

Learn and play!

Aleksandra Trebješanin

Mirjana Pečović



- The best strategy that motivates students to learn a foreign language and to improve their memory is to use educational games.
- Learning a foreign language is not easy; it takes a lot of time and effort, so with the help of educational games we can make the whole process easier.
- We will present several games that have proven to be good in working with students of the second cycle of elementary school.

➤ 1. Desert island ➤

- The game is about going on an imaginary trip.
- The teacher gives students one example of an object that can be brought to the trip.
- The winner is the student who guesses the rule the teacher came up with.

➤ 2. Balloon race game ⚡

- The students try to pop the balloons without using their hands.
- They need to form a sentence from the words inside the balloon.
- A point is awarded to the first team to construct the sentence and read it aloud.

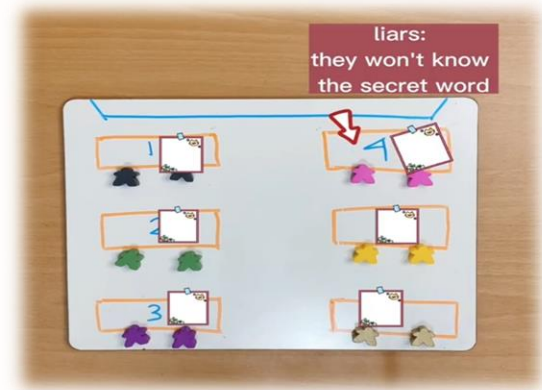
3. Change the scarf

- Take the scarf and turn it into anything else!
- The students are encouraged to act out how they'd use their new item.



➤ 4. Find the liar ⚡

- Students work in pairs. The teacher gives each table a paper. All words are going to be the same except for one.
- They will have to go to the whiteboard and write a sentence about that word.
- The 'liar' team has to come up with a sentence to blend in with others. The rest of the teams need to find the liar.



5. Box of lies

- The player's task is to persuade the opponent that they are lying when they are not, or vice versa, to appear to be telling the truth when they are not.
- Players who successfully trick their opponent win the round; if they fail to do so, their opponent triumphs.



6. Draw the picture

- Participants in this activity are divided into pairs or small groups.
- One student receives an unusual image or an unusual combination of objects.
- The other student is holding a pencil and a piece of blank paper.
- The person holding the image will make an effort to describe everything to the drawer.
- Once the description is complete, we can compare the drawing with the actual image.



7. ➤ 5 second rule ⚡



- Students play in pairs. Each student will have five seconds to list five items related to the topic.
- For example, if the topic is food, the students have 5 seconds to name 5 different kinds of food.

➤ 8. Fishbowl game ⚡

- Each student writes a word on a piece of paper and places them into a bowl.
- The goal of the game is for each team member to correctly guess the word using one of three methods: by describing it, by acting it out, or by saying just one defining word.
- Each way lasts for one round, and each round has its own set of rules.



9. Alphabet A to Z

A	N
B	O
C	P
D	Q
E	R
F	S
G	T
H	U
I	V
J	W
K	X
L	Y
M	Z

- The students are given a piece of paper with each letter of the alphabet.
- The teacher picks a category and the students in teams need to write down as many words as they can.
- The students are given one minute to finish the task.
- According to the students' proficiency level, you can adjust the task's completion time.

10. Thumbs up game

- Three students are chosen to start the game and the remaining students place their heads on the desks with their eyes closed and their thumbs raised.
- The three students each choose to touch one person's thumb and once everyone has opened their eyes, the touched children stand up and try to identify who touched them.
- If they guess it correctly, the students switch places.

THANK YOU FOR ATTENTION!