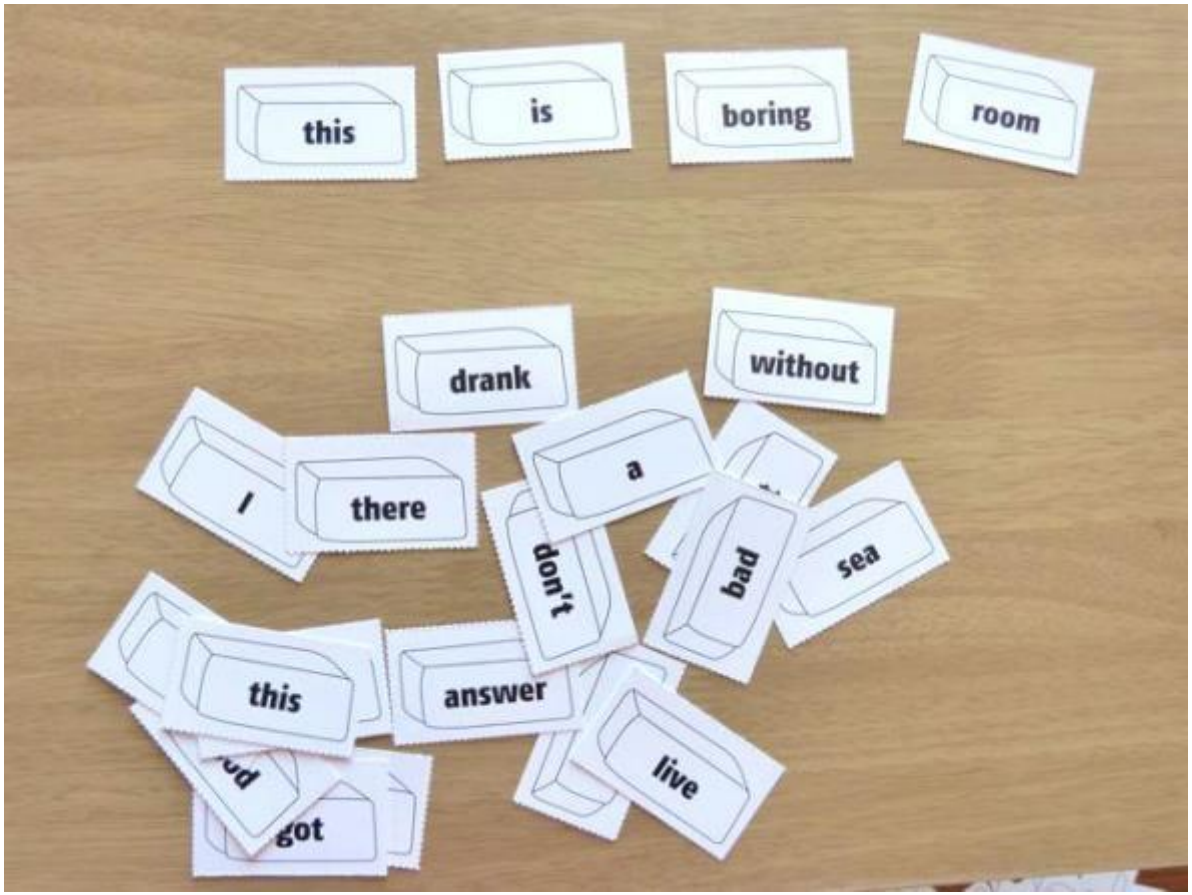
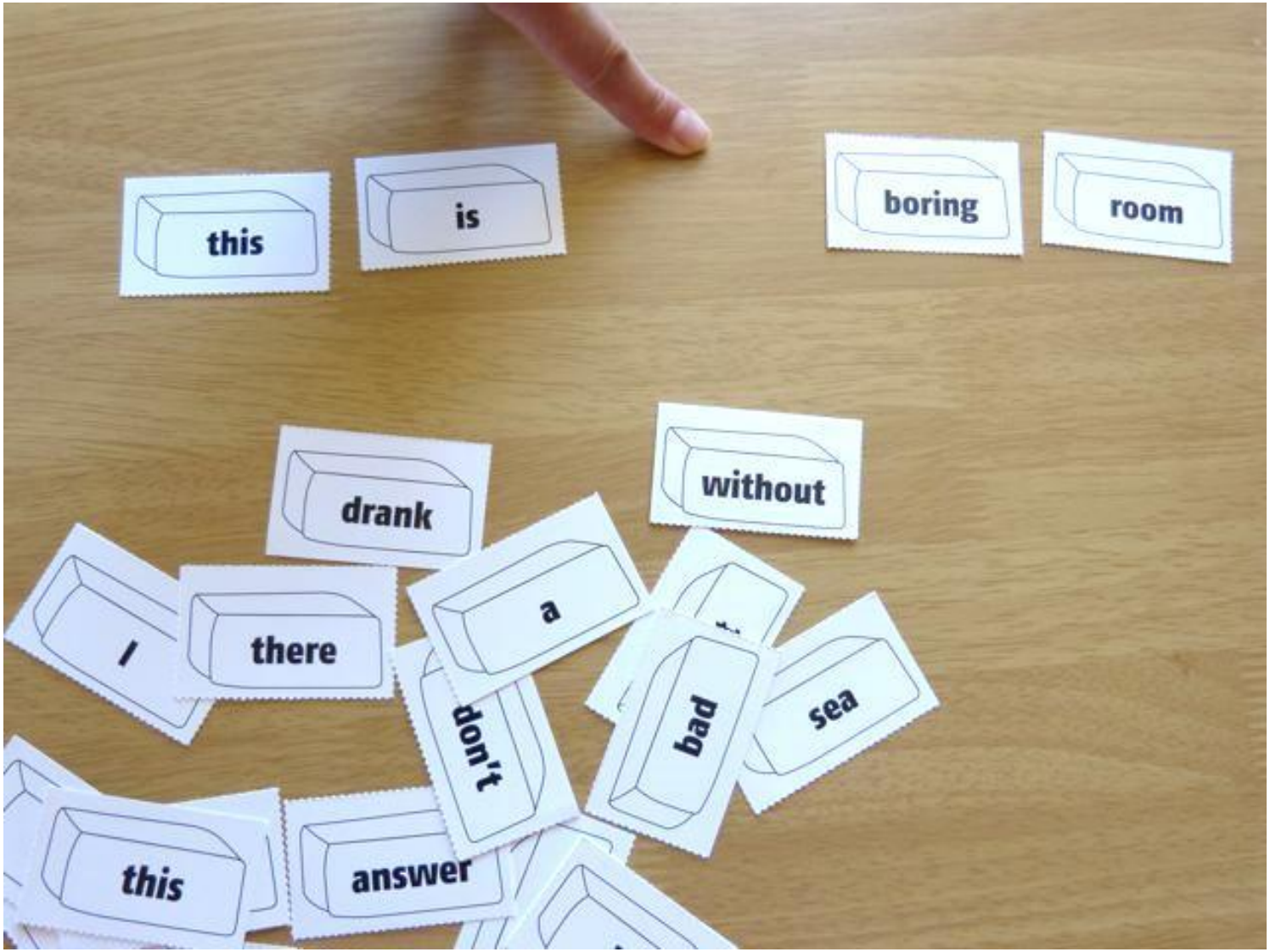
Correcting Students





