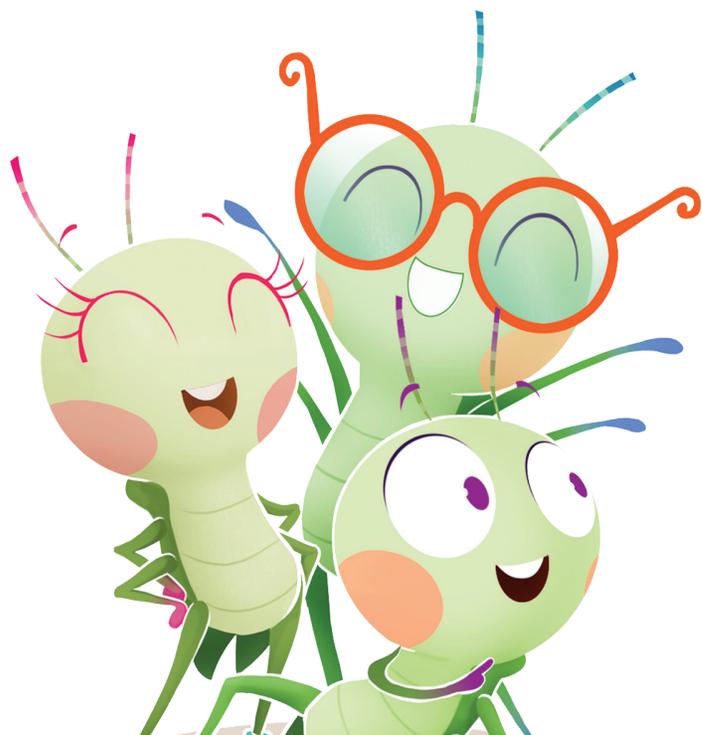


### 1. Ball!

Throw a ball to a student and ask him or her a question. The student answers and throws the ball to another student asking the same question. For example, ask *Can you...?*, *Yes, I can. / No, I can't.* *Do you like...?*, *Yes, I do. / No, I don't.*



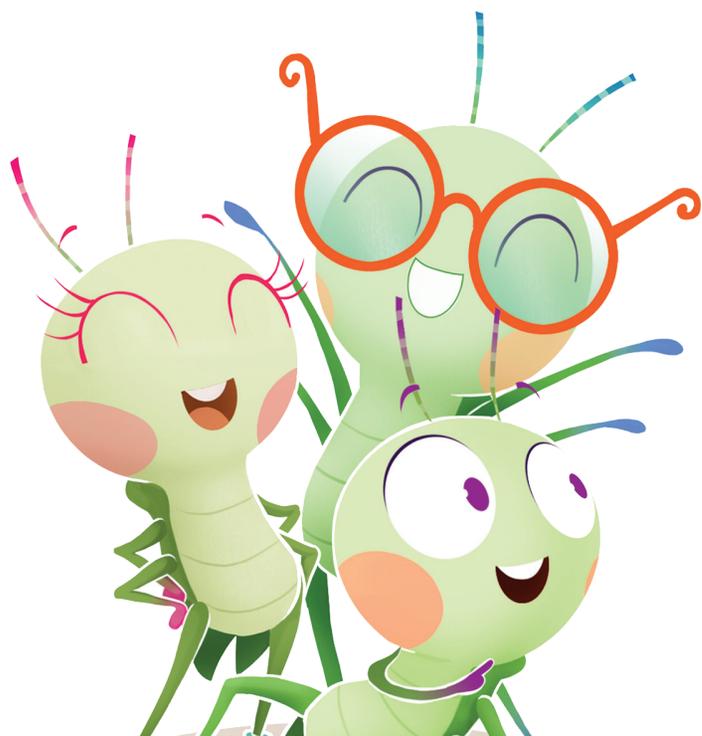
### 2. Beat the Clock!

Write the days of the week or months of the year on cards. Time the students as they race to put the days of the week or month cards in order. The fastest student is the winner.



