

# Games and activities A fun way to practice English To accompany The English Club Levels 21-30 (purple book 3)

Instructions:

Print this document.

Follow preparation instructions for each game.

You can make two or more copies of each game if you teach a large group, so that each learner can play in a smaller group.

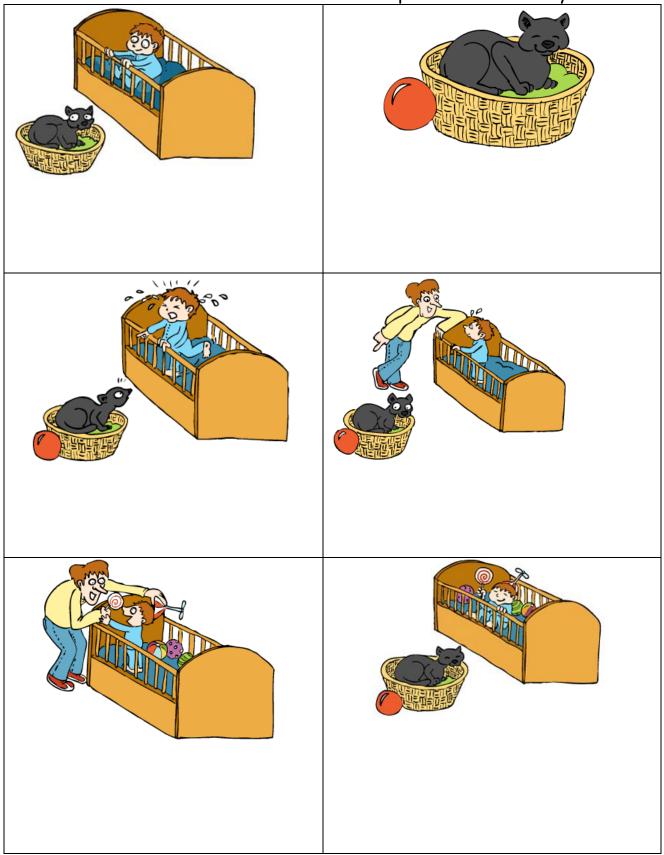
Make sure to label pieces (cards, boards, etc.) with the level number and store them in a nylon pocket labeled with the level number in a two-ring binder. This way you can always find them in the future when you teach that Level again.

You can take out games from previous levels to play again for review, while other learners are playing the new game for the current level.

Everyone loves to play games, and these games are a fun way to practice new English skills. Good luck and have fun!

Level 21, Target letters: -y ( $\bar{e}$ )

Game: Match the text to the picture in the story.



Glue the text, below, onto stiff paper and cut out the text cards.

Match each text card to its picture in the story.

Baby Ben sits in his tiny bed. He is happy. He has a black cat.	The black cat has a pretty red ball.  The cat likes her ball.  She kept the ball by her basket.
Baby Ben is sad. "I like the ball! My ball!" baby Ben said. "Bad cat!" Cry, baby, cry. The baby kicks.	Daddy talks. Baby Ben listens. "That is the cat's ball. She likes it by her basket."
Daddy has many pretty balls, candy and a hat. The balls are in Baby Ben's bed.	Baby Ben likes the hat, the candy, and the pretty balls. The cat has her red ball. Baby Ben and the black cat are happy.

#### Level 22: f F against P

Hebrew speakers mix up "f" and "p" because they are both written with the letter  $\mathbf z$  in Hebrew.

Preparation: assemble the F/P die, glue the two boards and cards onto colored paper, cut up the cards. Setup: Lay the cards face up in a pool. Each player gets one board.