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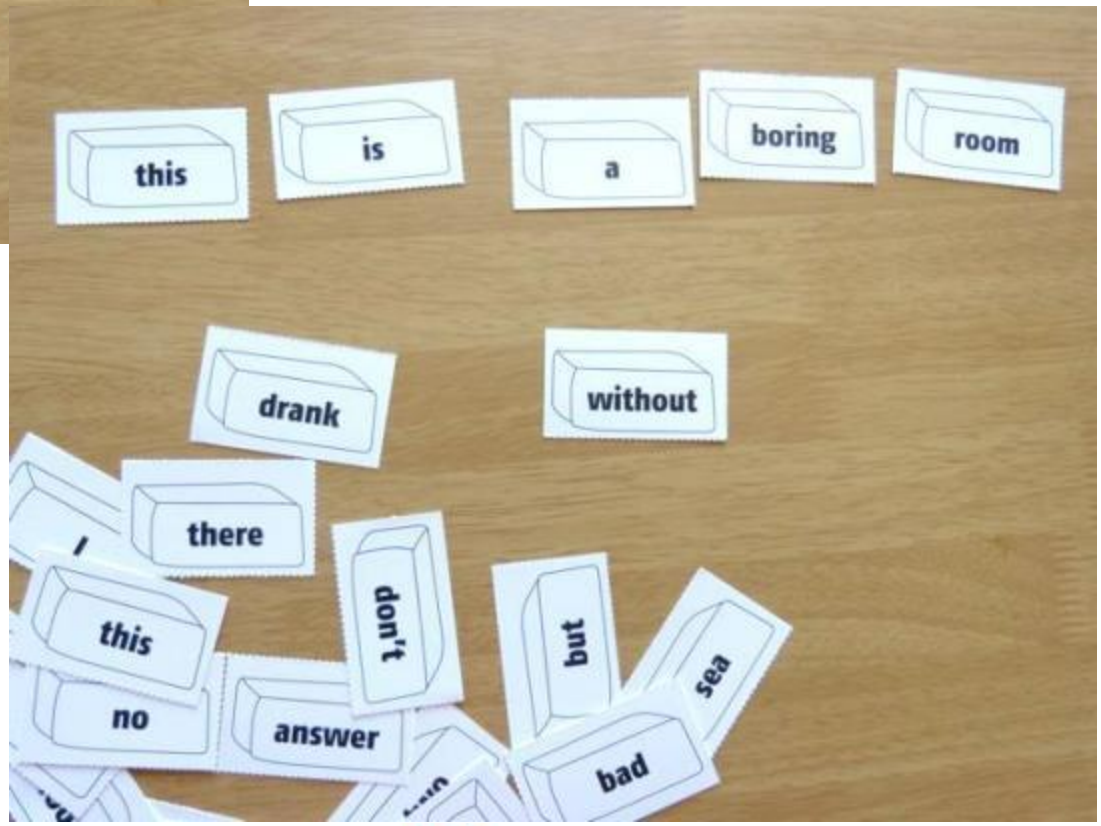

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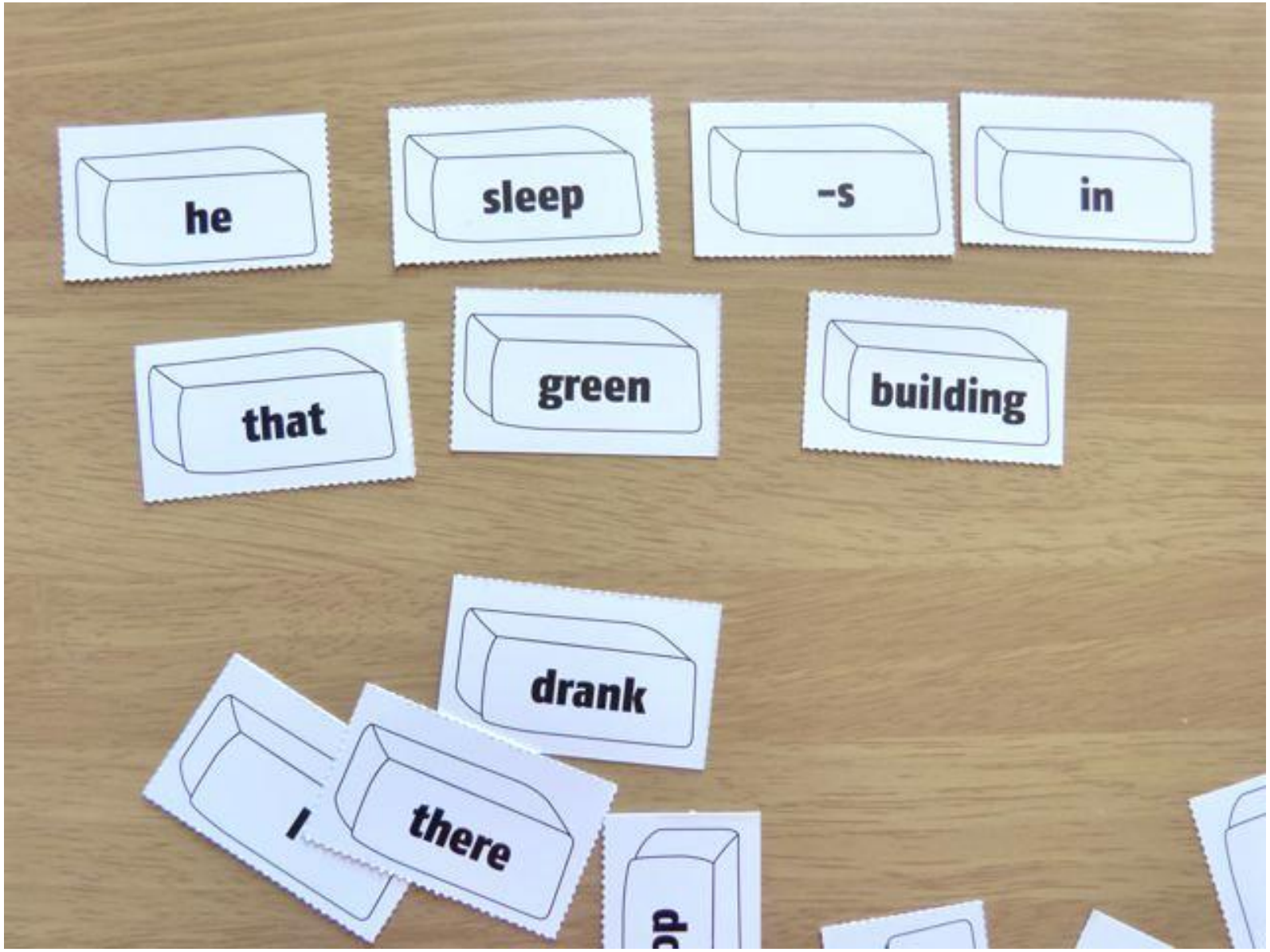

