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Introduction

Matt's ESL Games and Quizzes: Book 1 is the first of two ebooks created to give teachers quick and easy access to many of the best games and activities for teaching English as a Second or Foreign Language. This book includes icebreakers, fillers, quiz games, spelling games and classic ESL games like *20 Questions* and *Hot Seat*. *Matt's ESL Games and Quizzes: Book 2* covers card games, acting and miming games, vocabulary games and a section of games and activities in which learners can practise their conversational skills. While nearly all of these games and activities give students the opportunity to practise and develop communicative skills of speaking and listening, each game also has a particular focus, such as building vocabulary, improving spelling ability, or developing awareness of idiomatic usage.

How the Games are Presented

Each game's description includes a table showing the levels a game is suitable for, the number of students it can accommodate, its duration, the amount of preparation it requires, and the language forms and functions it focuses on.

Level: Elem -> Int	Class size: up to ~12 students	Time: 15 to 20 minutes
Preparation:	None	
Focus:	Breaking the ice, learning names, introducing people	

Fig. 1. Tables like this make it easy to find the features and functions of each game.

Levels

The games are described as being suitable for a range of proficiency levels, namely Elementary, Lower Intermediate, Intermediate, Upper Intermediate and Advanced. Teachers should use these levels as a rough guide only when choosing games, however, and always check the instructions, and any supplementary materials, before deciding whether a particular game is suitable or not. This is because these terms can mean very different things in different parts of the world. A proficiency level termed *elementary* in an ESL institute in Canada, for example, may well be termed *intermediate* in a secondary school in Japan. Therefore a range of levels that each game *could* be suitable for is usually given, rather than a single level. For example, the table in Fig. 1 above gives the level as *Elem -> Int*, meaning "from Elementary to Intermediate". This means that the game could be suitable for Elementary, Lower Intermediate, or Intermediate students, depending on how these terms are used in a particular school or region. It does *not*, however, mean that the game will definitely be suitable for all of the levels within the indicated range.

Class size

The recommended class size is a general guideline only. If you think a game would be suitable for your students, but the class is a little bigger, or a little smaller, than the recommended size, you should still be able to use it.

Time

The times given in the table should also be taken as a rough guide only. The duration of a game usually depends on a number of variables. These could include how long it takes the class to understand how the game works, how often the game is stopped while the teacher answers questions or explains points of grammar or usage, how quickly and effectively the students communicate while playing, how familiar they are with classroom games and typical game vocabulary, and so on. Nevertheless, the times given in the table should give teachers a rough idea of how long it usually takes to complete a game.

Preparation

Teachers can see at a glance what sort of preparation is required, if any, and gauge how long it should take. In some cases, writing tables or word lists on the board will be all that's needed, while in others supplementary materials will have to be selected and printed. These materials could be worksheets, quiz questions, card sets, instruction slips, word lists, name tags, and so on. In most cases preparing the materials won't take too long, but in a few cases, such as when preparing card sets, you'll need to allow a fair bit of time for preparation. In such cases you might even consider having students prepare the materials themselves. (ideas on how this can be done can be found in Book 2 in the section on Card Games).

Focus

This part of the table tells you what the students can learn or practise by playing the game. It could be a basic function such as introducing people, or it could be asking and answering "yes" or "no" questions, or maybe the introduction or revision of lexical sets such as "emotions" or "moods", or simply testing and improving spelling ability, for example. One very important function that is not mentioned, however - because it is common to virtually all the games - is the basic one of providing students the opportunity to use their English in an authentic social situation, and to gain confidence in their ability to communicate face-to-face in "real life".

How the Games are Categorized

The games in this book are arranged into five categories, each of which is given its own section in the book. The categories are icebreakers, fillers, classic ESL games, quiz games and spelling games. In Book 2, the categories are card games, acting and miming games, vocabulary games and conversation games.

Icebreakers

The first section contains games that help learners in a new class get to know each other and feel relaxed with one another. Many involve information gaps or information exchanges from which they can learn about each other's hobbies and pastimes, likes and dislikes, ambitions and goals for the future, and so on. The games are also intended to create a fun, non-threatening atmosphere that encourages students to feel comfortable in, and develop a positive attitude towards, their new class.

Fillers

As the name suggests, these games can be used whenever you find yourself unexpectedly faced with a few minutes to fill during a class. This could occur when waiting for latecomers to arrive, when a lesson has to be put on hold some reason, or when a lesson has been completed five or ten minutes before the end of a class, for example. The games require no preparation, are easy to explain and organize, and are flexible enough in terms of duration to keep your students happily occupied for as long as necessary.

