

ESL Games

- Sentence Auction <https://www.thoughtco.com/grammar-reviewing-using-a-sentence-auction-1211045>
 - Aim: Grammar and sentence structure review
 - Materials: play money, correct and incorrect sentences on paper, & prize.
 - Directions: first talk about auctions, go over the rules, & play
 - Rules:
 - The aim of the game is to buy as many correct sentences as possible
 - Each group will have \$3000 to spend
 - Bids begin at \$200
 - Bids increase by \$100 each bid
 - The sentence will be sold to the highest bidder (remember? "\$400 going once, \$400 going twice, \$400 sold to group X!")
 - The winner of the game is the group which has bought the most correct sentences
 - Example If she had stayed in a better hotel, she would have enjoyed her vacation. They had finished their work by the time we arrived. Jack can't have been at home, he told me he was going to be at work. Did you remember locking the door? I'll finish my homework by the time you get back. The number of smokers have been dropping steadily for twenty years.
- Expressing opinions, comparatives and superlatives, descriptive adjectives and reported speech
 - Aim: Choosing which qualities would make a best friend and which qualities would make an undesirable friend
 - Strategies: think aloud, word sorts, think pair share
 - Directions: ask students to think of descriptive adjectives, have them put them into categories, with partners have them talk about why they put each adjective into the category—they should be taking notes to report what was explained by their partner, they will be paired with a new partner and share that
- Guilty
 - **OUTLINE**
 - Start by describing a crime which happened last night. Each student pair will be interrogated by the rest of the class and will create alibis to prove they are innocent.
 - Have students get into pairs.

Have the students develop their alibis for where they were when the crime was committed. Encourage them to go into as much detail as possible when discussing their alibis.

Go around the classroom getting an alibi statement from each group (e.g. We were away for a weekend trip to the countryside).

Write the individual alibis on the board.

Once each group has developed their alibis, ask them to write down 3 questions about the other alibis on the board.

To begin the game, ask one student from the beginning pair to leave the room. The other students ask the first student the questions.

Ask the other student to return to the classroom and have the students ask the same questions. Take note of how many differences there were in the students' responses.

Repeat the same with each student pair.

The "guilty" pair is the pair with the most discrepancies in their story.

- **Jump to the front**

This game works with groups of three to five students at a time.

- As with other games, you can hold up a picture and have the students say or write the corresponding word or phrase. The first student to answer correctly gets to jump a space ahead (three or four answers should win the round). At each jump forward, there should be a card that the student must pick up and read.
- If the student reads it correctly, he or she stays in that spot for the next question. If the student reads it incorrectly, he or she must jump back. Replace the card if the student gets it incorrect.