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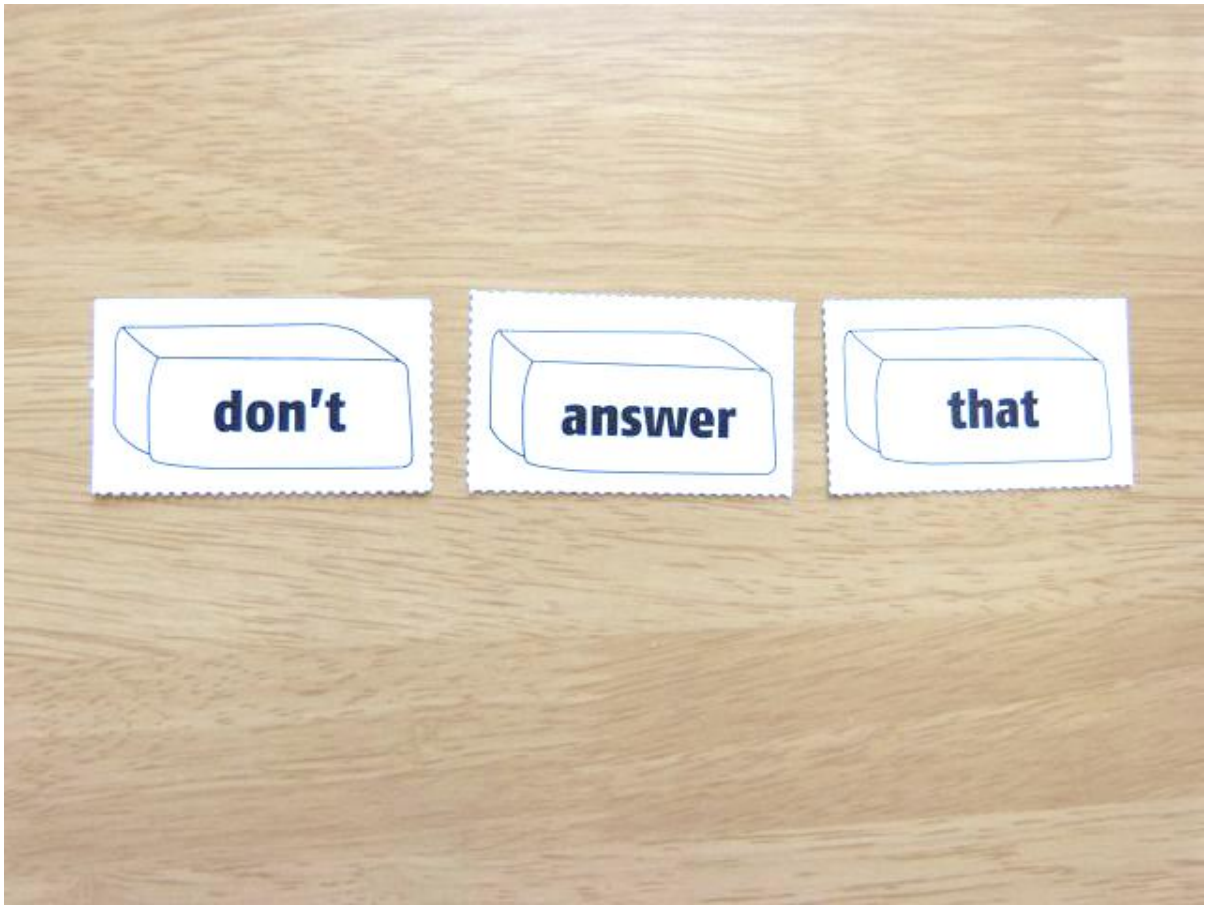
Sentence Race: Add Points



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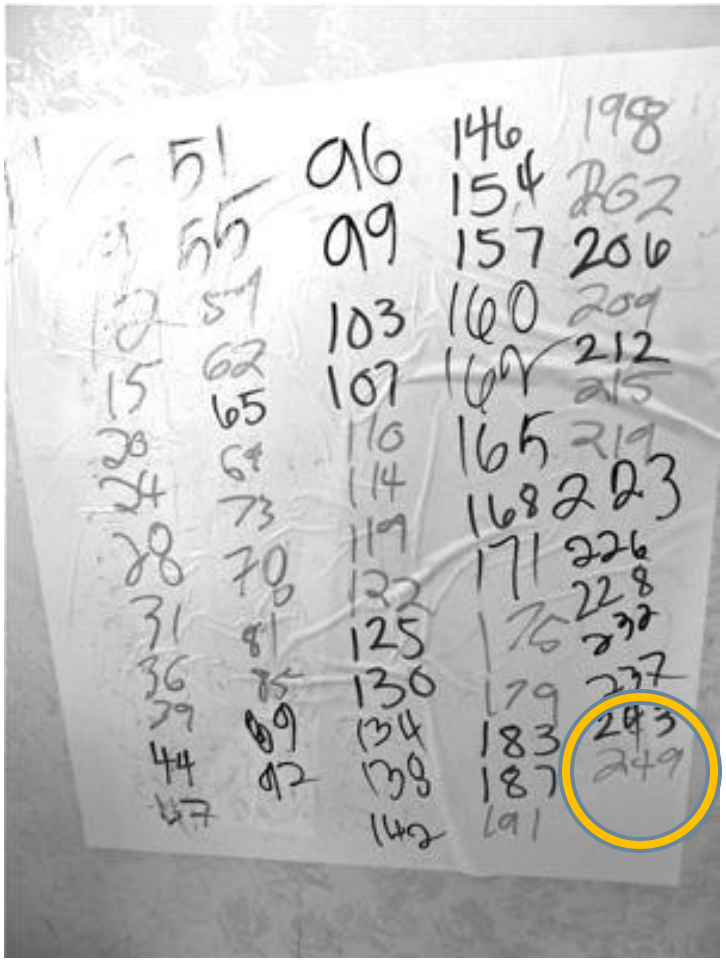
Keep a Visible Scoreboard