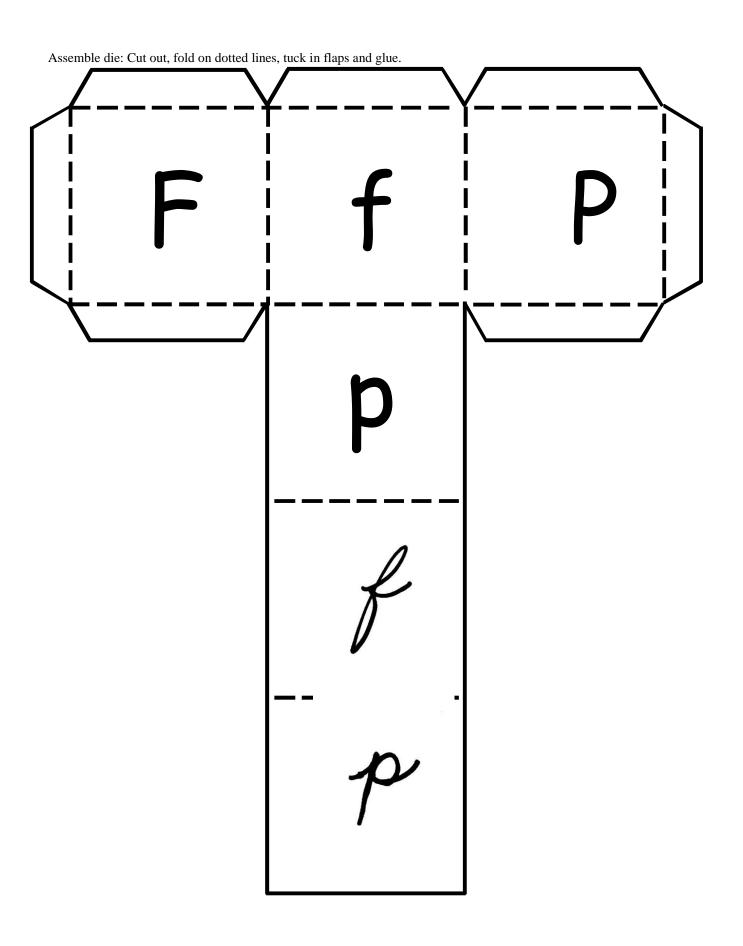
Play: Roll the die. If you get the letter that matches your board, you get to choose an appropriate letter card from the pool. Read the word and place on your board. The first one to get three in a row (or to fill his board) wins.

Ff€	
	NY STATE OF THE ST
Mary Com	

fast	find	fire	firefly	fly
fry	friends	fish	Franny	

Ppp	
The state of the s	

plants	pen	pets	picnic	pine
pick	pack	pants	pat	

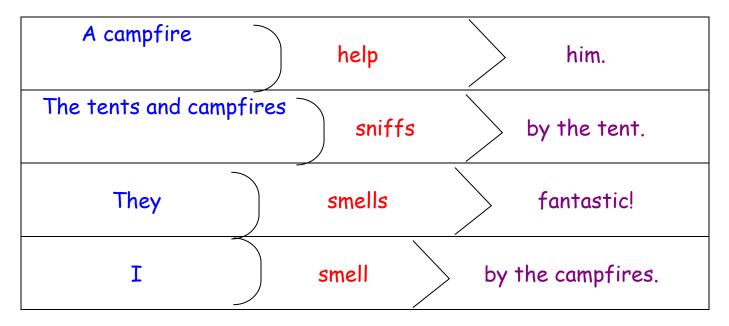


#### Level 23: -ff

Game: Mix-and-match sentences. Cut apart. Compose as many correct sentences as possible — subject, verb, rest of sentence. (Match verb to subject.) Sentences should make sense!

If you feel the number of options is overwhelming, choose a subset of the sentence elements to give to the student; make sure they include some logical and correct sentences.

The Indian	is	tired and stiff.
The family	are	his baby
The Indian's friend	fry	by a campfire.
The baby Indian	finds	fish in a pan.
His back	like	in the tent.
The Indian and his friend	likes	by the cliff.
His back and neck	hike and	ride campfires.
The Indian's tribe	find	many miles.
He	and hikes	his friend.
A tent	fall	his family.
Tents	fed	the tribe.
The fish	helps	fish.



