

INSTRUCTIONS FOR THE VOCABULARY GAMES

BAM

Each group of pupils gets a bag with vocabulary games cards - pictures and “bam” cards only (printed out, cut out and laminated beforehand). They sit in a circle. One pupil takes one card from the bag and names the picture. If the pupil names it correctly, he can keep that card. If the pupil names it wrong or if he can't remember the name of it, he must put it to the middle of the circle and ask other pupils for help. After he figures out the name of that fruit or vegetable, he must put that card back to the bag. The game is over, when one of the pupils draws a “bam” card. At that point pupils count the cards they've collected. The one with the highest number of cards is the winner.

MATCHING GAME

Each group of pupils gets vocabulary games cards - pictures and word cards only (printed out, cut out and laminated beforehand). They sit in a circle and spread the cards face down in the middle of the circle. One pupil turns around one card and names the picture or reads the word that's on it. If the pupil does that correctly, he is allowed to turn around another card. If the two cards match, he keeps the pair of cards and it's his turn again. If the cards don't match, the pupil turns them back face down and the next pupil can play. The game is over when all the cards are taken by the pupils. The pupil who collects the highest number of pairs is the winner.

PICTIONARY

Each group of pupils gets a bag with vocabulary games cards - word cards only (printed out, cut out and laminated beforehand), a piece of paper and a pencil. One pupil takes one card from the bag and makes sure no one else sees it. The pupil with the card then draws the word from the card on the paper. The other pupils in the group are trying to guess, what's the pupil with the card drawing (they're asking questions “Is it a ___?” and the pupil with the card is answering “Yes, it is.” or “No, it isn't.”). The one who guesses correctly, wins a point. The pupils take turns in drawing word cards from the bag and drawing pictures. The winner is the one with the highest number of points gained in time, defined by the teacher.

“SILLY PIRANHA”

Pupils stand in the circle. Everyone has one flashcard (fruit or vegetable). One pupil (“Silly Piranha”) comes to the middle of the circle. His task is to touch the flashcard that he heard. Teacher starts by telling one word and “Silly Piranha” has to move in the middle of the circle to touch the correct flashcard. But the pupil who holds this card, defends himself by saying a different word, which now has to be touched by the “Silly Piranha”. E.g. Teacher says “a banana” -> “Silly Piranha” moves in the middle of the circle to find and touch the card with banana -> but the pupil with a banana flashcard says “an apple” -> so the Silly Piranha looks for an apple now etc.