One group's score



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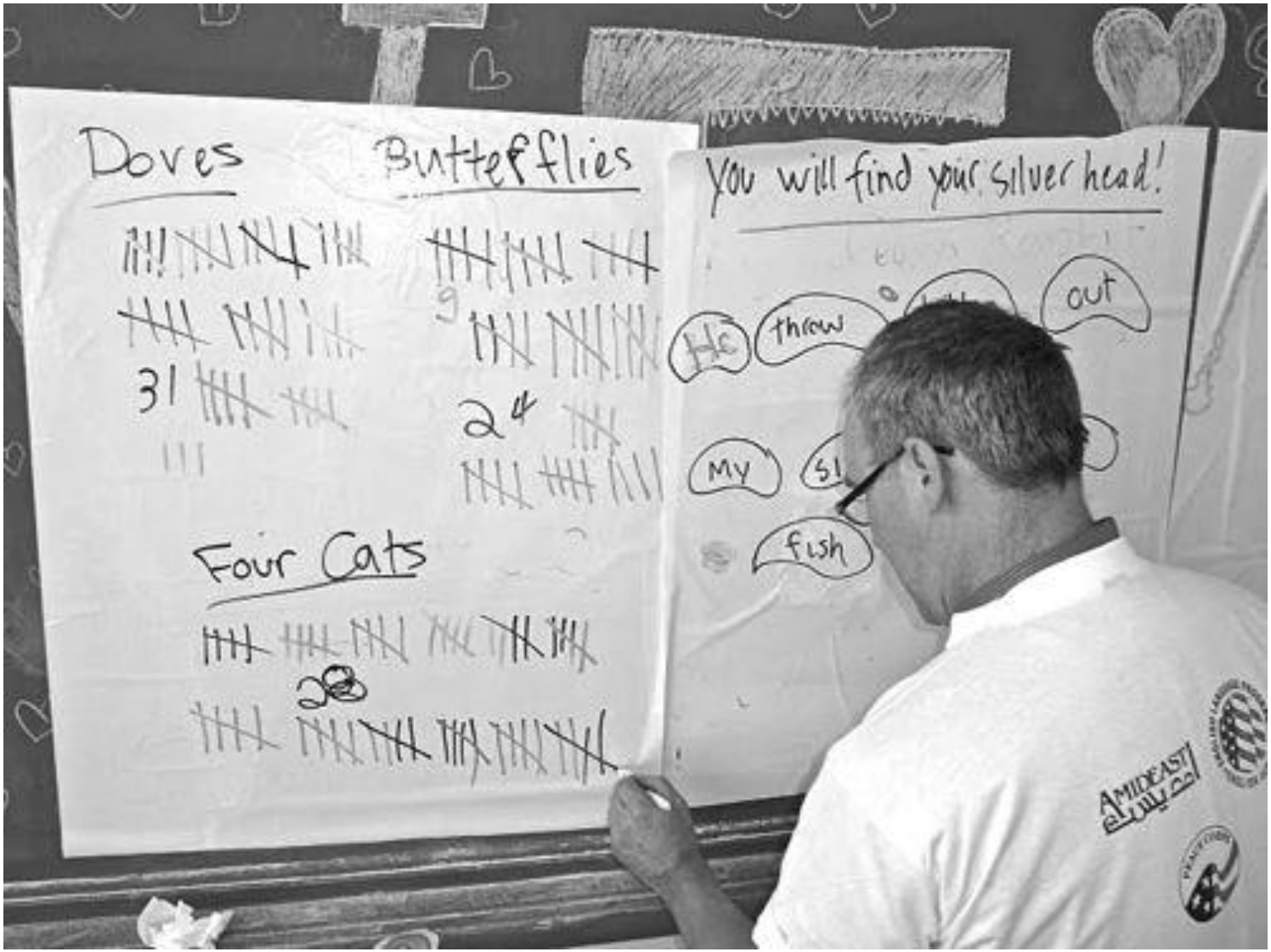

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Add Your Own

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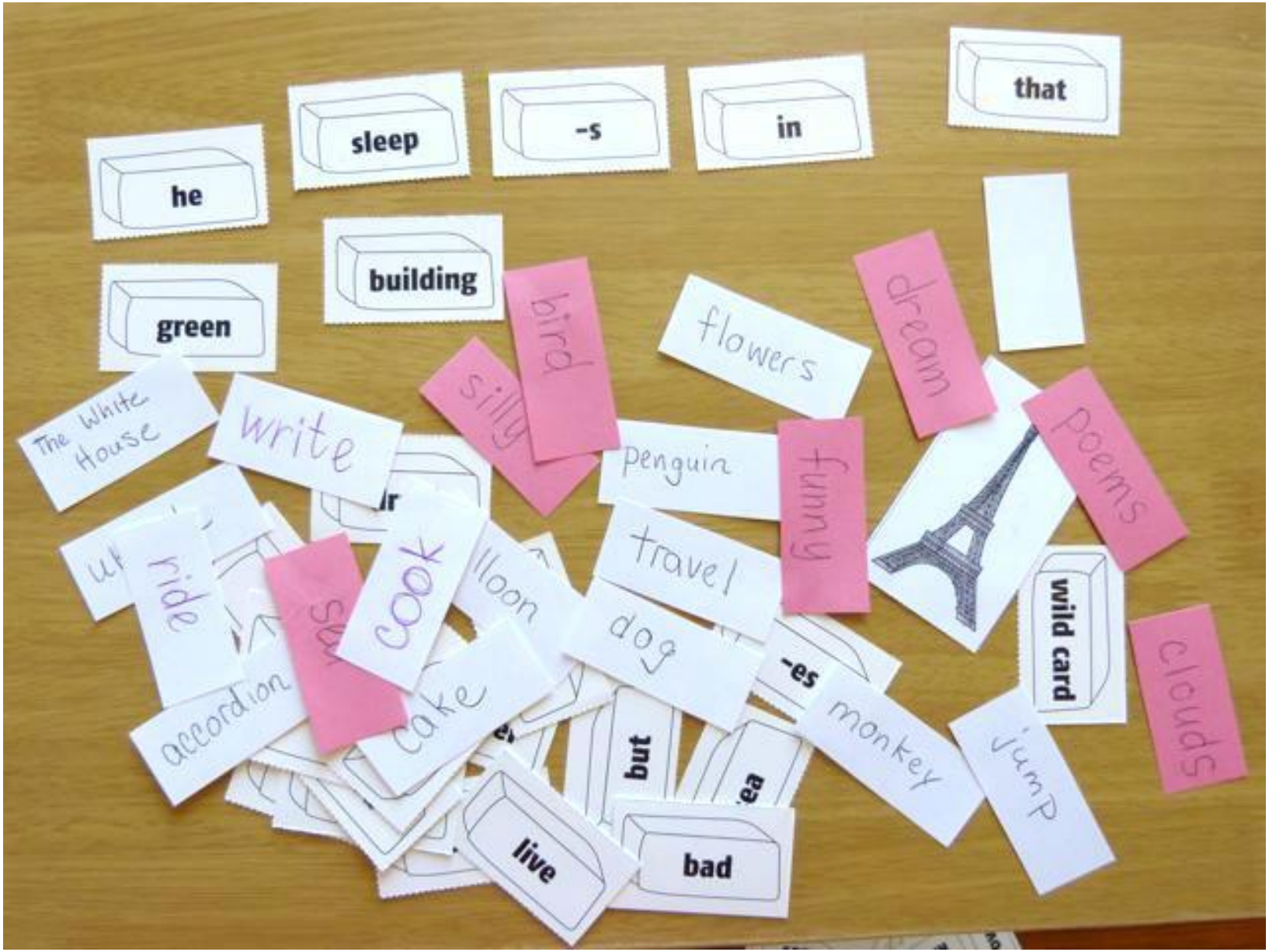