Point out that, to make sentences, first match between verbs and subjects:

- a. If the subject is one of the "סנובים" the "snobs" he, she, or it, for which we have the "s" spelling rule (to add "s" to the end of the verb in present simple tense), you need a verb that ends in "s"
- b. In this game, those verbs are: *smells*, *sniffs*, *is*, *helps*, *likes*, *rides* and *hikes*, and *finds*.
- c. As a first step, sort the verbs and subjects into groups: those subjects that need an "s" at the end of the verb (he/she/it), and those that do not. ("The family" and "The Indian's tribe" are both "it"- they need "s" verbs.) (Subjects that end in "s" are plural nouns—the other "s" spelling rule.)
- d. There is a verb in the game that is a past simple irregular verb: *fed*. Any subject (I/you/we/they/he/she/it) can be paired with any verb in past simple.
- 2) The sentence has to make sense. The verb has to logically suit the subject, and the purple "continuation of the sentence" has to suit the subject and verb.
- 3) Some possible sentences (there are others) are:
  - a. The Indian is tired and stiff.
  - b. His back is tired and stiff.
  - c. The Indian and his friend fry fish in a pan.
  - d. I fry fish in a pan.
  - e. The fish smells fantastic!
  - f. The Indian's tribe is by the cliff.
  - g. The tents and campfires are by the cliff.
  - h. Tents are by the campfires.
  - *i*. Tents are by the cliff.
  - *j*. The family finds the tribe.
  - *k*. The Indian finds the tribe.
  - l. I find the tribe.
  - *m*. They find the tribe.
  - n. He rides and hikes many miles. etc.

#### Level 24: -ss

#### Match Text to Picture

Preparation: Glue cards onto colored paper, (laminate), and cut out.

Aim: As in Go Fish, the goal is to get a pair of matching cards (text and the picture it describes) to lay down on the table. This game also practices oral skills - speaking and listening comprehension.

Play: Deal three cards to each player. The player whose turn it is needs to describe (in English) the picture or text he needs to match a card in his hand. If he has the text, this is easy - he can read it or paraphrase it. If he has the picture, he has to remember the words to describe it. The other player has to hand over any card he holds that matches the description. If a player gets what he asks for, he gets another turn. The most pairs wins!

Tess tells the class,
"Be tidy."

She left at snack time.



Franny's milk spills.

Balls fall.

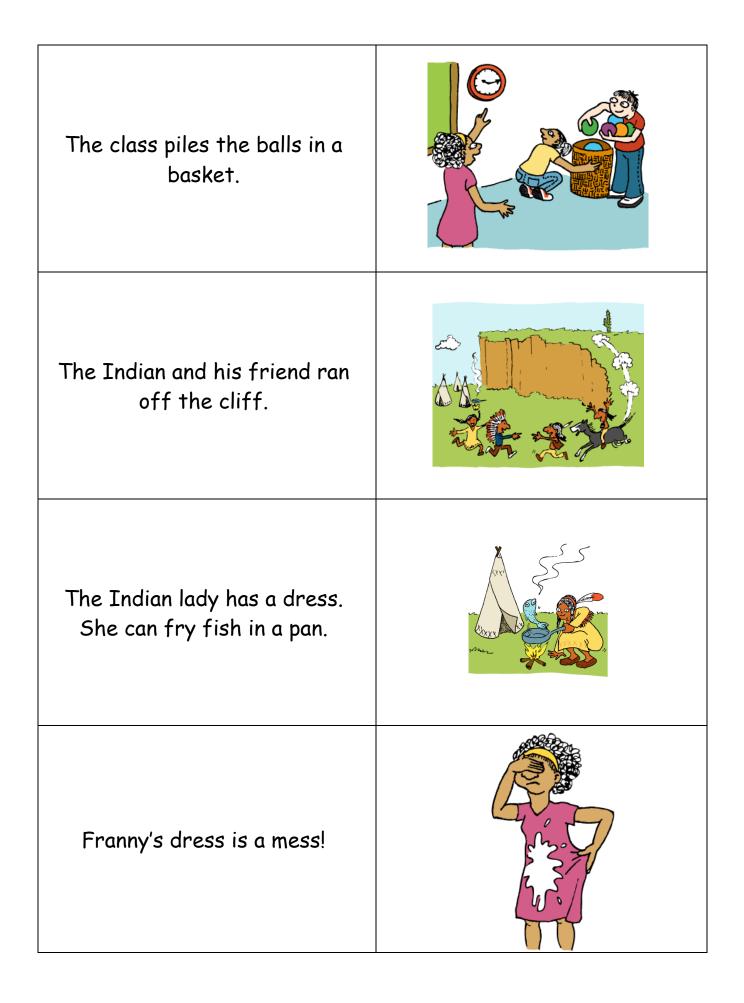
The class is a mess.