Classic ESL Games

The games in this section have been used in classrooms for so long that they're often referred to as "classic ESL games", and many teachers would consider their "box of tricks" incomplete without them. They include *Hot Seat*, *Coffee Pot*, *Telephone* (or *Chinese Whispers*), *Word-O Bingo*, and the most classic of them all, *Twenty Questions*.

Quiz Games

Most of us enjoy having our knowledge tested in quiz games, and classroom quiz games are almost always a big hit with learners. In this section you'll find games in which general knowledge is tested, as well as games in which various aspects of English are tested, such as vocabulary, phrasal verbs, common idioms, and so on. You'll also find spelling games in which some of the most commonly-misspelled words in English are tested.

Spelling Games

Spelling quizzes and spelling bees have long been a part of life for native English-speaking students in schools throughout the English-speaking world, and they're now becoming part of the TOEFL world as well. The games in this section include spelling quizzes for both teams and individuals, as well as a game based on the traditional spelling bee.

Competitive and Co-operative Games

When reading about or discussing the use of games in the classroom, you've probably heard particular games referred to as being either "competitive games" or "co-operative games". The tendency to label games with one or other of these terms seems to have first become widespread in the 1960's and 1970's during debates among Western academics on teaching methods and classroom practices. These debates occurred within a broader debate on how Western social institutions such as the family, religious organizations, mass media, schools and universities, etc., were contributing to the socialization of the young. Social critics of the day, most notably Herbert Marcuse in *One Dimensional Man* (first published in 1964), suggested that these institutions conditioned the young so as to produce a population of docile citizens willing and able to accept their role as diligent producers on the one hand, and enthusiastic consumers on the other, in a modern capitalist society. Other critics, such as Ivan Illich in his 1971 book *Deschooling Society*, began to examine the role of the classroom, and particular classroom practices, in this process of socialization. Critics argued that in the traditional classroom the

The Circle Game

Level: All	Class size: up to 12 (more if groups are formed)	Time: 15 - 20 minutes
Preparation:	None	
Focus:	Breaking the ice, remembering names, introducing people.	

This is a great game to play with a new class. It gives everyone the chance to memorize the names of their new classmates by repeating them over and over again. The instructions below are for a small class, but if you have a large class you can model the activity first with a group of around ten students, and then have the rest of the class form their own groups once they understand how it works.

How it Works

Sit in a circle with your students, either in chairs, on cushions, or around a table.

Part 1: First round

Start by saying your name: *"Hi, I'm Pete."*

Then tell the student to your left to do the same: *"Hi, I'm Maria."* and so on around the circle.

Part 2: Second round

Say your name again, and then introduce the student to your right:

"Hi, I'm Pete, and this is Kim."

Then tell the student to your left to do the same:

"Hi, I'm Maria, and this is Pete."

and so on around the circle.

Part 3: Third round

Say your name again, then introduce the student to your right, then the next student to his or her right, and so on around the circle:

"Hi, I'm Pete, and this is Kim, and this is Tony, and this is Sarah, and this is..."

(Stop after three or four names, and say you can't remember any more)

Then tell the student on your left to do the same:

"Hi, I'm Maria, and this is Pete, and this is Kim, and this is Tony, and this is Louise, and this..."

When Maria can't remember someone's name, her turn is over and the next student to her left has a turn, and so on.

The game continues until someone manages to remember all of the names. Once someone has done so, keep the activity going until one or two more students have managed to remember all of the names as well, and then stop.

Note: *Whatever you do, do not force a particular student to try over and over again until he or she can remember all of the names. Pressuring particular students is one of the worst things you can do in a new class, especially if they are shy or nervous.*

* * * * *

Icebreaker Interviews

Level: Lwr Int => Adv	Class size: Up to 20 students	Time: 30 - 60 minutes
Preparation:	None	
Focus:	Breaking the ice, asking/ answering questions, note-taking, learning about new classmates, public speaking.	

This is an excellent icebreaker activity, especially if you have students who are feeling a little shy in their new class. It starts with a group discussion in which students can begin interacting if they feel ready. No-one has to speak at this stage if they don't want to. Then there's a pair activity in which students have to speak, but with just one other person, and within a highly-structured format. Then, in the final part, students are encouraged to speak in front of the whole class. The activity is designed to help shy or nervous students to gradually overcome their fears and begin to feel more relaxed. It is also useful in that it allows students to start getting to know one another by asking each other questions in English.

How it Works

Have your students form a semi-circle facing the board so that everyone can see everyone else without having to turn around.