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"Here're your Wild Cards"

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want
water
feels
take
does
going to

DIY Tips

1. Have students make their own bricks
2. Use stones, plastic, cardboard
3. Incorporate small objects or pictures
4. Have a re-usable collection of word bricks (500 is easy!)
5. Make Magic S and Wild Card distinctive

Let's Play!

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think
touch
offer
has
-es
-s
wild card
go
ride
ate
relax
ridicule
encounter
gave
have
was
she
might
sea
I
there
some
school
poems
for
its
cold
food
not
the
bad
clouds

Management Tips

1. Play in teams of 3-5
2. Have each group clear a playing surface
3. Forget the pens and paper!
4. Give points to create friendly competition.
5. Make sure each team has at least one wild card and one Magic S
6. Give more wild cards to lower level groups
7. Rotate *some* Word Bricks every ten minutes from group to group.

How many bricks per group?

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Many Possible Games

1. **Sentence Race** – Groups get points for each sentence they make
2. **Brick Bingo** – a fun listening and word-recognition game
3. **Sentence Boundaries** – Challenge groups to make a sentence of exactly 8 words!
4. **Longest Sentence** – Which group can make the longest sentence with 20 bricks?
5. **Sorting Race** – Set the timer. Which group is first to sort their bricks into pronouns, nouns, prepositions, and verbs?
6. **Describe and Guess** – like Guess What. Describe a work on a brick until the rest of the group guesses it

… and more!

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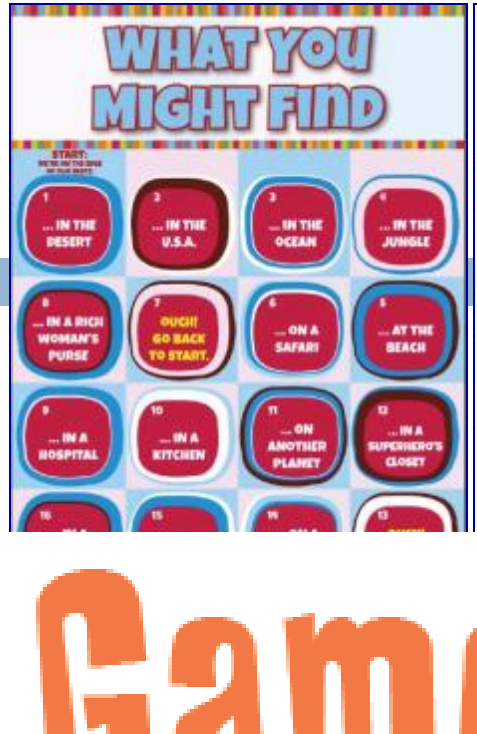
Activate Brings Smiles

Introducing *Activate*, Game-Based Curriculum

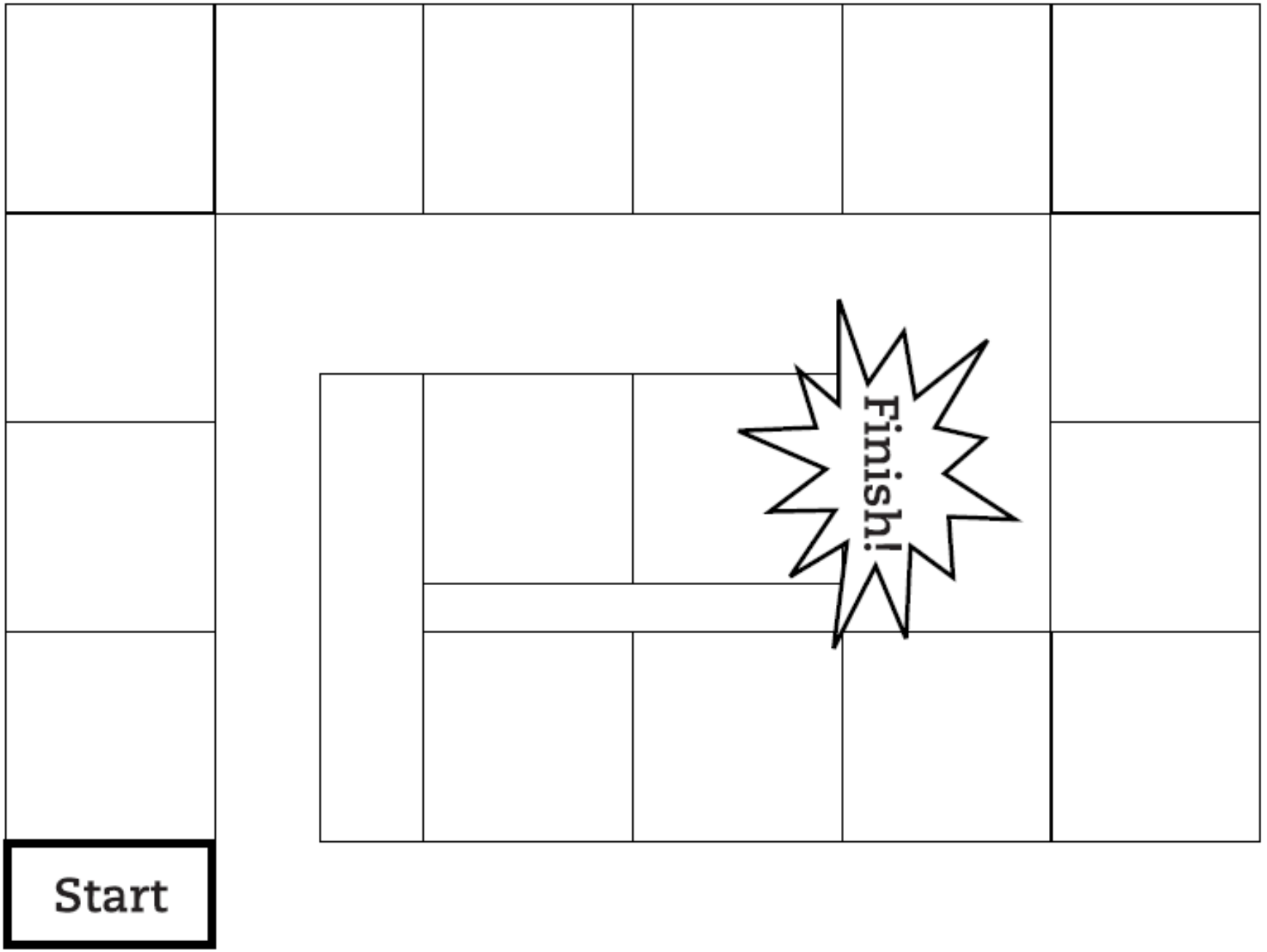
On September 21, the new ECA material, *Activate: Games for Learning American English* was introduced to 100 teachers from 25 Cirebon schools in a four-hour workshop given by RELO Eran Williams. In addition to playing games, the workshop discussed designing context-specific materials and how to integrate them into a lesson plan. The RELO provided a copy of *Activate* and the computer game *Trace Effects* for each participating school. With Indonesia's new national curriculum cutting English instruction to two periods a week, it is especially important to build student motivation and encourage students to use English outside of class.