Franny's friends find a napkin and dry her dress.



## Tess is happy. The class is not a mess. The Indians sniff. They smell a campfire and fish. The Indian's back and neck are stiff. Franny and her class sniff campfires.



### Level 25: -es, -less, -ly Parts of Speech/Vowels: Categories

**Preparation:** Glue the board and cards onto stiff paper. Cut out the cards. Note that there are three kinds of cards: the vowel category cards, the parts of speech category cards, and the cards to place on each intersection of a vowel and a part of speech. (The categories are not printed on the board, so that you can reuse the categories board in other lessons by making new cards- other categories could be animals, foods, people, objects, past tense verbs, present tense verbs, prepositions, one, two or three syllable words, etc.) But if you prefer, you can paste the categories permanently onto the board (either in the file itself, if you have it, or the physical cards, if you don't.)

**Set up:** Place the vowel category cards down the left side and the parts of speech category cards across the top.

**Play:** Read each word, translate, and find the appropriate spot on the board to place the word. Words with more than one vowel may fit multiple spots, but if another card that fits only one spot takes its place, move it until every card is in a suitable spot.

ever y cui u is in u su	. тако орот.		
		i	

Cards: Cut out

	Noun p3x pe	Adjective okla pe	Verb <i>f810</i>	Adverb fylon okln
(ĭ)	fish	stiff	kisses	stiffly
(T)	firefly	bikeless	find	finally
(ă)	classes	hatless	ran	sadly
(ĕ)	messes	friendless	dresses	endlessly

#### Level 26: -a\_e (a-magic-e)

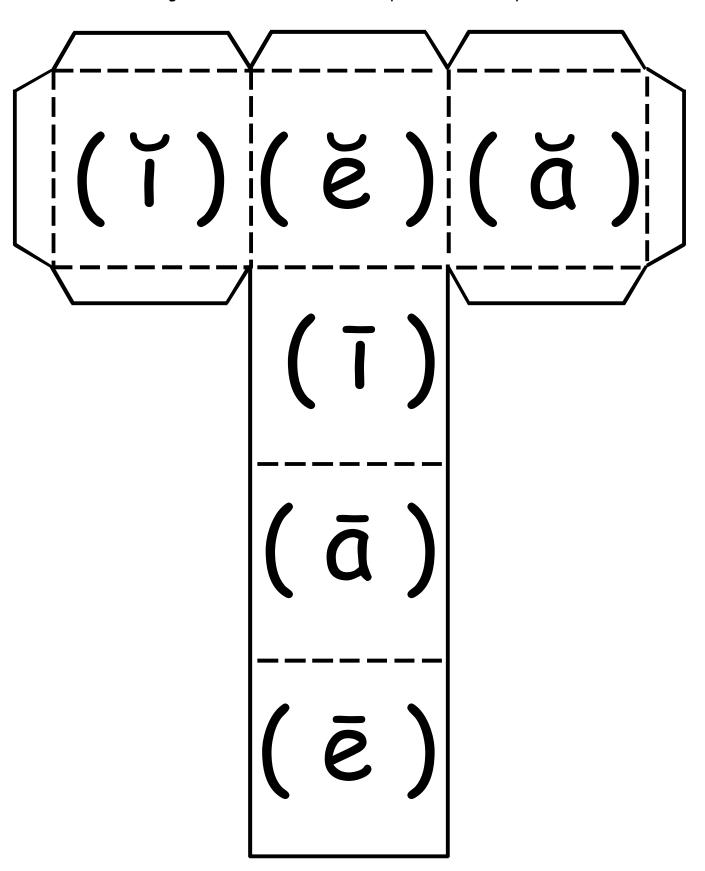
#### Short and Long Vowel Ladders (2 pages)

Preparation: Cut out and assemble the "dice" - each side has a vowel sound. Copy the vowel ladder board, glue the two boards onto colored paper and cut out. Place a colored button at the bottom of each ladder. Play: Player rolls the dice and says the sound of the vowel that appears. Move the soldier one word up the ladder of that sound and read the word. (If the learner can give its meaning, she gets another turn.) The first one to reach the top of a ladder wins.