### 3. Bingo and Colors

Prepare bingo cards (or print out the Bingo Card, on the Teacher's Resource CD). Draw five to six squares on each card. Distribute the bingo cards and have students color each square with a different color. Next, call out the colors one by one, and encourage students to cross out the corresponding square if that color is on their cards. Continue playing until someone has crossed out all the colors on his or her card. Encourage the student who finishes first to say *Bingo!*



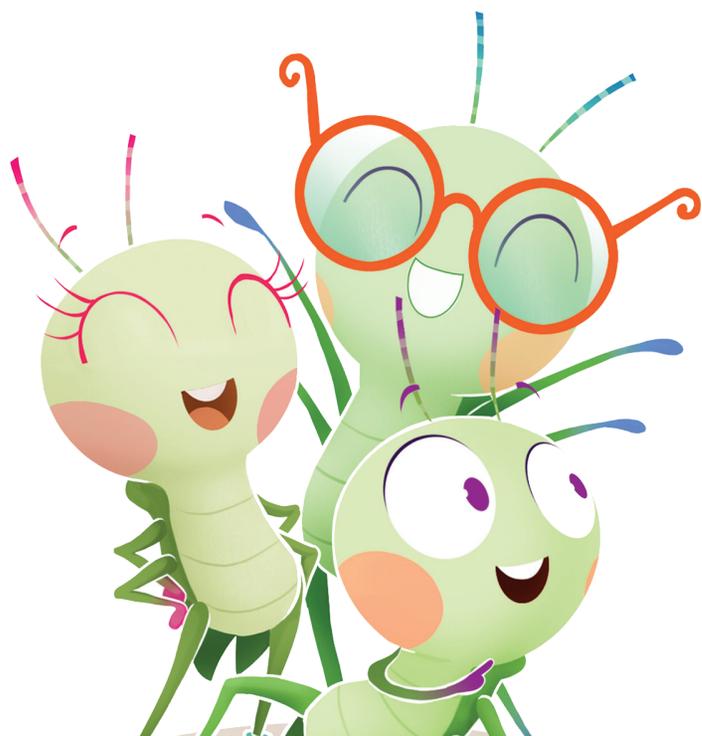
### 4. Bomb!

Have students sit in a circle. Pass a ball around the circle. Play some music. Stop the music. Encourage the student holding the ball to answer a question, make a sentence or say a word.



## 5. Charades

Divide and line up the class into two teams. Choose a member from each team to come to the front. Whisper a word to the two students and have them act it out. The first team to call out the word their partner is acting out gets a point.



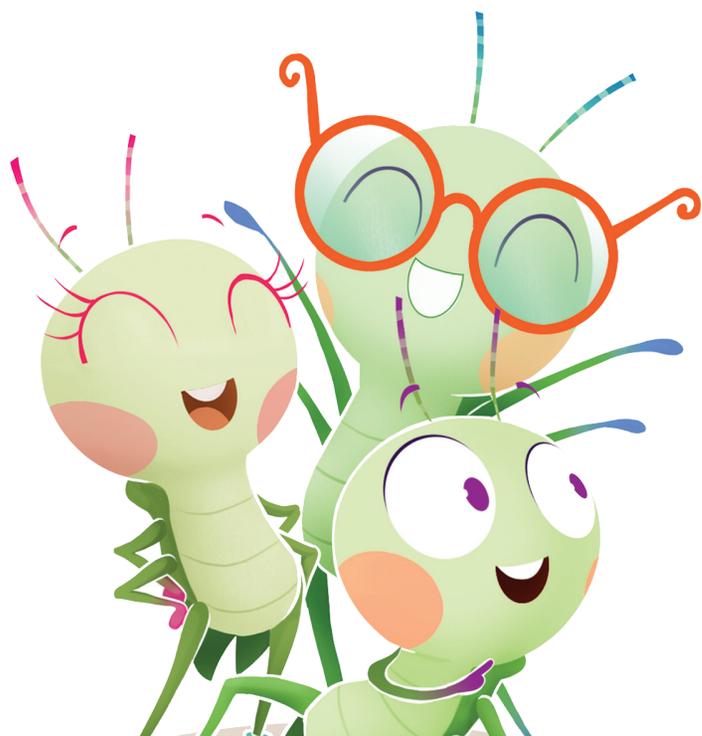
## 6. Color Game

Place pieces of origami paper (or colored paper) of different colors in a circle. Play some music and have students walk around the circle. Stop the music and have all the students sit down next to a color. Pick a color and ask *Who is beside the color (red)? If you are next to the color (red), please stand up.* Encourage the student next to the color to stand up. Continue until all students have participated.