AE AMERICAN ENGLISH

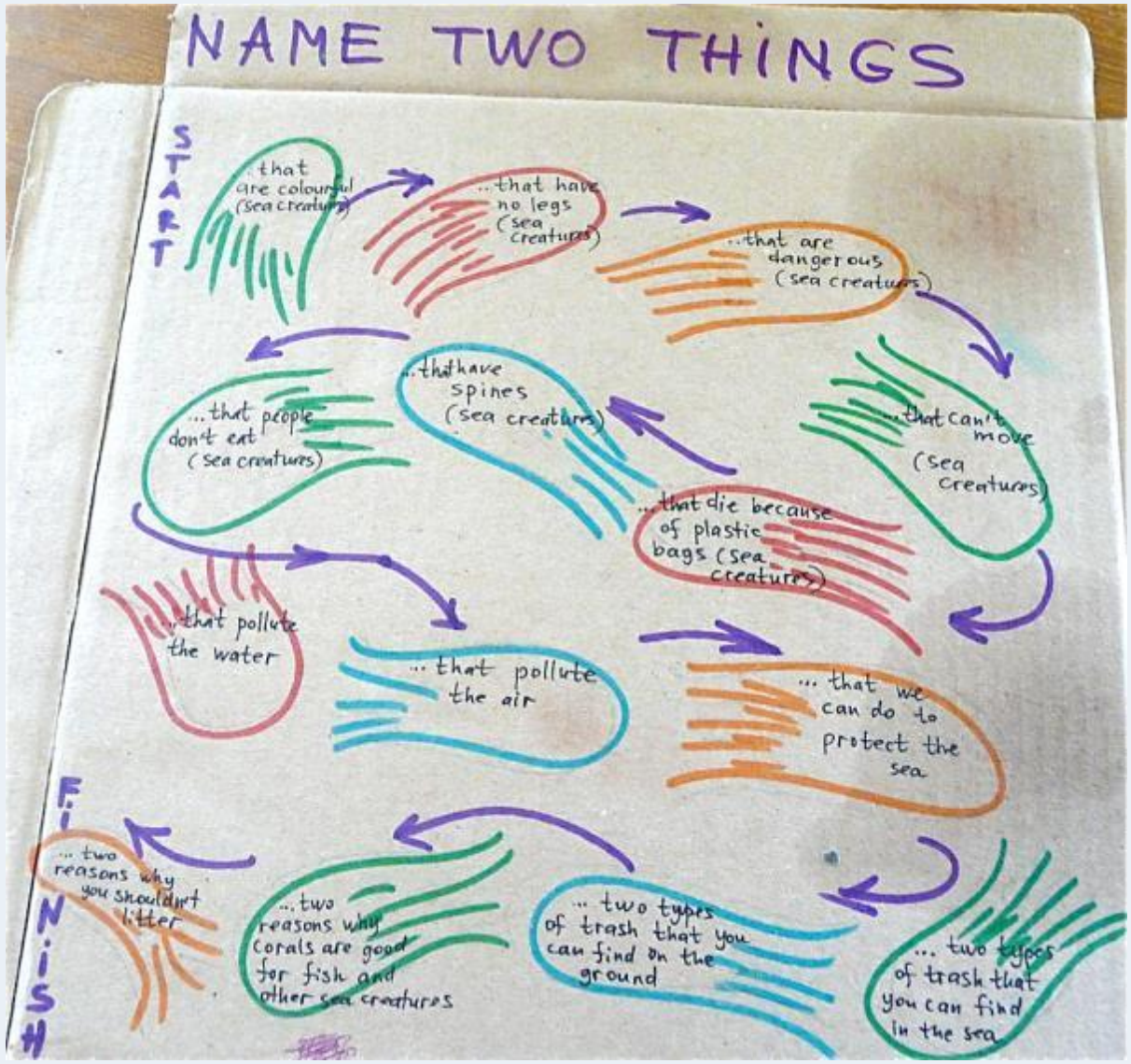


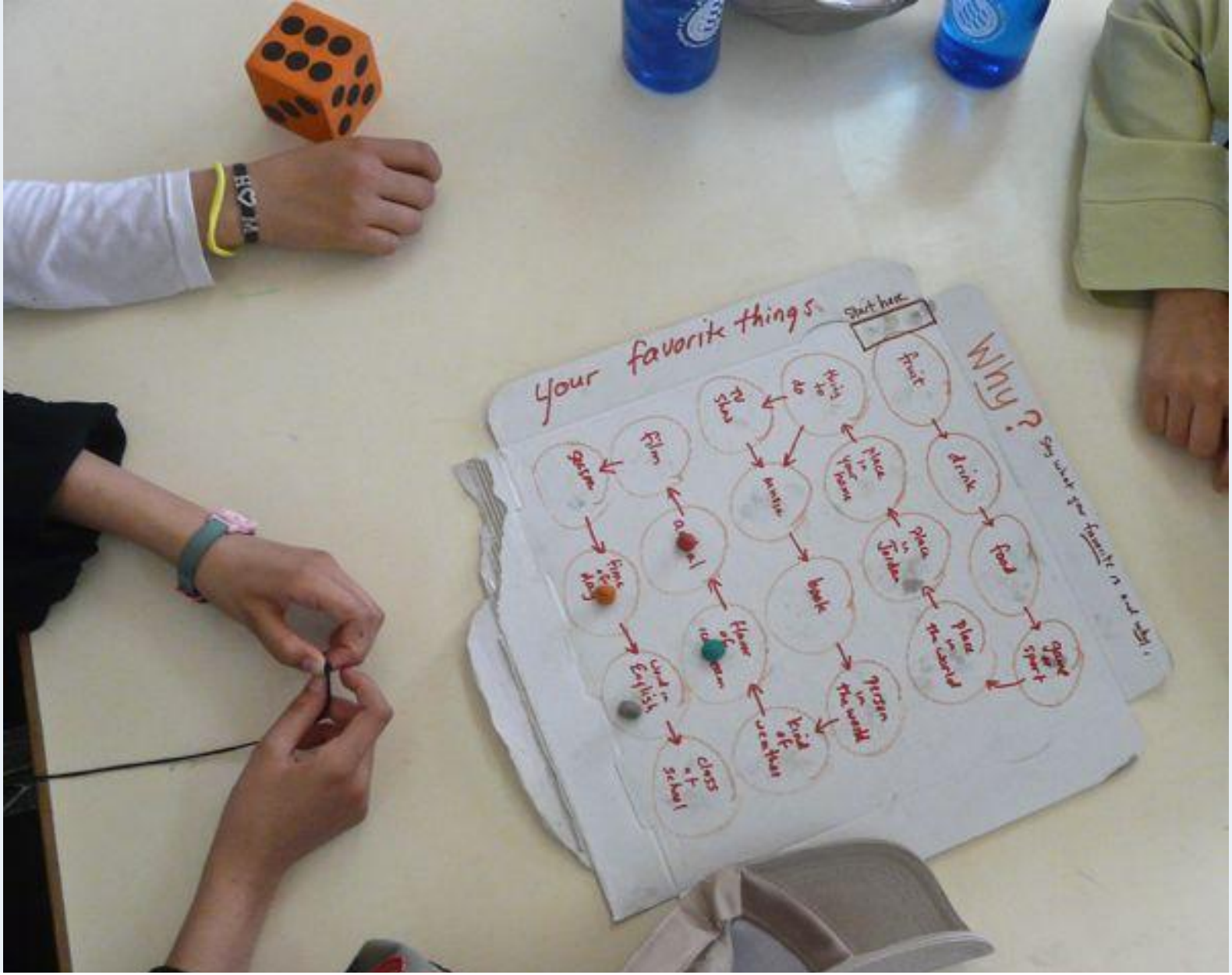
Board Games

AMERICAN ENGLISH


Finish!
Start

From Dwita, Indonesia


NAME TWO THINGS
START
..that are colourful (sea creatures)
..that have no legs (sea creatures)
..that are dangerous (sea creatures)
..that can't move (sea creatures)
..that die because of plastic bags (sea creatures)
..that have spines (sea creatures)
..that people don't eat (sea creatures)
..that pollute the water
..that pollute the air
.. that we can do to protect the sea
.. two types of trash that you can find in the sea
.. two types of trash that you can find on the ground
..two reasons why corals are good for fish and other sea creatures
..two reasons why you shouldn't litter
FINISH


Your favorite things
Start here
Why?
fruit
drink
food
film
book
person in the world
kind of weather
class at school

Snack Time!

Grapes, Cr
Donuts,
Banana, Cl

Snack Time!

1. Which of the snacks on the card is the healthiest? Which is the least healthy?
2. Which snacks are salty? Which are sweet? Which are crunchy? Which are soft?
3. Which of the snacks do you like to eat? Why?
4. What other snacks do you like to eat? What do they look like?
5. Which snacks are easy to carry with you? Why?

A Trip to the Zoo

A Trip to the Zoo

1. Which animal on the card is your favorite? Why?
