

Game: Point Salad

Theme: making salads with vegetables

Students shop for vegetables to make a variety of salads scoring points for efficiently using their groceries.

Skills used:

- English • Math • Probability • Resource Management
- Risk Management

Key vocabulary:

- carrots • onions • lettuce • cabbage
- tomatoes • bell peppers

Key grammatical points:

- singular / plural
- countable / uncountable nouns
- future tense
- indefinite article usage/omission
- a / an • expressing immediate plans
- expressing gathering
- expressing desires
- superlatives (most, least, at least)
- expressing results

Key expressions:

- I will take a(n) _____ and a(n) _____.
- I will take two _____ (s).
- I need _____(s)
- I got __ [point(s)].



Game: For Sale

Theme: buying and selling real estate

Students act as wealthy real estate brokers

participating in auctions to purchase bad-to-good real estate in the hopes of selling them off for a profit later.

Skills used:

- English • Math • Probability • Social Awareness
- Resource Management • Risk Management • Budgeting
- Management of emotions

Key vocabulary:

- 30 different types of real estate (house, apartment, office tower, condominium, estate, etc..) • to bid • spent • the
- won • pass • for • #s in thousands • sold

Key grammatical points:

- simple future/past
- expressing results

- possessive pronouns
- expressing gathering
- expressing immediate plans
- expressing desires

Key expressions:

- I will take bid ___ thousand dollars.
- I sold my ___ for ___.
- I made ___ .
- I got the ___ for ___(s).



Game:
Survive

Theme:

escaping a sinking island

Students act as citizens of Atlantis which is sinking into the ocean. Students need to escape the volcanic island by getting in boats (which are scarce), swimming, or riding dolphins. All the while, they can impede their opponents progress by use of sharks, whales, and sea monsters.

Skills used:

- English • Math • Probability • Social Awareness
- Resource Management • Risk Management • memory

- Management of emotions • teamwork • negotiation

Key vocabulary:

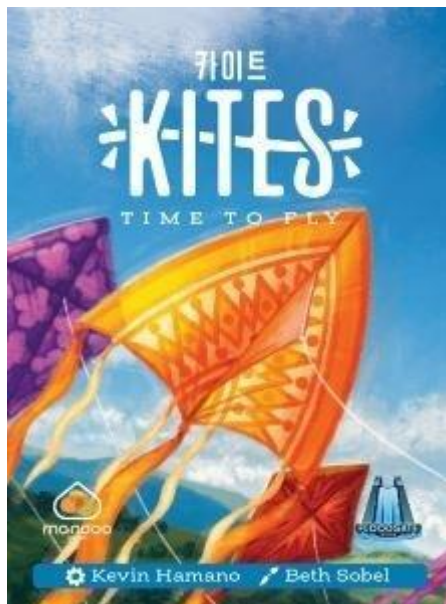
- beach, mountain, forest volcano • boat • swim • the
- shark, whale, sea monster, dolphin • take • eat

Key grammatical points:

- present continuous • possessive pronouns
- expressing immediate plans • expressing desires

Key expressions:

- I'm going to take this boat • I'm going to swim here
- This shark/whale/sea monster is going eat ____
- I'm going to move my guy here.



Game: Kites

Theme: flying kites for as long as possible

Students kite flyers who need to work together to make sure the kites stay in the air. The kites are represented by sand timers which need to be continuously flowing.

Skills used:

- English • Communication • Time Management

- Quick-Thinking
- Social Awareness
- Resource Management
- Risk Management
- Dexterity
- Management of emotions
- Teamwork

Key vocabulary:

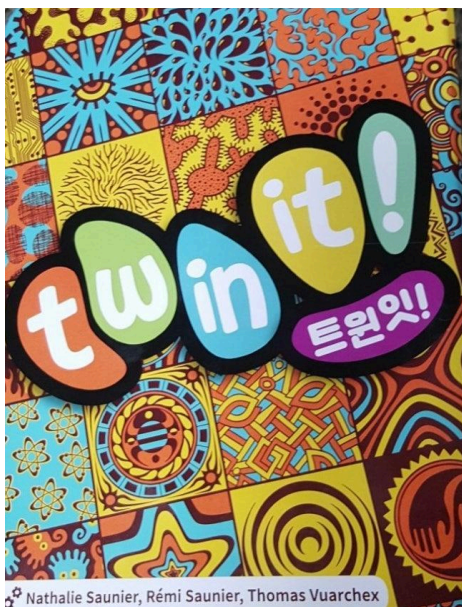
- (don't) have • Who • hurry • Does? • anyone
- red, blue, purple, yellow, orange, white

Key grammatical points:

- imperative
- expressing immediate plans
- possessive pronouns
- expressing desires

Key expressions:

- Who has ____?
- I don't have ____
- We need ____.
- Does anyone have _____?
- Hurry!



Game: Twin It

Theme: Finding matching patterns as quickly as possible.

