



One of the effective methods to strengthen new words in long-memory of your students is including fun competitive games in your lesson plans. Adopting a variety of motivating vocab activities will help your students truly learn the new words for genuine use. Here is a collection of featured common vocabulary games you can implement for your classes:

### 1-Pictionary



- Separate the class into Teams A and B and have them sit on opposite sides of the classroom.
- One member from each team goes to the board.
- The teacher shows them a word on a piece of paper.

- The students have one minute to get their teams to say the item only by drawing visual clues on the board.
- The two members mustn't use written words, verbal clues, or any gestures.
- The first team to say the word gets a point.

## 2-Hot Seat

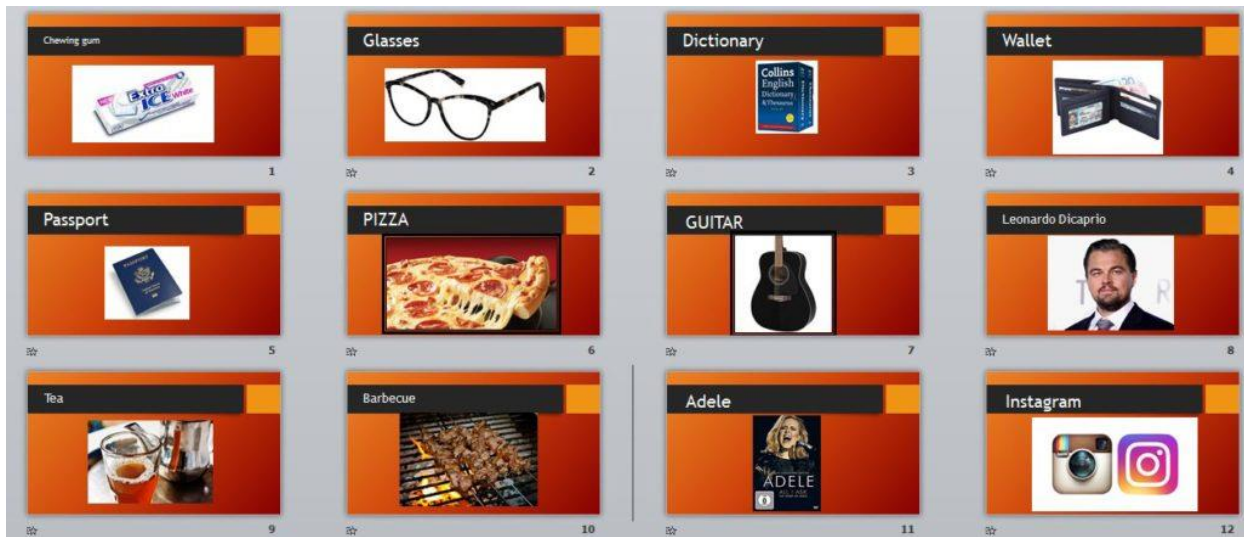


- Divide the class into groups of 5-6 students.
- In turn, each participant from a group sits in a chair in front of the class facing their group.
- The teacher writes a word on the board, or displays it on data show.
- The student in the chair mustn't see the word.
- Then each group have one minute using only verbal clues to get their teammate say the word.
- They score 1 point if their mate

utters the word in the given timing.

### Variation :

- The game can be Vice-Versa; The member sitting in the chair should describe the given word to their team to have them say the word. Of course, the team mustn't see the word but their teammates in chairs.
- Instead of describing words, pictures can be used instead, as suggested below:



## 3- Last one standing

You need a ball to play this game

- Ask your students to stand and form a circle. You can divide your class into teams if it's crowded.
- Give the ball to the first student.
- That student should shout a word related to a given category and toss the ball at another student.
- Whenever each student grabs the ball, they should come up with a different word within the same given theme.
- If they repeat a previously said word or can't manage to think of a new one in a few moments, they must leave the circle and sit on the side-lines.
- The game continues until the last student standing who is the winner

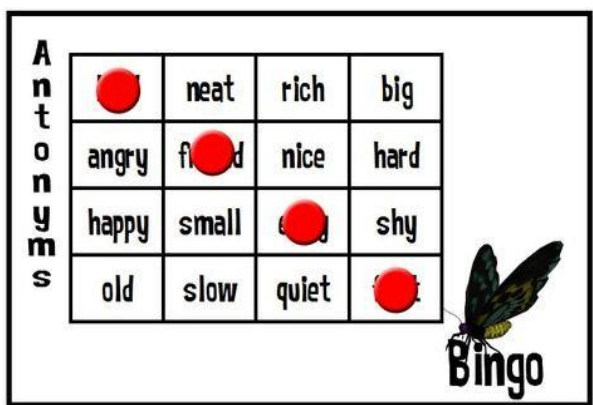


#### 4-The Category Game:



- Divide the class into groups of 5-6 students.
- The teacher writes on the board 6 categories related to the syllabus.
- The teacher choose a letter and writes it on the board.
- Each team should work together to write down a word for each of the six categories that stars with the chosen word.
- The first team to complete all six categories shouts STOP! Then the class must stop writing.
- A member of the team fills in the categories on the board.
- If each category has filled in correctly by the quickest team, they win the round.
- For the next rounds, the teacher chooses different letters

#### 5-BINGO



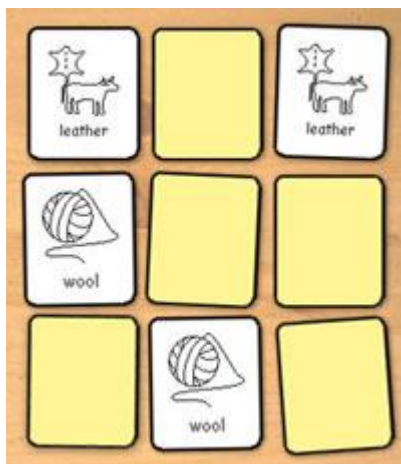
- Each student chooses 5 words from a list on the board, and writes them down.
- Then teacher selects one of the items and provides the students with its definition or synonym.
- If a student thinks they have word described by the teacher, they tick it. When a student ticks all the words, they shout BINGO.
- The first student to shout BINGO wins the round.

**Variation :**

Make 4x4 cards. Add words or pictures to each square. Hand the cards out to the students. The teacher provides the students with a definition synonym or description of one of the words. Then the student marks the correct word the teacher described. The first student to finish marking all the grid ( or only a line of items) , they shout BINGO and wins.

**6-Secret Drawings:**

- Divide the class in 2 teams.
- The teachers gives each team a specific theme ( Food, Jobs, House... ).
- Each team should keep their theme as secret from the other team.
- The both teams have 5 minutes in private to draw 7 items related to the theme.
- Then, the teachers reveals Team B's theme.
- Team A has one minute to guess the other team's list, while Team B ticks what the others manage to guess.
- Team A gets one point for each item they guess correctly, but if they miss a word, Team B score a point.
- After Team A finishes, it's Team B's turn to guess the other team's list.
- Students can have more rounds with different themes given the teacher.

**7- Pelmanism (Cards Matching) :**

number of cards.

- The students can play this game in small groups.
- The teacher provides each groups with a set of cards which should be placed face-down on the students' tables.
- Each set of cards should equally consist of : Word Cards + Picture or definition cards.
- Students in turn grab a card, turn it over, and try matching it to its equivalent card.
- If there is no match, the pair of cards are returned face-down, and the turn goes to the next student. If there is a match, the student keeps playing and tries to make another match.
- The winner is the player who has matched the most

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