## 7. Days of the Week Game

Divide the class into teams of six or seven students. Have each team take turns (one at a time). Have the playing team stand in line, facing you. Assign each student a day of the week, at random. Say *Go!* The students must rearrange themselves in the correct sequence as fast as they can.



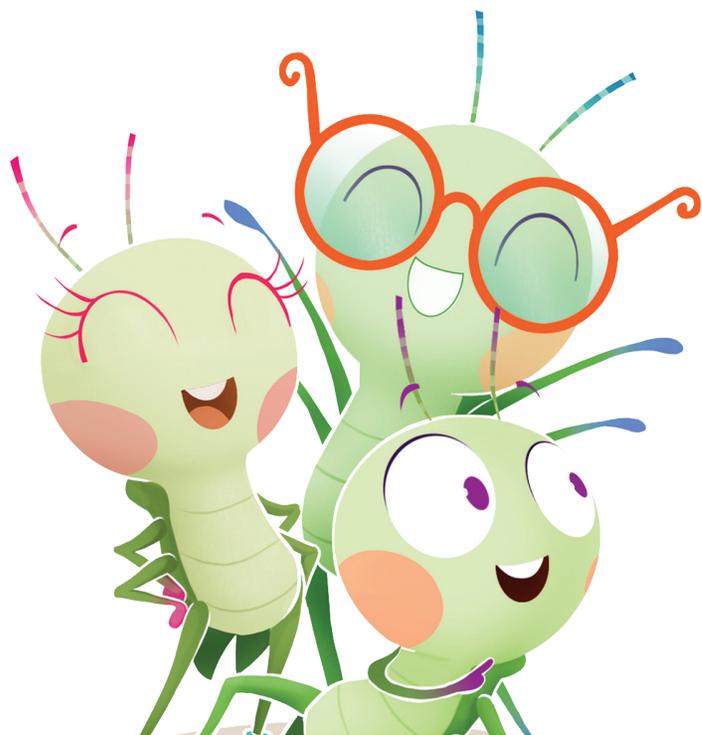
## 8. Do You Have a...?

Have students sit in a circle. Show them a flashcard or picture of a giraffe. Say *Look, this is a giraffe.* Ask a student if he or she has a giraffe. Ask *Do you have a giraffe?* Encourage students to answer. Have that student ask the person next to him or her. Continue in the same manner until all students have participated. Change the type of animal and play again.



## 9. Draw and Guess

Start drawing a picture of an object, person or animal on the board slowly. Encourage individual students to guess what it is.

