

# Laura Holt's English Activities

## 1. Learning the ABC's

**How to make game board:** This game board has all the ABC's and a picture representing each letter. These pictures are helpful if a student cannot think of a word that starts with that letter.

**Materials:** one dice and game pieces (4 players are ideal)

**Rules:** Student one rolls the dice and moves his/her own game piece. Whatever square the student lands on he/she will then say the letter and one or more words that start with the same letter. Depending on the students' English level, the teacher can alter the difficulty.



## 2. Shoots and Ladders

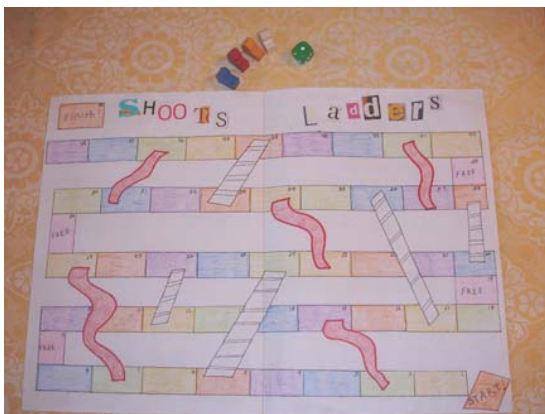
**How to make game board:** There is nothing special to this game board, just use your imagination and create an old game we played as children.

**Materials:** one dice and game pieces (4 players are ideal)

**Rules:** Student one rolls the dice and moves his/her own game piece. Make sure the student counts out loud as they move to each square. Whatever square the student lands on, he/she will then say that color.

A poster can be made with each color name and coloring so that the students have a guide to look at when they struggle to remember the color. If a student lands on a ladder then he/she goes up the ladder, if a student lands on a slide then he/she goes down the slide. Don't forget they still have to say the color.

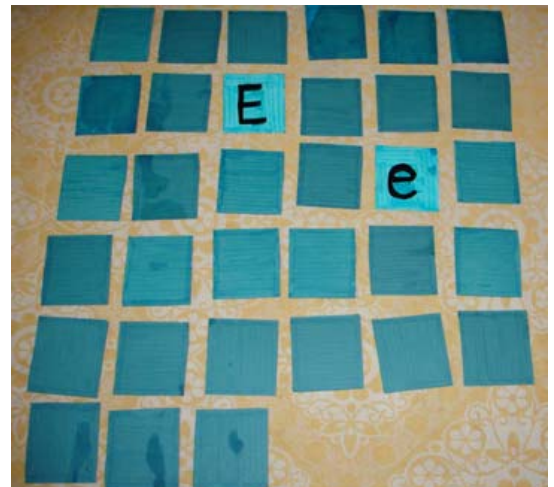
\*Each square is numbered and another option for this game is to have a question asked by the teacher for each number. The students have to answer these basic questions when they land on the square. This is good to play with more advanced students because it teaches them to quickly understand and respond to frequently asked questions.



## 3. Memory

**How to make the game:** Cut 52 cards out from cardboard, oatmeal boxes, or construction paper. On one side write a capital letter and on the other side, color a solid color or make sure the students can't see through the paper. On another card write the matching lower case letter.

**Rules:** Student one turns over two cards. The students are trying to find the pairs. If the cards match then the student takes the two cards and can take a second turn. If the cards do not match, the student must turn the cards back over in the same place and his/her turn is over. Whoever has the most pairs wins the game. Tell the students not to tell each other where the pairs are at and instead try to remember for their turn. This will keep the students focused during the game.





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### 7. Fruits and Vegetables

**How to make the game:** Cut out fruits and vegetable or draw them on the game board.

**Materials:** one dice and game pieces (4 players are ideal)

**Rules:** One student rolls the dice, says the fruit or vegetable they have landed on and then makes a sentence with this word (I like bananas. Carrots are orange.).



### 8. Flashcards with Pictures of Fruits and Vegetables

These flashcards are great to use with descriptive words and getting the students to give opinions. A good activity is to have the students describe one of the fruits or vegetables to their peers. They will have to use many different adjectives and the class seems to enjoy guessing what fruit or vegetable the student is describing.

### 9. Old Maid with Prepositions

**How to make the game:** Cut index cards in  $\frac{1}{2}$  and write a sentence (with a black line where a preposition should go) on one  $\frac{1}{2}$  and on the other write the missing preposition. It is helpful to draw matching pictures on the two cards that go together. This will decrease the confusion. Draw one card without a pair. This will be the Old Maid.

**Materials:** index cards and colored pencils

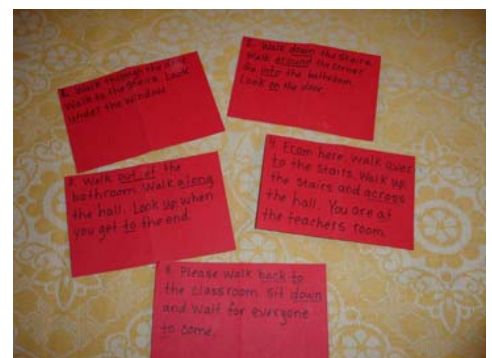
**Rules:** Shuffle the cards and deal all the cards out to the students (fewer students are better). In a circle, one student at a time will take one card from the student sitting to their right. If a pair is found, the pair is placed on the table and the game continues. The loser is the student with the Old Maid left in their hand when all the other pairs have been found.



### 10. Scavenger Hunt with a focus on Preposition

**How to make the game:** Cut small pieces of paper out and write directions around the classroom, school or schoolyard. Place the cards around the school before class begins. Make sure to focus on the prepositions, "look above the blackboard, near the window."

**Rules:** Put the students into small groups. Make a different scavenger hunt for each small group but use the same prepositions. Review the preposition before and after the game.



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The group that returns to the classroom first with all the cards is the winning team. This has been the students' favorite game.

### 11. Go Fish with Different Animals

**How to make the game:** Cut 48 cards out from construction paper. Give four cards to each student and have the students draw four pictures of the same animal. Before playing this game, it is good to review as many animals as the students know and then add more to their vocabulary. Caution, my students took forever to draw these pictures.

**Materials:** paper and colored pencils

**Rules:** Pass out five cards to each student (fewer students the better). Have student one ask any other student, "David, do you have a pig?" Please, make the students say each other's name. It is good manners if nothing else. If "David" has a pig, he must give *all* the pigs he has to student one. Now, student one can ask "David" again or ask another student playing the game. If "David" does not have a pig then he says, "No, Go Fish!" and student one must take one card from the pile. Students are only able to ask for an animal they have in their hand. When a student gets four of the same animal, he/she places the four cards on the table. If at any time a student runs out of cards then they may take two more cards from the pile at the end of the turn. The winner is the player with the most groups of animals at the end of the game.



### 12. Stores and Shops

**How to make the game:** Cut out pictures from magazines and label them on small pieces of paper with names of the stores. In the English textbook there is a list of stores the students need to learn.

**Materials:** magazines and paper

**Rules:** The students take notes about what items are found in what stores and then pictures are passed out and the students have to find what name goes with what picture. When this is finished, the pictures are placed around the room in a circle. Music is played and the students walk around the circle. When the music stops, the teacher says a store and the student quickly go to that store. The teacher can also show an item and the students

have to find the store. This makes for an upbeat activity with a lot of laughing.