

## *New Teacher Academy* Short, Fun Activities III



### Password

[http://www.educationworld.com/a\\_lesson/lesson/lesson169.shtml](http://www.educationworld.com/a_lesson/lesson/lesson169.shtml)

#### Directions:

1. Choose two students to be the "contestants." You can always use the "I'm thinking of a number ..." guessing game to determine the contestants.
2. Those two students go to the front of the room and face their classmates.
3. Reveal a secret word -- write it on the chalkboard or a chart or hold up a card -- to everyone but the two contestants.
4. The rest of the students raise their hands to volunteer one-word clues that might help the contestants guess the word.
5. Contestants take turns calling on clue volunteers until one of the contestants correctly guesses the secret password.
6. The contestant who guesses the password remains at the front of the class; the student who gave the final clue replaces the other contestant.

Tip: Choose words appropriate for your students' abilities. Words for which they might know multiple synonyms or meanings are best! You might use a thesaurus to create a list of possible words before playing the game. Write those words in large letters on cards so students can use them as the game is played. Save the cards from year to year.

Sample password: *ferocious*

Possible clues: *fierce, vicious, wild, fiendish, savage, cruel, brutal*

More possible passwords: *understand, taste, slam, easy, recess, ancient, nasty, laugh, drink, impatient, hot, pound, glimpse, friend, correct, motion, ruin*

### Three Questions

<http://www.eslflow.com/ICEBREAKERSreal.html>

#### Directions:

1. Have everyone in the group write down three thought-provoking questions they would like to ask others in the group. Do not ask the normal "what's your name" type questions, but something like, "Where is the most interesting place you have ever traveled?" or "Name a topic you feel absolutely passionate about".
2. Give participants time to mingle and to ask three different people in the group one of their three questions.

3. Get back together and have each person stand and give their name. After they give their name, ask the group to tell what they know about this person based on their answers.

### **Pass the Chicken**

[http://www.educationworld.com/a\\_lesson/friday/friday016.shtml](http://www.educationworld.com/a_lesson/friday/friday016.shtml)

*In this game, nobody wants to hold the rubber chicken -- the game's only prop!*

#### **Directions:**

1. To begin the game, all students sit in a circle. Select one person to be *It*.
2. That person holds the rubber chicken. The teacher or a "caller" says to the person holding the chicken something like...
  - "Name five fast-food restaurants. Pass the chicken!"
  - "State five first names of boys. None of the names can be names of boys in our class. Pass the chicken!"
  - "Name five presidents of the United States. Pass the chicken!"
  - "Name five addition facts that result in a sum of 10. Pass the chicken!"
  - "Name five 3-syllable words. Pass the chicken!"

Variation 1: As soon as students hear the caller say "Pass the chicken," the person holding the chicken passes it to the right. Students quickly pass the chicken around the circle. If it returns to the original holder before he or she can name five fast-food restaurants (or presidents or number facts or...), the holder is still *It*. Otherwise, the person holding the chicken when *It* finishes listing five restaurants is the new *It*.

Variation 2: The teacher calls out a category and "passes the chicken." The person holding the chicken responds and passes the chicken to the next student, who responds and passes the chicken. The game continues until the holder of the chicken cannot respond.

Note: Prepare the topics in advance and relate them to the classroom curriculum or more "general information" topics for oral communication practice.

#### **Some Suggested Topics**

- state capitols
- nouns that begin with M
- countries in Africa
- items in an emergency health kit
- things that grow in the desert
- local city, county, state, and national politicians
- planets in the solar system
- rights identified in the Bill of Rights
- rivers in the United States
- large bodies of water
- counties in Texas

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## The Dictionary Game

<http://www.education-world.com/>

*The Dictionary Game (also called Balderdash) is an activity used to introduce new vocabulary words from content areas. In order for the game to work all students playing the game must be completely ignorant of the definition of the word being used. The game can be used to help students learn new vocabulary words that will be used in an upcoming unit.*

### Resources and materials:

The words and their definitions plus enough identical pieces of paper to go around.