Purpose:

Students flip cards looking for matches. This is not so much a memory game as quick-action.

The idea is to get kids to speak English quickly without spending too much time thinking about what they're saying.

Skills used:

- English
- Communication
- Quick-Thinking
- Perception
- Dexterity

Key vocabulary:

- found
- have
- match
- twins

Key grammatical points:

- simple past tense
- declarative
- expressing accomplishments
- expressing achievements

Key expressions:

- I found ____
- I now have ____ points



Game: Scotland Yard

Theme: Policemen work together to catch a criminal running around London, England.

Purpose:

Students act as a team discussing where they can go in the city to corner and, eventually, catch the bad guy, using regular modes of transportation like taxis, buses, and the subway. Students need to negotiate and problem-solve together while managing their limited resources and trying to guess the mind of the criminal.

Skills used:

- English
- Communication
- Resource Management
- Negotiation
- Appealing/Beseeching

Key vocabulary:

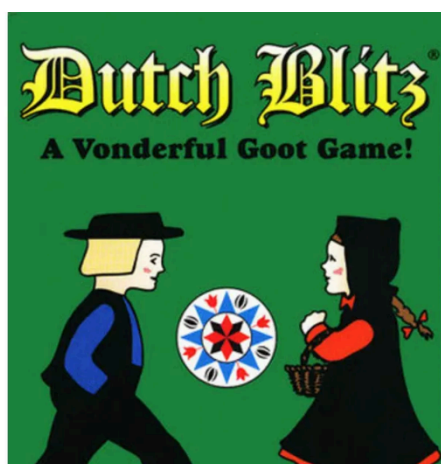
- think
- might
- could
- should
- take
- taxi
- bus
- subway

Key grammatical points:

- imperative
- declarative
- expressing ideas
- expressing opinions

Key expressions:

- I think you should go here
- I'm taking a ____ to ____
- Where do you think I should go?
- He could be here, ____.



Game: Dutch Blitz

Theme: There is not really a theme in this game. Students simply try to play their cards as quickly as possible..

Purpose:

Students play simultaneously in real-time; they do not take turns. They try to speak English as quickly as possible in order to be able to play their cards and empty their 'blitz' piles to score points and win the game. This helps ignore their inhibitions and just speak fostering fluency and confidence. It also instills terms in their memory as they have to repeat the same expressions dozens of times in the game.

Skills used:

- English
- Communication
- Speed
- Fluency
- Hand-eye coordination / dexterity

Key vocabulary:

- numbers 1~10
- colours; red, yellow, blue, green
- put
- on

Key grammatical points:

- imperative
- declarative

Key expressions:

- I'm playing the [colour] [number]
- I'm putting the [colour] [number] on the [colour][number]

**Game:** Manhattan

Theme: Billionaires build buildings in Manhattan to try to become the greatest real estate mogul in New York City.

Purpose:

To understand, correctly apply, and use the concepts of 'most' and 'tallest', as well as to gain an understanding

of 'majority' and how to manage resources accordingly.

Skills used:

- English
- Communication
- Resource Management
- Spatial awareness
- counting for majority

Key vocabulary:

- putting
- taking
- building
- tallest
- here
- story/floor
- majority
- most

Key grammatical points:

- imperative
- declarative
- placing objects
- taking objects

Key expressions:

- I'm playing this card.
- I'm putting this [# story/floor] building here.
- I'm taking a new card
- Who has the most/tallest building(s)?



Game: Taco Cat Goat Cheese Pizza

Theme: Match words to pictures and sounds.

Purpose: Students flip cards listening for matches.

Students read, listen, and act quickly to not be the last to recognize with said-words match images. The idea is to get kids to speak English quickly without spending too much time thinking about what they're saying but also to listen carefully and pay attention to other stimuli at the

same time, while also dealing with curve balls.

Skills used:

- English
- Communication
- Quick-Thinking
- Perception
- Dexterity
- Quick-reading and listening

Key vocabulary:

- taco cat goat cheese pizza gorilla groundhog narwhal
- have
- match

Key grammatical points:

- simple past tense
- declarative
- expressing accomplishments
- expressing achievements

Key expressions:

- Whose turn is it?
- You flinched



Game: No Mercy

Theme: Recruit Western characters to join your team, but never two of the same type.

Purpose:

Students flip cards until either they 'chicken out' or they 'bust' by

revealing two cards of the same number & colour.

Continue to allow students to be comfortable saying slightly more complex sentences and expressions.

Skills used:

- English
- Math
- Communication
- Quick-Thinking
- Statistics and Probability
- Risk-management

Key vocabulary:

• numbers: 1~10 • colours: purple, yellow, red, brown, blue, orange, grey, pink, green, black • stopping • banking • stealing

Key grammatical points:

- present continuous
- declarative
- expressing cessation
- expressing conservation

Key expressions:

- I'm banking
- I'm stopping
- I'm stealing