

Warm-Up and Closing Activities

Warm-Up Activities

1. Beanbag Toss

Lay out flashcards face down on the floor. Ask a student to toss the beanbag and flip the flashcard it lands on. Have the student identify the flashcard. Let the student keep the flashcard for the remainder of the game. Have all students participate.



2. Commando

Shout commands and demonstrate the actions while students copy you. This is a good way to familiarize students with useful commands that you will probably use throughout the year: *stand up, sit down, jump, walk, freeze, be quiet, wave, listen, draw, etc.*



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3. Flash!

Ask three to five students to go to the front. Give a flashcard to each student. Have them quickly flash the card to the class. Call out a word represented on one of the flashcards. Encourage the rest of the class to line up in front of the child who is holding the flashcard depicting the word you called out.



4. Flashcard Shuffle

Shuffle the flashcards. Slowly reveal one flashcard. Hand the card to whoever identifies it correctly. Say *Here you are*, and encourage students to reply *Thank you*. Say *You are welcome*. Then ask for the cards back and try to get the students to use the same expressions.



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5. Line Pass

Ask students to stand in two or more lines. Give the first student in each line a flashcard. Explain to students that, when you say *Go*, they have to pass the card over their heads down the line from student to student. When the flashcard reaches the end of the line, the last student has to run to the front and give you the card. Ask them what is on the card. Give points to the team that names the flashcards correctly. Play several rounds.



6. My Name Is...

Have students sit in a circle on the floor. Point to yourself and say your name, for example, *Hello, I'm Linda. My name is Linda*. Then encourage a student in the circle to say *Hello, I'm...*, and say his or her name. Then ask the student to the right to do the same. Continue in the same way until all students in the circle have participated.



7. Red Light, Green Light!

Line up the students up against a wall. Stand on the other side of the classroom. Explain to students that when you say *Green light* and turn your back to them, they have to walk towards you. If you say *Red light* and turn around and look at them, they must stay still. Practice the activity. Tell students that, if they move, they have to sit down until the next round. After two rounds, choose a student to be "the teacher" and call out *Red light / green light*.



8. Spin the Bottle

Have students sit in a circle. Put a plastic bottle in the middle of the circle. Spin the bottle. When it stops, show a flashcard or an object to the student the extreme of the bottle is pointing to. The student has to say what it is. If the answer is correct, then that student can spin the bottle.



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9. Stand Up, Sit Down

Have students sit in a circle on the floor. Sit on a chair in front of the students. Say *Stand up!* while you perform the action to make the concept clear. Have students mimic your movements. When all students are standing up, say *Sit down!* while you sit down so students mimic your movements. You can repeat the same phrase twice in a row to see who's listening. You can add new instructions to the game, one at a time. For example: *spin, jump, hop, clap, stretch*, etc.



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Closing Activities

1. Crazy Pass

Have students sit in a circle. Give a flashcard to one of them. Play some upbeat music and have the students pass the card around the circle. When the music stops, ask the child holding the flashcard to stand up and call out the word on the flashcard. After each round, add another card to the circle. Play several rounds and allow all students to participate.



2. Draw It!

Divide the class into teams. Divide the board into columns, one for each team. Whisper or show a flashcard of a vocabulary word to one member of each team. Have the students draw the word on the board. Give a point to the first team to guess the word. Repeat with the rest of the team members.



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3. Flashcard Review

Have a short basic flashcard review of what you learned that day. Hold up one flashcard at a time and elicit the words from students.



4. Follow Me!

Have students stand up and follow your lead in performing different actions you call out. This will help them stretch and relax. Demonstrate each activity. For example, say *Take a deep breath in through your nose. Out through the mouth. Wrap your hands around your shoulders and give yourself a big hug. Raise your hands. Move like a tree in the wind (side to side). Shake one arm, shake the other arm, shake a leg, shake the other leg, etc.*



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5. Good-bye, Good-bye

Sing a good-bye song that you can teach students to end your lessons.



6. Let's Share Our Work

You can end your class by having students share the drawings, collage, etc. they did or made in a specific class. If possible, have them explain what their work is about.



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7. Let's Sing

Play a song or chant related to your lesson and encourage students to sing along.



8. Paint a Picture

Have students paint a picture of the thing they liked the most about the class or of one thing they learned that day.



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9. Puppet Time

Use a puppet or stuffed animal to ask students questions about something they learned. When you finish, have students say *Good-bye* or *See you soon* to the puppet.