Part 1: Class brainstorming

Begin the brainstorming activity by asking "What sort of things would you like to know about your new classmates?" If no-one offers any ideas, suggest some yourself to get the ball rolling. If it's the first class, and students don't yet know each other's names, you could say, "How about names? Don't you want to know everyone's name?" Then elicit more questions, and write them on the board as you go. Continue until you have a list of 8 to 10 questions, something like this:

"What's your name?"
"Where were you born?"
"How old are you?"
"What's your favourite hobby?"
"What sports do you play?"
"Who's your favourite singer?"
"Do you have a boyfriend or girlfriend?"
and so on...

Part 2: Pair-based interviews

After your class has come up with a list of questions, and they're written on the board, have your students form pairs. Then tell them to use these questions to interview each other, and to jot down each other's answers. Continue until all the pairs have finished interviewing each other. Tell any pairs who finish sooner than the others to think of some more questions to ask each other.

Note: If there's an uneven number of students in the class, form one group of three students.

Classroom Questionnaire

Questions	Student 1	Student 2	Student 3
1. <i>What's your name?</i>			
2. <i>When's your birthday?</i>			
3. <i>Where were you born?</i>			
4. <i>How many brothers and sisters do you have?</i>			
5. <i>What languages can you speak?</i>			
6. <i>Do you live alone or with your family, a partner or friends?</i>			
7. <i>Do you exercise or play sport? If so, what do you do?</i>			
8. <i>Can you play a musical instrument? If so, what?</i>			
9. <i>What do you like doing in your free time?</i>			
10. <i>What is an important goal you have for the future?</i>			
Additional Questions	Name:	Name:	Name:
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

(Printable resource for activity on page 16)

Coffee Pot Sample Questions

Do you coffee pot every day?

Have you coffee potted today?

Do you coffee pot with your friends?

Did you coffee pot when you were young?

Will you coffee pot when you are old?

Do you ever coffee pot by yourself?

Is coffee potting free?

Is coffee potting fun?

Is coffee potting good for your health?

Would you coffee pot more often if you could?

Do you need special equipment or clothes to coffee pot?

Do most of your friends coffee pot?

Does coffee potting feel good?

Do you sometimes coffee pot too much?

Do you coffee pot at home?

Do you coffee pot outside?

Do you coffee pot at night?

Sample verbs and phrases

Verbs: work / exercise / cook / eat / sing / dance / shop / study / shower / drive / run / swim / meditate / travel

Phrases: ride a bicycle / go to a restaurant / clean my teeth / read books / watch movies / watch TV / play computer games / wash clothes / do housework

(Printable resource for activity on page 35)

Words	Clues
teacher	a person who works in a school
hospital	a place for sick people
bedroom	a room for sleeping
station	a place where trains are caught
kitten	a very young cat
umbrella	a thing you carry when it's raining
violin	a musical instrument
cinema	a place where movies are shown
doctor	a person who treats sick people
rose	a type of flower
refrigerator	a place for keeping food cold
laundry	a place for washing clothes
kangaroo	an Australian animal
tea	a hot drink
pilot	a person who flies a plane
banana	a yellow fruit
bank	a place for saving money
dentist	a person who fixes teeth
clock	a thing we look at to tell the time
kitchen	a room for cooking food

(Printable resource for activity on page 40)

Word-O-Bingo Slip 1: Mixed

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

kitten	laundry	cinema	rose	violin
banana	pilot	clock	teacher	kitchen
doctor	hospital	refrigerator	bank	dentist
station	tea	umbrella	kangaroo	bedroom

(Printable resource for activity on page 40)

General Knowledge Quiz Show (Printable resource for activity on page 53)

Question Set 1 (Lower Intermediate)	
Science	
1. How many legs does a spider have?	eight
2. What is H ₂ O?	water
3. Which travels faster, light or sound?	light
4. Which planet is called "the red planet"?	Mars
5. What force makes things fall down to the ground?	gravity
6. Which is lighter in weight, gold or silver?	silver
7. What instrument do scientists use to look at the stars?	telescope
8. Which large organ is inside your head?	brain
9. What happens if water is heated for a long time?	(it) boils
10. Which part of a tree is under the ground?	(the) roots
Geography	
1. What is the capital city of Peru?	Lima
2. What country is off the southern coast of India?	Sri Lanka
3. What type of natural disaster can make buildings shake?	earthquake
4. Which mountain is the tallest in the world?	Everest
5. On which continent is the Nile River?	Africa
6. Which ocean is the world's largest?	Pacific
7. Is the Arctic Circle around the North Pole or the South Pole?	the North Pole
8. How many square miles is an area 10 miles by 10 miles?	100 sq. miles
9. What do most rivers flow into?	sea/ocean
10. Which is the largest country in North America?	Canada
Sports	
1. In which country were the Olympic Games first held?	Greece
2. What do football or soccer players try to score?	goal/goals
3. What do tennis players hold while they're playing?	racquet/racket
4. How many holes are played in a round of professional golf?	eighteen
5. What sport did Michael Jordan play?	basketball
6. What sport is played in the FIFA World Cup?	soccer/football
7. What do cricket players hit the ball with?	bat
8. What do boxers wear on their hands?	gloves
9. In which country is the Liverpool Football Club located?	England / U.K.
10. In which country did judo originate?	Japan
Music	
1. Which country did The Beatles come from?	England / U.K.
2. What was Beethoven's first name?	Ludwig
3. How many strings does a lead guitar usually have?	six
4. In which year did Michael Jackson die?	2009
5. What nationality is Lady Gaga?	American
6. Is the trumpet a wind instrument or a brass instrument?	brass
7. Which instrument in a rock band is played with sticks?	drums
8. How many strings does a violin have?	four
9. On a piano, which hand usually plays the lower bass notes?	left hand
10. What does a singer on a stage sing into?	microphone