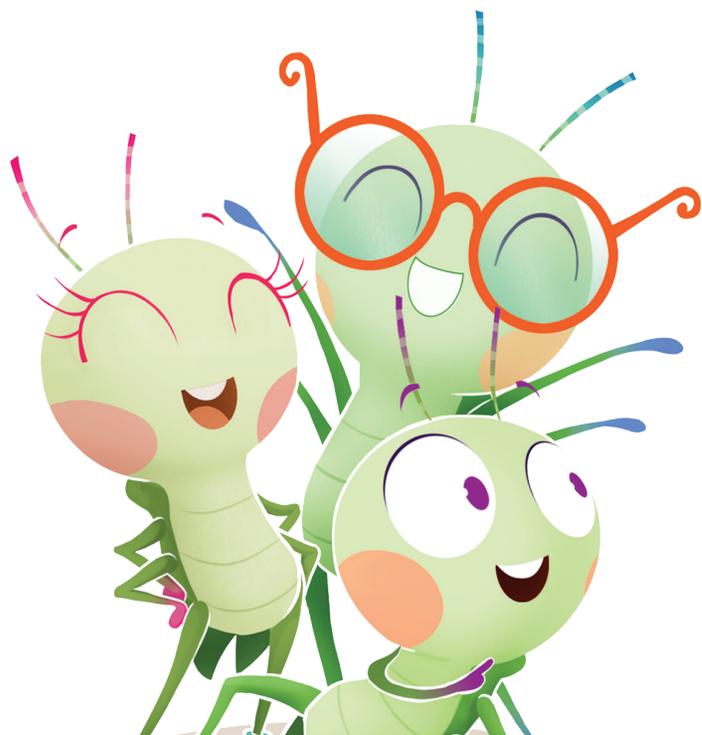


## 10. Erase the Number

Write numbers on the board (for example, 1 to 10). Pair up students and give each student an eraser. Have both of them go to the board. Then, say *Erase number (two, five, etc.)*. Encourage students to erase the number before their partner does.

## 11. Family Members

Have students come to the front. Assign each student the role of a family member. Then, name a family member and have the corresponding students step forward.



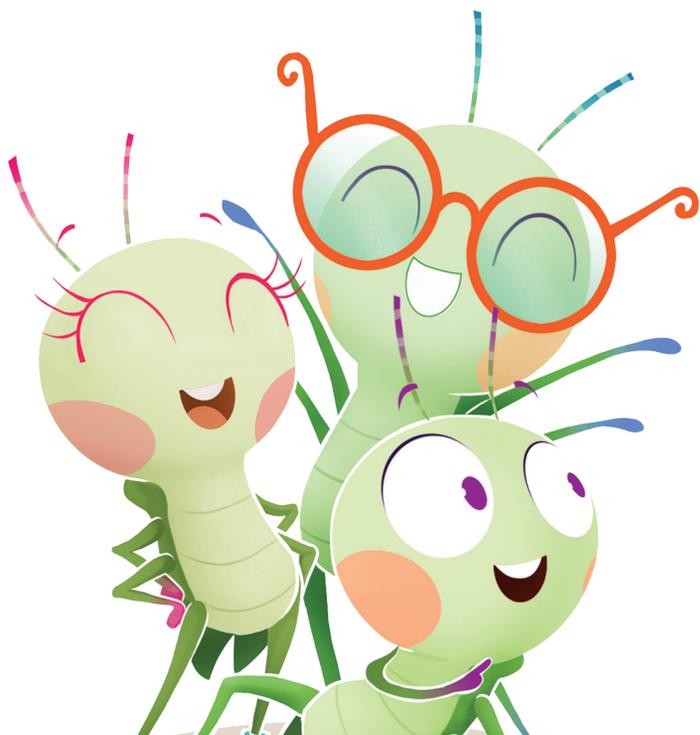
## 12. I Spy

Place some real objects or pictures on the floor. These should be big and small objects in colors students are familiar with. Say *I spy with my little eye something big*. Students guess what object you are talking about. Encourage them to hold up or touch the object and name it. You can also play this game using the posters.



### 13. Listen to the Number

Have three students come to the front of the class. Give each student a card with a number written on it. Review the numbers as a class. Next, say the numbers at random and have the student holding the corresponding number step forward.