2. Tell me more about one animal. Where does it live? What does it eat?
3. Which animals have you seen in real life? When and where did you see them?
4. What are three other animals you might see in the zoo? What do they look like?
5. Which animal would you like to speak to? What would you say to the

one of these
animal would you

Picture This

Let's

Volleyball, Baseball,
Tennis Ball, Basketball,
Football, Soccer Ball

play as a team? Which do you play as an individual?

2. Which game is the easiest to play? Which one is the most difficult to play? Why?
3. Choose one game. What do you need to play it? Why do you need it?
4. Which games do you like to watch? Why?
5. Which games do you like to play? Why?
6. Which games have you never played before? Which games would you like to play? Why?

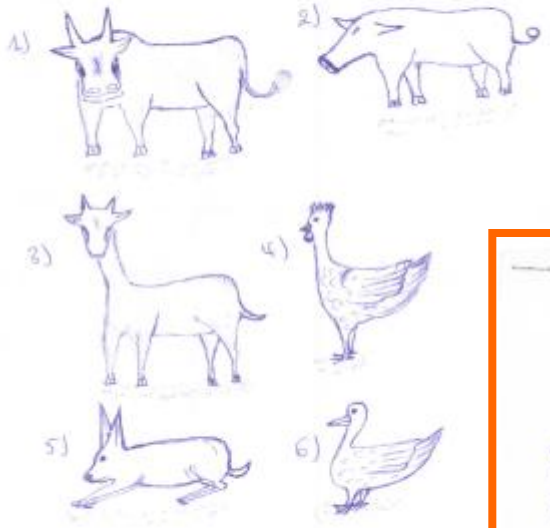
Stormy, Snowy,
Rainy, Sunny,
Cloudy, Windy

Weather

vorite type of weather? Why?

2. How do you get ready for school on a rainy day?
3. What can you do outside on a snowy day?
4. Choose one type of weather. What are three fun things to do on that kind of day?
5. Choose another type of weather. What clothes do you wear outside in that weather?
6. What climate would you like to live in? Why?

Domestic animals



1 Cow
2 Pig
3 Goat
4 Cock
5 Rabbit
6 ...

JOBS IN BURUNDI

..., fisherman, Teacher, Doctor

KIND OF BUILDINGS IN BURUNDI.