General Knowledge Team Quiz

Question Set 7		(Advanced)
Science		
1. Which physicist wrote a paper on special relativity in 1905?		
2. What hormone is released when we feel afraid or stressed?		
3. What type of mammals are wallabies and kangaroos?		
4. Which of the planets in the solar system is the largest?		
5. What is the common name for ascorbic acid?		
Geography		
1. Which African country has the largest total land area?		
2. Which large island is to the south of mainland Australia?		
3. What layer of the earth is between the crust and the core?		
4. Which of the world's oceans is the deepest?		
5. What's the capital city of Laos?		
Sports		
1. In which sport can you "hit a six" or "bowl a leg break"?		
2. How long is each half of a football or soccer match?		
3. What are you doing if you score with an upper cut or a jab?		
4. What sport did Gary Player and Jack Nicklaus play?		
5. In which sport do players slide stones across a sheet of ice?		
Music		
1. What nationality was the composer Frédéric Chopin?		
2. What type of music did Miles Davis play?		
3. What does an orchestra's conductor wave to keep time?		
4. Which country does the 13-stringed koto come from?		
5. What's a traditional Indonesian orchestra called?		

(Printable resource for activity on page 59)

Vocab Quiz Question Set 4**(Lower Intermediate)**

1. What do we chew food with? t
2. In which sport can we serve an ace or hit a backhand? t
3. A flying animal, but not a bird. b
4. What is poker played with? c
5. What is food baked or roasted in? o
6. What do you call the son of your uncle or aunt? c
7. Which planet has rings? s
8. Frozen water. i
9. What are car tyres made of? r
10. What do we call someone who rides racehorses? j
11. What is soup served in? b
12. What do you click when you're using a desktop computer? m

Answers:	
1 teeth	2 golf
3 bat	4 cards
5 oven	6 cousin
7 Saturn	8 ice
9 rubber	10 jockey
11 bowl	12 mouse

(Printable resource for activity on page 68)

Name: _____

Phrasal Verb Quiz Question Set 4 A		Upper Intermediate
Write the missing word in the space in each sentence.		
1. Did you ever _ _ _ away from home when you were a kid?		3 letters
2. She shops _ _ _ _ _ to find the best price and save money.		6 letters
3. The teacher told me _ _ _ because I was late.		3 letters
4. Could you _ _ _ _ _ up a bit, please? I can't hear you.		5 letters
5. We've _ _ _ out of milk, so I'm going to get some.		3 letters
6. Can you _ _ _ _ _ of the missing word?		5 letters
7. Governments try to play _ _ _ _ bad economic news.		4 letters
8. Let's _ _ _ _ the day off work and go to the beach.		4 letters
9. The company will _ _ _ _ off some assets to pay its debts.		4 letters
10. Soldiers have to _ _ _ _ _ out their commander's orders.		5 letters

Phrasal Verb Quiz Question Set 4 B		Upper Intermediate
Write a synonym for the phrasal verb that begins with the given letter.		
1. Do you think these shoes and this bag go together ?		m _____
2. I hate it when my cat throws up on the carpet.		v _____
3. Don't give up . Keep on trying until you can do it!		q _____
4. School kids often pick on boys who look feminine.		b _____
5. My salary is too low, so I'm going to ask for a pay rise.		r _____
6. Can you help me blow up these party balloons?		i _____
7. We'll have to put the wedding off until early next year.		p _____
8. Liz came into a lot of money when her rich husband died.		i _____
9. You should bring that issue up at the meeting.		r _____
10. The government should cut back on defence spending.		r _____