Sho	Short and Long Vowel Ladders				
<b>(i)</b>	<b>(</b> T <b>)</b>	(ă)	(ā)	(ĕ)	(ē)
panic	by	attic	made	them	empty
fill	cry	yams	came	said	daddy
picnic	my	backpack	pancake	dresses	happily
stick	Sprite	Batman	ate	left	family
kiss	bike	rabbit	bake	yes	many
print	like	black	cake	neck	he
kitten	eye	ask	plate	friendless	she
hid	behind	stand	baby	help	me
pick	kind	sad	they	test	behind
pin	I	cap	а	step	be

Short and Long Vowel Dice (Vowels a, e, i): Cut out, fold on dotted lines, and glue outer side of flaps inside cube.

Think of other games to use this dice - example: roll it and say a word that contains t



#### Level 27, -ar

#### Ruler Matching Game:

- 1) If you have one, empty the "sargel m'shulav" numbers out of the clear tray and place the tray over the words. If you don't, cut up the squares with the numbered word pictures.
  - 2) Find the picture to match each word, and place its number over the word in the tray.
- 3) If you have a sargel, check yourself: slide in the ruler cover, turn over, and compare to the diagram.

9	12.	car	star
5.	± 22:	party	fill
4. W. W.	10.	take	shine
3.	6	far	park
2. Free free free free free free free free	.8 	sky	black
-	7	cliff	тар
<del>-</del>			

Level 28: -are

#### Rikuz Game

Preparation: Glue backing and cut out the word cards. Go back to Lesson 4 and take out the board you prepared for that lesson. (If you don't already have the board, it is below.) Instructions also below, with these new word cards.

80	7	9	IJ	4	m	2	1
careless	prepare	stares	stare	bare	are	<u>.S</u>	۵
prepares	hatless	flares	flare	dare	car	÷	П
backless	finally	scares	scare	mare	and	an	۵
homeless	prepare	shines	cares	hare	bet	αt	н
bikeless	pancake	rarely	dares	care	yet	as	۵
friendly	rabbits	shares	share	rare	kid	.u	н
prepares	napkins	barely	stars	star	the	he	۵
careless	rackets	lately	slept	late	i†'s	pg	I
bake cake	picnics	picnic	cakes	cake	she	me	۵

#### Rikuz Game

**Equipment:** Game board, one to four soldiers of the same color per player, and a set of word cards to replace dice. Up to four players can play.

#### Preparing the game:

- 1. Each cell in the table of words is a card. Glue the intact sheet of words to colored paper, cover with clear contact paper if desired, then cut apart.
- 2. Two boards are provided: the first for a black and white printer, for you to color in, and the second for a color printer. Print the one you need. If you are coloring the board, use the color version for guidance and color the circles, ladders, and arrows accordingly.
- 3. For durability, glue on poster board, then laminate both the cards and game board. The board is reusable; for future lessons, just prepare appropriate cards.
- 4. "Soldiers" may be purchased in educational materials shops, or use four-of-a-kind buttons, coins, etc.

#### How to play:

There are two to four groups of soldiers, one group per player.

Each group contains one to four soldiers of the same color (depending on time constraints.) Each group of soldiers stands in one corner of the board according to its color. Each soldier exits its corner on its own colored arrow.

A player picks a card from the pack, reads it, and moves his soldier on the squares around the game board according to the number of letters on the card. (To obtain enough words of 4, 5, and 6 letters, two words have been combined.)

"Doubles": If a player picks a card in which a letter, word, or words appear twice, he goes again.

If, while playing, a player reaches a square on which a different colored soldier already stands, the opponent's soldier is bumped and he must start at the beginning.

After going around the board a soldier must make it home by ascending the ladder of his corresponding color. An exact number is needed to enter the home space in the middle of the board. (There is not enough room in the home space for all the returning soldiers, so you can just put them to the side or return them to the starting point. Just don't forget which soldiers have returned and which have yet to make their journey.)

