

# Genki English

10 Top Games eBook!

Hello,

Thank you for subscribing to the Genki English Ninja Teaching Tips, here's your first free book of classroom games ideas. They're my personal top 10 games!

There are lots more on the Genki English website, along with the Genki English songs to help the kids remember the English for the next lesson.

Enjoy!

Be genki,

Richard

<http://www.GenkiEnglish.com>

# 1 Warm Up Game!

Target Grade: Kindergarten to adults ( I used it in my TEDx talk!)

Target English: Greetings, verbs

NEW: Check out the new [Genki Disco Warm Up song](#)

I use this at the beginning of each lesson, to get the kids awake, out of their seats and to introduce some important classroom English. If things get out of hand later on, the preparation you do here will be very useful in getting things back under control!

At the beginning you simply shout out commands at the kids. First of all simple things like "stand up" or "sit down" are OK, along with "good morning". Also, try tricking them by saying "stand up" when they are already standing.

As you meet the kids more you can add words such as jump, spin (a big favourite), eat, drink, cheer, clap,



Later boy, girl can be added (much laughter when boys stand up when you say "girls stand up"). Also big, small e.g. big jump, small jump and quiet, loud e.g. quiet clap, loud cheer.

Even 1st years can get quite advanced with things such as "girls, 5 big spin jumps"

Or try using "play" e.g. "Play the piano, play tennis" or things like "Watch TV"

For "clap" or "cheer" get them to vary the volume as you raise or lower your arm - it's a great "volume control" for the moments when you do want them to be quiet! If you want some more words, try "cry" or even "zip it!"

Once you get past these basics, try some other topics from the songs ( e.g. emotions from the "How are you?" song), and then start asking questions that the kids can answer. You don't just have to stick to commands.

## 2 The Lines Quiz

Target Grade: Elementary 1 to adults

Target English: Questions and vocab practice

I'd recommend this for every lesson to make sure the kids remember and can use the English you've taught!

1. Split the class into two groups. One lines up on the left side, one on the right



2. You ask the front kid in each group a question.

3. The first one to answer correctly gets to sit down. The other goes to the back of his/her team.

4. The winning team is the first where everyone is sat down!

Make sure the questions come thick and fast. Examples include "[What's your name?](#)" "How old are you" "What's this?" "What colour is this?" etc. etc. You can use anything from the curriculum page on the Genki English site: <http://genkienglish.net/curriculum.htm>

The magic of this game is that it gets the kids used to hearing questions and responding straight away, without all the customary "errr, eh" type pauses. It also lets the kids distinguish between "[How are you?](#)" and "[How old are you?](#)" and is a great way to pick up which themes need reviewing and which ones are OK.

This game is also great in Junior High, where all the kids want to sit down. Sometimes in Elementary School they want to lose just so that they'll get to go again!

# 3

# I Like Everything!

Target Grade: Grade 1 to adult

Target English: "I like...+ nouns" or [any conversation](#)

This is a really cool game for quickly practicing vocab or conversation.

1. Teach "[Do you like..?](#)" and four bits of vocab (e.g. [apples, bananas](#) etc. or [eating, singing,](#) etc.)
2. Tell the kids to stand up
3. Get out a stop watch and as you say "Go!" start the watch.
4. The kids pair up. They say the following conversation  
A: "Hello"  
B: "Hello"  
A: "Do you like apples?"  
B: "Yes, I do! Do you like bananas?"  
A: "No I don't!"  
B: "Thank you"  
A: "Goodbye"
5. They change partners and repeat the conversation. BUT this time they ask about a different food.
6. They find another partner. And again ask with a different food.
7. Repeat again, and again until they have used all 4 questions.
8. They sit down
9. When the last child sits down, the teacher stops the stopwatch!



You can also use it for conversation, such as "[How are you?](#)" or "[Where's the...?](#)". Teach them four replies to the question e.g. I'm hungry, I'm OK, I'm happy, I'm tired. When they play the game, the first time they reply "I'm OK", the second time "I'm happy" etc. etc. This is a great way to get the kids ready to sing the ["How are you?" Song!](#)

## 4 Mingle!

Target Language: Any question you can answer with a number!

Target Grade: 1 to 6

Now "mingle" probably isn't very high on your "words to teach" list, and quite rightly so. But the real magic of this game comes when making groups.

1. Get rid of any tables and chairs and get the kids together in one big group.
2. Whilst singing a "mingle chant" the kids move around, mingling with each other.
3. The kids ask you a question that you can answer with a number e.g. "[How old are you?](#)" or "[What time is it?](#)",
4. You answer and the kids get into groups of that number e.g. you say "I'm 4 years old" and the kids get into groups of four.
5. Repeat from 2.