(Printable resource for activity on page 85 - answers on page 91)

Answers to Phrasal Verb Question Sets

	Set 1A	Set 1B	Set 2A	Set 2B	Set 3A	Set 3B
1.	get	enter	try/put	return	blow	visit
2.	up	visit	back	recover/recuperate	out	discover
3.	out/off	return	out	exercise	throw/chuck	removed
4.	put	start	in	lift	up	cancel
5.	in	watch	get	invent/imagine	pick	keep
6.	take	arrive	out	met	like	drop/decline
7.	out	repay/return	look	rise	in	raised
8.	turn	test	up	begins	away/back	escaped
9.	up	remove	off	choose	pay	return
10.	work	follows	come	died	off	queue

	Set 4A	Set 4B	Set 5A	Set 5B
1.	run	match	fell	happening
2.	around	vomits	catch	established
3.	off	quit	on	demolish
4.	speak	bully	rely	suppress
5.	run	request	set	confused
6.	think	inflate	up	extinguish
7.	down	postpone	sit	interrupt
8.	take	inherited	together	occur
9.	sell	raise	tell	eradicate
10.	carry	reduce	get	renovate

The instructions for Phrasal Verbs Quiz are on page 86

The Phrasal Verbs Quiz Question Sets can be found on the following pages:

Sets 1A and 1B page 87

Sets 2A and 2B page 88

Sets 3A and 3B page 89

Sets 4A and 4B page 90

Sets 5A and 5B page 91



Graded Word Lists for Spelling Quizzes

Elementary to Lower Intermediate

solution, because, address, science, bicycle, million, cough, valley, company, island, January, complete, several, weight, measure, Wednesday, country, December, restaurant, Saturday, desert, dessert, vegetable, difficult, eighteen, quiet, elephant, chocolate, wonderful, yesterday, exciting, system, temperature, mountain, thought, exercise, picture, expensive, famous, special, forty, answer, friendly, caught, fruit, listen, machine, August, balloon, microphone, triangle, should, trouble, twentieth, understand, nurse, pair, minute, soldier, electricity, square, night, tomorrow, pear, stomach, peace, guess, hospital, suddenly, information, beautiful, instrument, adjective, fifteen, alphabet, dictionary, excellent, different, amazing, interesting, knew, language, piece, weather, possible, enough, president, delicious, quickly, remember, sentence, breakfast, medium, building, opposite, captain, young, circle, shoulder, through, impossible

Intermediate to Upper Intermediate

separate, minimum, synthesizer/synthesiser, affect, postpone, autumn, society, business, grammar, calendar, pronunciation, cancel, immediately, comfortable, weird, referred, commission, unusual, experience, committee, reference, community, relevant, concentration, principal, copyright, accident, definitely, successful, description, succeed, equator, February, social, foreign, government, transferred, guilty, headache, whether, height, twelfth, intelligent, laughter, cauliflower, lawyer, signature, library, sincerely, refrigerator, manufacture, therefore, miniature, advise, misspell, occasionally, cemetery, occupation, achieve, occur, typical, oxygen, symbolism, paragraph, century, parallel, communicate, pastime, advice, precede, elevator, principle, embarrassed, psychology, queue, receive, European, receipt, broccoli, recommend, column, responsibility, independent, saxophone, innocent, summary, effect, tongue, uniform, vowel, explanation

Advanced

pneumatic, xylophone, fascinating, temporarily, governor, psychiatrist, camouflage, physique, entrepreneur, questionnaire, reciprocal, aisle, rhyme, memento, conscientious, millennium, accomplishment, nanotechnology, discipline, occurrence, abbreviation, accent, proceed, cyanide, accidentally, miscellaneous, rhythm, schedule, maintenance, sincerely, consciousness, supersede, gymnasium, hierarchy, personnel, humorous, syllabus, technique, counterfeit, thermodynamics, infrastructure, paradigm, genuine, consonant, permanent, bureaucracy, photosynthesis, grotesque, rhinoceros, privilege, amateur, processed, sympathetic, syllable, Buddhism, cappuccino, guarantee, liaison chromosome, tyrannically, vaccinate, mortgage, accommodation, cynical, achievement, illegible, indispensable, consensus, perseverance, curriculum, psychic, descent, sacrilegious, exhilarated, vacuum, leisure, mischievous, conscience, procedure, minuscule, irresistible, occurrence, ecstasy, inoculate, chlorophyll, Fahrenheit, souvenir

(Special resource for Spelling Games on pages 93 to 97)

APPENDIX 1: Printable Card Set Templates

Card Set Template 1 (print and then write your own words or phrases)