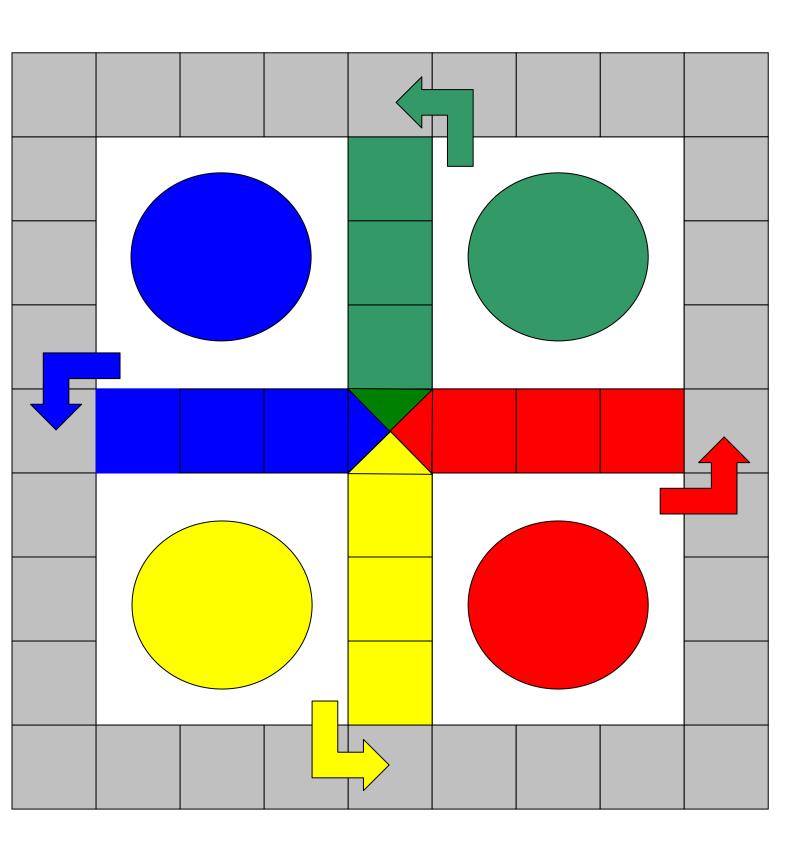
It is possible to have all soldiers on the board at one time or a player may elect to move them sequentially.

The winner is the first one to bring all his soldiers home.

THE BOARDS CAN BE LAMINATED AND REUSED FOR ANY FUTURE LESSON.

Just make up new appropriate word cards.

Game: updated by Ilene Wexler, based an an earlier version by a member of the first David Yellin English Tutors Course