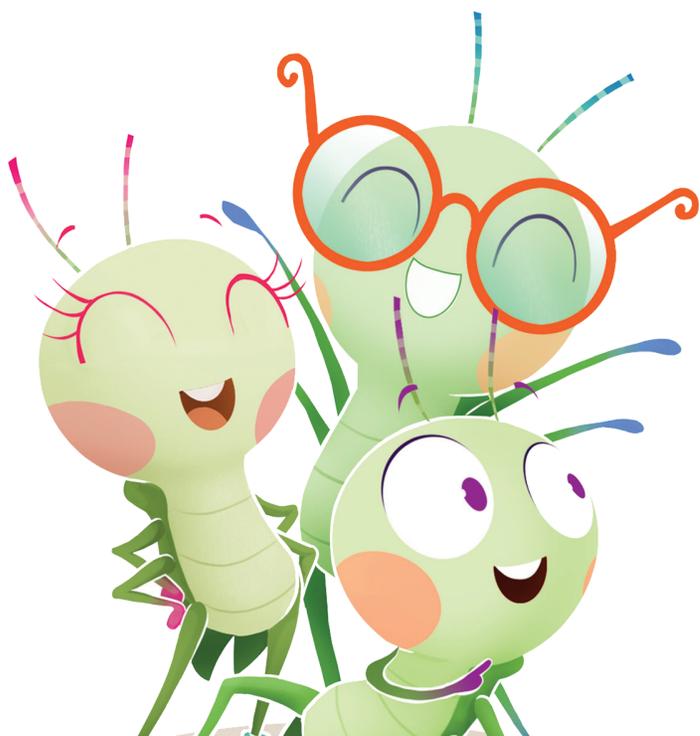
### 14. Pass the Secret

Have students sit in a circle. Show them that they have to whisper to the person next to them. Start the secret by whispering it to the student next to you. Say, for example, *It's cold*. Have the students pass the secret around the circle. The last student says the secret aloud. Compare how close it is to the original secret.



## 15. Shapes

Get a beanbag and make big paper shapes of colored paper (blue, yellow and red). Place the paper shapes on the floor. Have students sit around the shapes. Point to each one, and have them identify each shape and its color. Then have students take turns tossing the beanbag onto one of the shapes. Have students describe the shapes. Ask, for example, *What shape is it? Is it a triangle? Is it a square? What color is it?* Elicit answers from students.



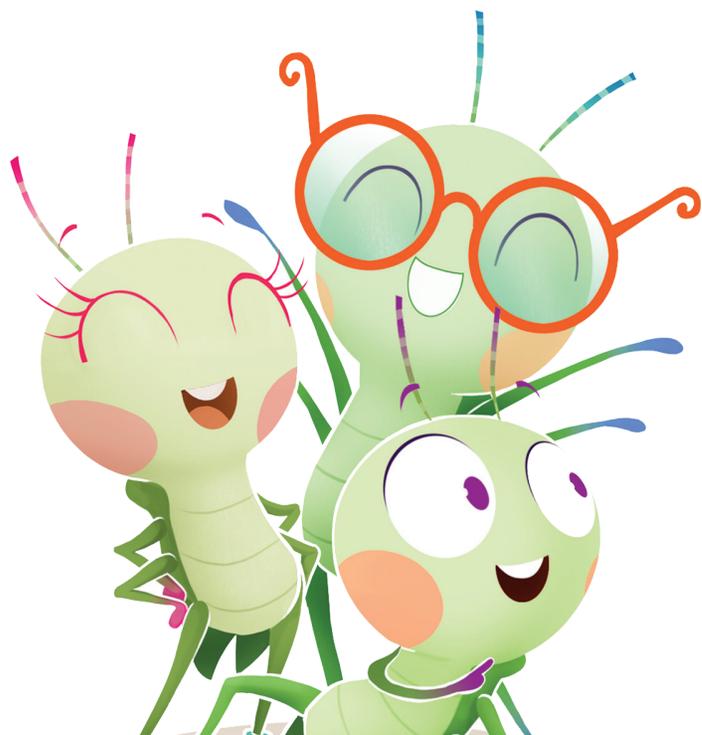
## 16. Simon Says

Play Simon Says as a review. For example, say *Simon says touch your face*. Encourage students to touch their faces. Say *Touch your eyes*. Make sure students do not move, because the sentence does not start with *Simon says*. When a student makes a mistake, he or she must wait until the next round.



### 17. The Animal

Get pictures of up to six animals students are familiar with and a big die. Display the pictures on the board and write a number from 1 to 6 next to each picture. Have the students roll the die, help them say the number and the animal it belongs to, according to the information on the board, and encourage them to act like the animal.



### 18. Where's the...?

Tell students to close their eyes. Then hide a stuffed animal, a ball or any other object around the room and have students take turns trying to find it.

