

Classroom games for teaching vocabulary

What's missing?

- ▶ Display a number of flashcards and allow time for students to observe them.



- ▶ Ask students to close their eyes, then remove one or more flashcards.



- ▶ Ask students to open their eyes and identify which flashcard(s) is(are) missing.

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Word bingo!

- ▶ Divide the class into groups and hand out copies of a 3X3 grid or ask them to draw one in their notebooks.
- ▶ Instruct the students in each team to choose nine words from the lesson/module and write one in each box of the grid. For example:

| | | |
|----------------|--------------|----------------|
| — | — | — |
| canal | lake | warrior |
| — | — | — |
| jaguar | cocoa | century |
| — | — | — |
| capital | enemy | exist |
| — | — | — |

- ▶ Explain to students that you will call out various words in random order. If the word you call out is the same as a word they have in their grid, they cross out that particular word.
- ▶ The first group to cross off all the words shouts 'Bingo!' and wins.
- ▶ Alternatively, you can make the game part-of-speech specific and ask students to fill the grid with adjectives only, for example.