#### Level 29: o

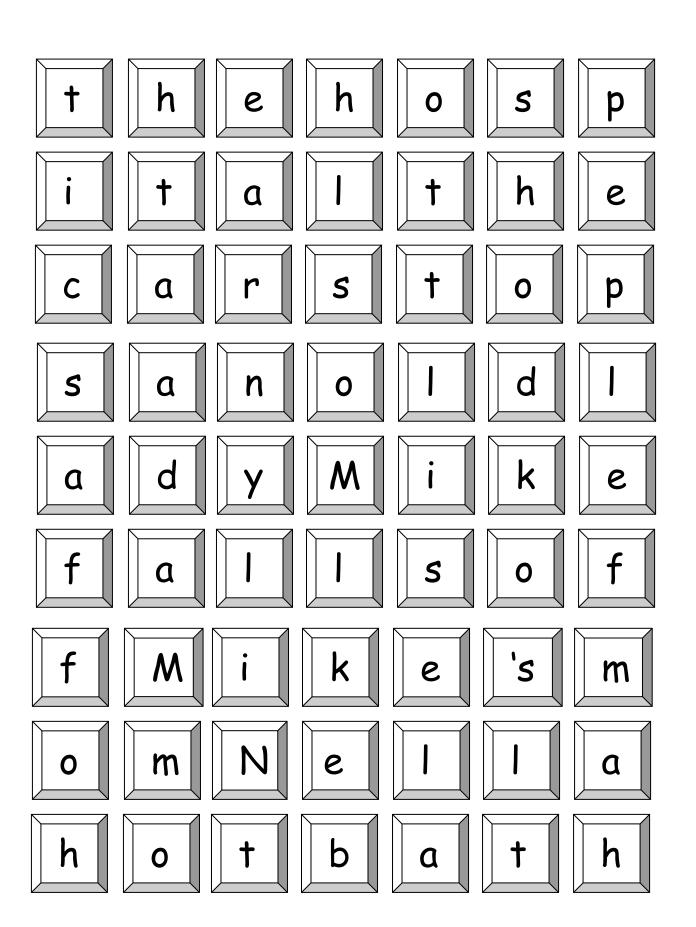
#### Spell Out the Words

**Preparation:** Glue the following picture cards and letter tiles onto colored paper, (laminate; if you have foam board, you can make the letter tiles 3-D) and cut out. **Play:** Lay the phrase picture cards in a vertical column on the table. Turn the letter tiles face down; each player chooses 7 tiles. In turn, each player has to lay down the first letter of the word that appears in a picture card, or the next letter of a word (if the first letter has been laid down). When a player places the last letter of a the phrase on the picture card, he keeps the picture card and the tiles go back into the pot.

On his turn, if a player doesn't have an appropriate tile to play, he takes tiles from the pot until he finds one he can lay down. The first player to finish all his tiles, (or if you prefer, the player with the most picture cards) wins.

#### Picture cards:





#### Level 30: q

Game: Happy Families (Go Fish)

Preparation: Cut out and glue the cards onto heavy paper, lamination optional.

To play: Shuffle the cards. Deal each player four cards and put the remaining pile of cards face down in the middle. Players try to assemble families of four cards by asking the other player(s) for the card they want by name (example: "Do you have "sadly" from the "-ly" family?") If the player gets what s/he requested, she gets another turn. If not, the other player says, "No, Go Fish" and the first player draws a card from the pile. Lay down each family of four cards as it is assembled; the learner should read the 4 words and state their meanings. Play until all the cards are laid out in families. The player with the most families wins. (Try to let the learner outsmart you.) \*YOU CAN ADD IN THE "HAPPY FAMILIES" CARDS FROM LESSON 7 TO MAKE A BIGGER DECK, but then the game will take longer.

9	9	9
<u>garden</u>	grapes	<u>grass</u>
grapes	gate	garden
grass	grass	grapes
gate	garden	gate
		in the plan
9	g (end)	g (end)
gate	<u>big</u>	<u>dig</u>
garden	egg	egg
grapes	dig	big
grass	dog	dog

g (end)		g (end)			0
dig egg big	dog	big dog dig		off old O.K.	<u>on</u>
	0	0			0
old on O.K.	off	off on O.K.		on off old	<u>О.К.</u>
o (end)		o (er	nd)		o (end)
so to do	<u>go</u>	to go do		go so do	<u>to</u>

o (end)	o (middle)	o (middle)
do	<u>mom</u>	stop
SO	stop	hot
to	hot	mom
go	told	told
o (middle)	o (middle)	-are
<u>hot</u>	<u>told</u>	<u>share</u>
stop	mom	stare
mom	hot	care
told	stop	prepare
-are	-are	-are
<u>stare</u>	care	prepare
share	stare	stare
care	share	care
prepare	prepare	share
( (		

ar	ar	ar
<u>star</u>	<u>car</u>	<u>far</u>
car	star	car
far	far	star
party	party	party
2>		
ar	-a_e	-a_e
party	<u>cake</u>	<u>make</u>
car	make	cake
far	ate	ate
star	came	came
-a_e	-a_e	-ly
<u>ate</u>	came	<u>friendly</u>
make	make	happily
cake	ate	stiffly
came	cake	sadly

-ly	-ly	-ly	
happily	stiffly	<u>sadly</u>	
friendly	friendly	friendly	
stiffly	happily	stiffly	
sadly	sadly	happily	
-es	-es	-es	
classes	<u>dresses</u>	kisses	
dresses	classes	dresses	
kisses	kisses	classes	
messes	messes	messes	
-es			
messes			
dresses			
kisses			
classes			