1. SCHOOL

2. MODERN HOUSE IN TOWN

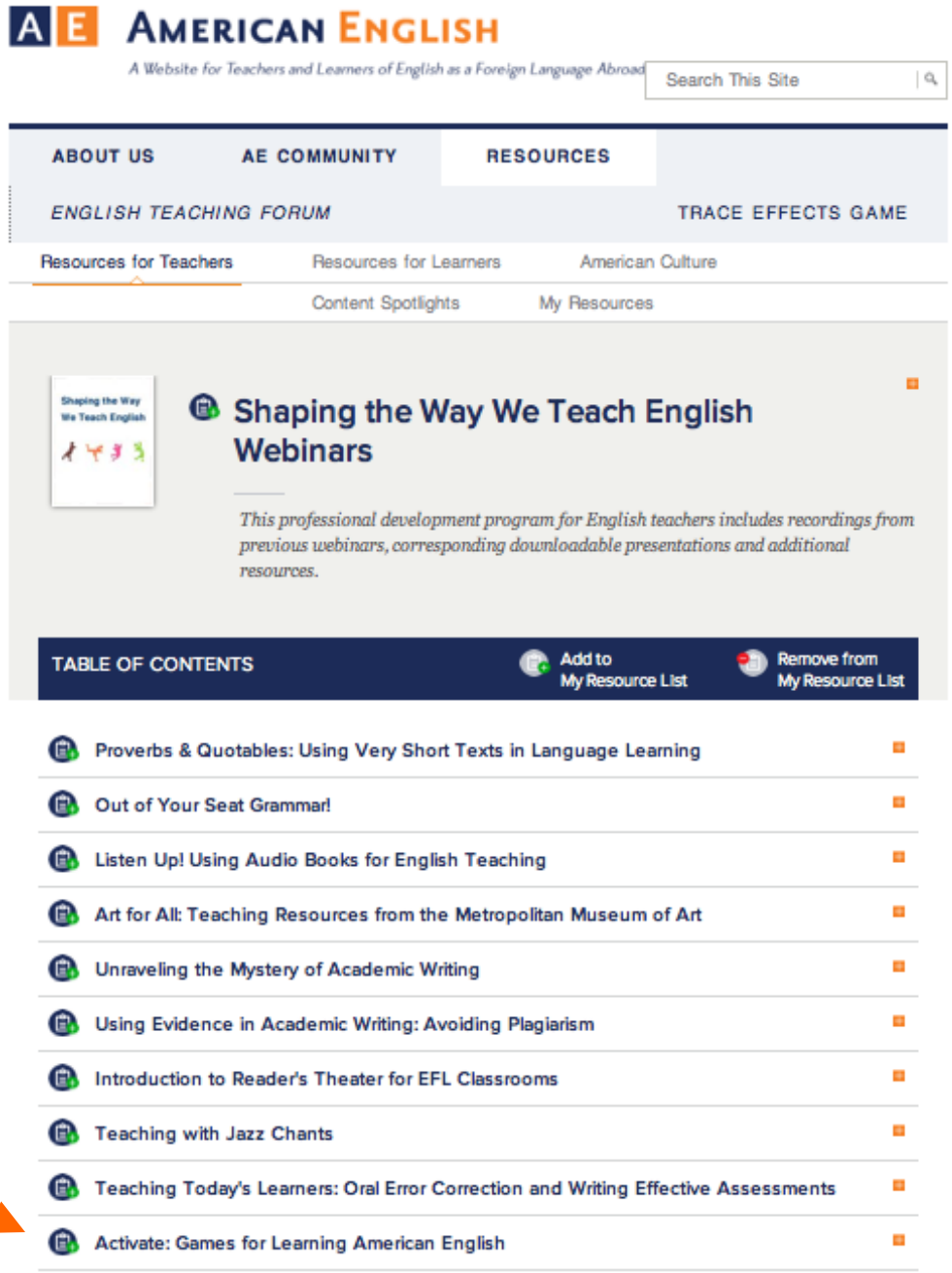
3. HUT

5 TWO-STOREY.

4. TRADITIONAL HOUSE

6 HOUSE UNDER TREE.

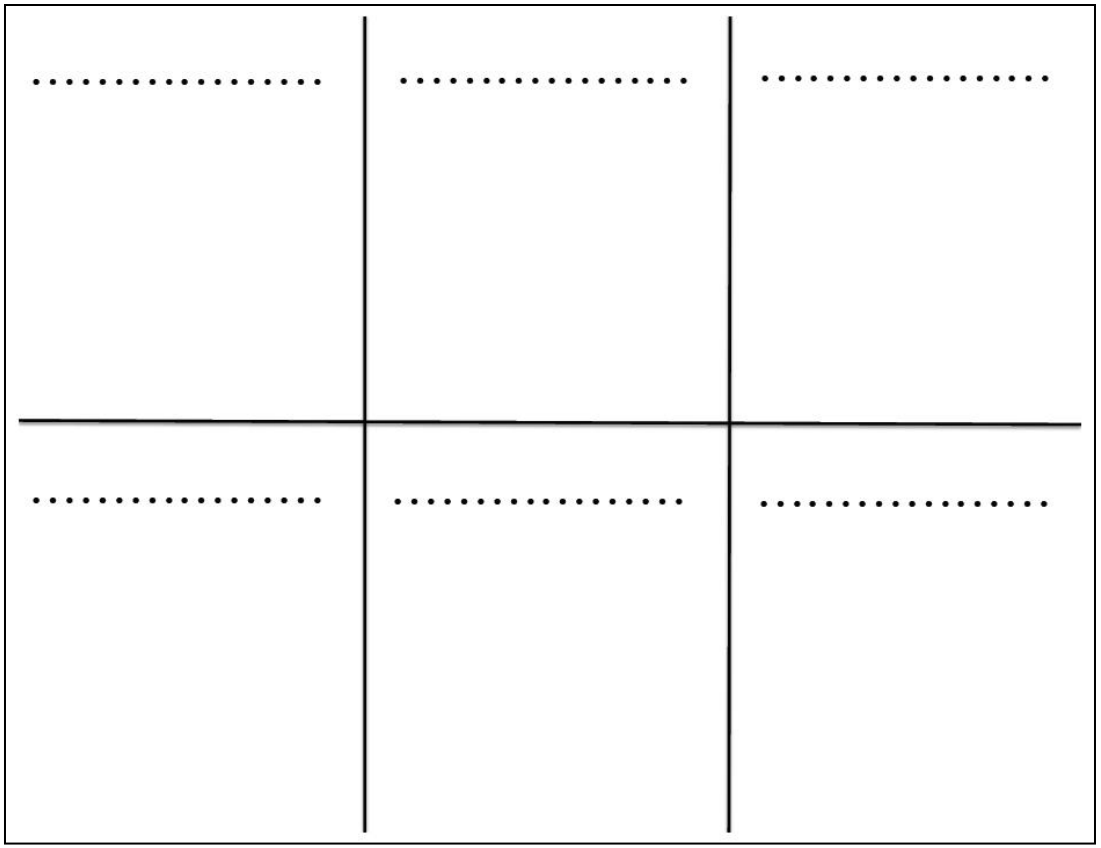
American English YouTube Channel



http://americanenglish.state.gov/resources/shaping-way-we-teach-english-webinars

Are You up for a Challenge?

Create Your Own *Guess What?* Cards!



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Send us your photos!

- Action shots of students playing
  - Guess What?
  - Board Games
  - Picture This
  - Word Bricks
- Action shots of students making Activate material

Submit your photos to:

americanenglish@state.gov