Once you've done it with "mingle" you can change the verb any time you want to play e.g. "swim" where the kids swim around whilst mingling, or "dance" or "hop" or anything really.

It's the quickest and best way to make groups and to teach Genki English rule no. 2:

# Losing Just Means Try Again!

# 5

# Monster Game

Target Grade: Kindergarten to adults

Target English: "[How are you?](#)"

1. The kids all line up at one end side of the gym.

2. This side of the gym is the "safe" side. But the kids really want to get across to the other side, where there is a sweet shop. Today all the sweets are free!



3. But, between the kids and the sweet shop is a monster! At first the teacher is the monster. Ask the kids to guess what your favourite food is. They'll shout out some foods (nice practice!), then you say that your favourite food is human!

4. Tell them that they can only cross to the sweet shop if the monster is in a good mood and isn't hungry. Ask them how they can check on the mood of the monster. After a moment a few kids will say "Ask him/her "How are you?""

5. All together the kids ask the monster "How are you?"

6. Do a few "I'm sorry?"s to get the kids to shout in big loud voices (so that all the kids join in, not just the super genki ones!)

7. The monster says an answer, e.g. "I'm OK".

8. The kids repeat the answer (important practice) and move forward one step ( no jumping!)

9. Repeat from 5.

10. But if the answer is "I'm hungry!", the kids have to run back to their safe wall! Any kid who is tagged on the way back becomes a monster for the next round!

11. Play again!

# 6

# Nemo Game

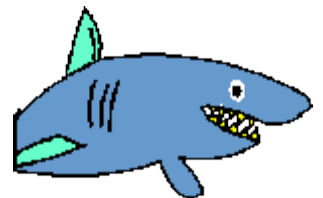
Target English: [What can you see? I can see a ...](#)

Target Grade: Elementary

Here's a very fun game for younger kids to teach with the ["Under the Sea" theme](#).

1. The kids mime swimming around in a circle in the middle of the class.
2. If you have lots of kids (say 30 in a class) then have two or three concentric circles, one inside the other. Each circle swims in opposite directions.
3. The kids shout out "Nemo, Nemo, what can you see?"
4. The teacher, who is Nemo, looks outside the window and shouts out "I can see a ...." plus one of the [sea animals from the song](#).
5. Whilst still swimming the kids repeat the answer and do the mime.
6. Continue from 3.
7. But... if the teacher says "I can see a shark!" two kids, who were hidden outside, rush into the classroom from different directions.
8. The other kids all rush to touch the wall of the class, where they are safe.
9. If any of them are tagged by the sharks on their way to the wall, they are eaten and become sharks for the next round.
10. Continue from 3.

This is a great variation of the [What time is it, Mr Wolf?](#) game, and thank you to the teachers in Nara for the inspiration. Just using the name "Nemo" makes it really exciting for the kids.



For the first two sharks, it's good to get the "kids who've had too much sugar for breakfast and are disturbing the class" to help out as it keeps them under control. The main point of the game is to get the kids over the "just words" and into the "able to give answers to questions" style of lesson.

Picture cards are on the site at <http://genkienglish.net/underthesea.htm>

# 7 I Like Pink Fish!

Target Grade: All ages

Target English: I like + [adjectives](#) + [colours](#) + nouns

## Preparation

1. Split the class into 2,3 or 4 four groups.
2. At the back of the class spread out several [picture cards](#) of nouns.
3. At the front have several colour picture cards.

## The Game

4. One person from each group stands up. When the teacher says "Go!", these 3 kids race to the back of the class, They then pick up a card that they know the English for. Then they race to the front and pick up one of the colour cards.
5. They then have to speak out loud "I like" followed by the colour they have chosen and then the name of the object. For example "I like pink fish!"
6. The quickest person to say it gets 20 points! If the others can say theirs, they get 10 points.
7. Get the next person in each team to stand up and continue from 4

This is a really good game that the kids get into. When I first tried it with my first years I was at the back of the class, sorting out the cards when the first kid spoke. I was sure someone had the TV on as this little 6 year old came out with this sentence that sounded perfect.

For older kids (from years 3 up) have the colours at the front right, and a set of [adjective cards](#) (I have ones for cute, heavy, big, expensive etc.). This time the kids have to say "I like " + adjective + colour + noun. Or try "At .. ( [time](#) ), I like ( [verb](#) ), ( [adjective](#) ), ( [colour](#) ), ( [noun](#) ) + ( [noun](#) )" e.g. "At 9 o'clock I like eating scary blue TVs and cows" - great fun! You can then make other sentences such as "[I'm going to...](#)" + [countries](#) + [modes of transport](#)!