### Directions:

1. The teacher chooses a word that no student can define.
2. Each student (or group of students if teacher chooses to play in teams) will write a made-up definition for the word in question and the teacher will write the real definition. All of the definitions must be written on identical pieces of paper so that the paper doesn't become the clue.
3. All definitions are turned in to the teacher and read by him/her.
4. The students vote for a definition when the teacher reads them through the second time.
5. Points are scored in two ways:
  - a. someone votes for your definition as the real one (one point per vote).
  - b. you vote for the correct definition.
6. The winner is the student with the most points.

**TYING IT ALL TOGETHER:** The game is the most fun when the players get creative and humorous with their made-up definitions. The teacher needs to model definitions so that students can see how to do it.

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## Survivor

*How To Kit Literacy Games for Adults* NWT Literacy Council

[http://www.nwt.literacy.ca/adultlit\\_res.htm](http://www.nwt.literacy.ca/adultlit_res.htm)

### Directions:

1. You or the students write the name of a famous person or a profession on a slip of paper and put the slips into a bag or container.
  2. Each participant chooses one of the slips of paper randomly.
  3. They have to pretend they are all survivors of a shipwreck, whose lifeboat is about to sink, unless one of them jumps overboard.
  4. Each participant, in turn, must try to convince the other participants of their value to the group and to society, in order to save themselves.
  5. When everyone has spoken, each participant votes for the person they feel should jump out, and explains their reasons to the rest of the group.
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## The Odd One Out Game

Adapted from *Discussions That Work* by Penny Ur; Cambridge Press, 1981

*This exercise requires identifying differences and similarities between various elements*

Directions:

1. Divide into small groups of 3-4 students.
2. Ask the groups to review the list of items and decide which one does not belong and to record their reason.
3. Each group reports their "Odd One Out" and states their reason for selecting it.
4. Groups get 1 point for stating a unique reason that is different from all the other groups.

(1)    cat                      dog                      turtle                      elephant

Reason:

(2)    angry                      happy                      violent                      jealous

Reason:

(3)    war                      flood                      drought    plague

Reason:

(4)    doctor                      poet                      priest                      psychologist

Reason:

(5)    helicopter                      bird                      bus                      airplane

Reason:

(6)    novel                      newspaper                      magazine                      radio broadcast

Reason:

### Other sets

- apple, orange, mango, banana, grape, peach
- - India, China, France, Uganda, U.S.A., New Guinea
- - finger, blood, heart, eye, muscle, tongue
- - sock, coat, dress, scarf, jeans, tee shirt
- - tree, bush, flower, weed, plant, grass
- - trumpet, drum, violin, flute, harp, piano
- - river, waterfall, lake, sea, canal, puddle
- - quiet, angry, graceful, shy, modest, quick
- - peace, joy, harmony, beauty, delicacy, grace
- - along, under, up, behind, into, on
- - street, traffic, light, car, bus, train, market
- - skipping, sliding, swimming, reading, running, dancing
- - bakery, café, cinema, bank, supermarket, grocery
- - butcher, teacher, mother, baker, clerk, photographer
- - chair, table, window, cupboard, desk, shelf

### Variation

Play the game as a class. Write 4-6 words on the board and ask the students which word does not “belong” to the others. Challenge the students to argue why this word is the “odd one out.”

Each time you and the students agree that a word is the “odd one out”, erase it from the board until you are left with two words. Then ask the students to suggest 10 ways in which the two words are different.

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## Telling Tales

[http://bogglesworld.com/teaching\\_article3a.htm](http://bogglesworld.com/teaching_article3a.htm)

*Use this writing activity to encourage humor, comedy, and creativity.*

*The more random the words on the cards are the better.*

Directions:

1. Arrange three separate bags at the front of the class and put slips of paper in each of them.
    - the first bag should contain the name of a person, for example "The Queen"
    - the second bag should contain the name of a place, for example "Beach"
    - the third bag should contain an action, for example "Skipping"
  2. Ask the students to select one slip of paper from each bag, and then to write a short story that includes all three elements. This can be as fictitious as they wish, so long as it makes grammatical sense.
  3. One by one, ask the students to read out their short paragraph to the class, who should then try to spot any grammatical mistakes.
  4. Vote on the most entertaining story.
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