Level: Intermediate to Advanced

Purpose: Board Race is a fun game that is used for revising vocabulary, whether it be words from the lesson you’ve just taught or words from a lesson you taught last week. It can also be used at the start of the class to get students active. It is a great way of testing what your students already know about the subject you’re about to teach.

Preparation and Materials: This is best played with 6 students or more - the more, the better. I’ve used it in classes ranging from 7-25 years of age and it’s worked well in all age groups. Here's a step by step explanation:

Produce:

* Split the class into two teams and give each team a colored marker.
* If you have a very large class, it may be better to split the students into teams of 3 or 4.
* Draw a line down the middle of the board and write a topic at the top.
* The students must then write as many words as you require related to the topic in the form of a relay race.
* Each team wins one point for each correct word. Any words that are unreadable or misspelled are not counted.

Level: Beginners to 11

Purpose: This is a simple vocabulary review game, spiced up with a timer. For example, it works particularly well with something like vegetable and fruit vocabulary.There are plenty of phone app timers, but a kitchen timer works well. To play, start the potato, which can be a whiteboard eraser, ball, or any lightweight, easily-seen object, moving around the class from student to student.

Preparation and Materials: If the class is large, this can be a very long game and the students who are out will lose interest quickly. So, I would break large classes into groups of 10-15 players. All groups use the same timer and flashcard—I simply say, “Three, two, one,” and the students holding potatoes all say their answers together.

Produce:

1. If possible, move students/players into a circle. Simply have them stand around the edge of the classroom. If the class is very large, divide into groups of 10-15 and make the appropriate number of circles.
2. Begin moving a “potato” around the circle. Students can either pass or toss a small object. The key is that the player can see the next person who they should pass it to easily in the room and there should be no confusion.
3. Set a timer for a random (brief) amount of time. There are plenty of free timers online or use the classic song you can find on YouTube designed for this. Five to fifteen seconds is good, with an occasional shorter or longer time.
4. When the timer goes off or the music stops, show a flashcard (or PowerPoint image).
5. The student holding the potato must correctly identify the image or sit down. If playing with more than one group, count 3,2,1, and have them answer together. Have a demonstration round if your class is playing for the first time.
6. The winner is the last player standing.