Sometimes they get it wrong and say the colour at the end, but once you correct them, they never get it wrong twice!!

There are picture cards for each theme on the Genki English website: <http://genkienglish.net>



# 8

# The Koala Game

Target English: Please, Thank you etc.

Grade: 1 to 6

This is a cool game for smaller classes. You need to prepare 2 or 3 small cuddly toys. Koalas are the best!



1. Sit the kids in a circle.
2. Teach them "please" i.e. "Koala please"
3. Pass the koala to a kid who says "Koala please".
4. The kids then pass the koalas amongst themselves. First of all a kid says "please" and then receives the koala from the previous player.
5. Now the teacher introduces "thank you".
6. Repeat as before, but this time after receiving the koala, the child says "thank you"
7. Now the teacher introduces "you're welcome!" and repeat again.

# 9 Doctor, Doctor!

Target English: Body parts

Target grade: 1 to 6

Preparation: A (new) roll of toilet paper (or kitchen towel)

1. Put the kids in groups of two.
2. Each group does "[Rock, Paper, Scissors](#)"
3. The winner ( doctor) says to the loser ( patient) "Are you ok?"
4. The patient picks up body part and says "No, my (body part) hurts".



5. The doctor bandages this body part.
6. Repeat from step 2 until both players end up looking like mummies!

The Doctor Doctor song is here : <http://genkienglish.net/doctorsong.htm>

For other body parts practice, try the [Body Building Game](#) or the [Monster Drawing Game](#)

# 10

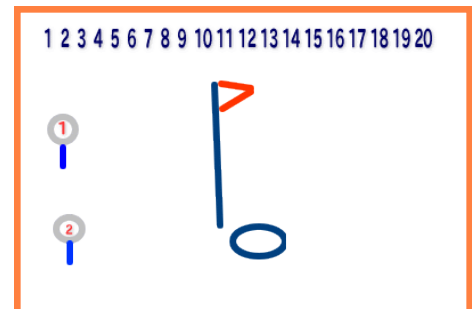
# Number Golf

Level: Elementary

Target English: [Numbers](#) (1-1000), [Alphabet](#)

1. Divide the class into two teams and draw a flag in the middle of the board with a "hole" next to it.

2. On one side of the board draw two tees with two golf balls on them and number them "1" and "2" for each team.

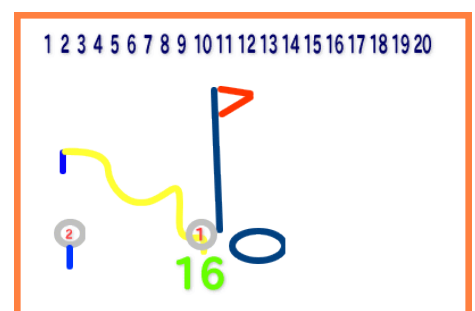


3. Write the number range you will be using on the top of the board (Start with 1-20 for younger grades and 1-100 for the more advanced).

4. Pick a number in your head (write it down if it's a big number so you don't forget!) and let the kids decide the team to go first with [rock, paper scissors](#). Let's pretend we chose 18 as the answer.

5. They guess a number (hopefully they will all agree on the number) and you draw a line from their golf ball to the hole. If they are spot on then the line goes right into the hole. If not, stop the line either too short or too far from the hole.

6. Draw the ball and write their team number inside and underneath write the number they guessed. e.g. here team 1 guessed 16, which is less than 18 so it didn't quite make it. You can make the line go wiggly or high up into the "air" for suspense.



7. Let the next team guess. The closer they get to the hole the better they will be able to narrow it down to the number.

8. Once a team guesses the number, they get a point and get to go first on the next round..

# 11 Ready For The Next Step? The Full Teacher's Set!

Once you've tried the games in this book you'll want to then take things to the next level. That's where the "Teacher's Set" comes in. We use not only games, but the power of specially written songs to make sure the kids remember all the English you've taught. It is incredibly effective, and incredibly easy to teach. We ship the sets to any country in the world. Have a look at the demos on the site to see for yourself!



<http://genkienglish.net/downloadpack.htm>

Or if you're teaching in Japan and want your school to pay for your pack, you might want to go for the "Superpack". It has everything from the Teacher's Set above, but also has lots of Japanese language support so the teachers can understand what's going on. The good part is we can also provide all the paperwork your school will need to claim the costs back. If you have any questions, please email me!

<http://www.GenkiEnglish.net/contact.htm> or [Richard@genkienglish.net](mailto:Richard@genkienglish.net)

