**Short Activity**

**Consonant pronunciation**

**Level:** JHS

**Grade:** Any

**Time:** Can vary, but about 15 minutes.

**Notes:** Best for smaller classes (Max. 20 students). To do with larger classes, you would need to have a JTE with excellent pronunciation and a good ear, and then split the class between you.

**Description**

This is a very simple, no-materials required game to practice tricky consonant sounds (R/L, V/B, Th/S etc.) and get students moving.

**Method**

* Split the class into two teams (e.g. Red & Blue) and make a line to the board with alternating team members (R, B, R, B, etc.). It’s best to clear the desks so that everyone is standing and can move easily.
* JTE and ALT stand at either end of the board. In the middle, a little towards the ALT’s side, write a pair of words on the board that have similar consonant sounds. Examples: Right / Light, Very / Berry, Mouth / Mouse, Ship / Sip. On the JTE’s side, draw a scoreboard.
* ROUND ONE. The first student stands in front of the words on the board. The ALT says one of the words, and the students has to hit/point to the word they think the ALT said. If they get it correct, their team gets a point (JTE is scorekeeper).
* After their turn, the student re-joins the back of the line. When all students have had a turn, it’s time for round two.
* ROUND TWO. The ALT stands slightly forward from the board, with their back to it (facing the majority of students). Make sure you knows which word is on which side (you can practice to make sure!)
* The first student goes up to the board (behind the ALT), and says one of the words, pointing to the one they are trying to say. The ALT then puts out either left or right hand, to indicate which word they think was said. If the ALT gets it correct, the student’s team gets a point.
* Winning team gets stickers/stamps/prizes accordingly.

**Notes/Options:**

* To increase difficulty in the first round, make sure the ALT’s mouth is hidden/student has their back to the ALT.
* You can decide if repeats are allowed or not.
* Use an interesting fan or pointer (e.g. Mickey & Minnie, one for each team) to make the game more fun.
* You can do this a couple of times in a row if you think it is beneficial to the class and you have the time, but be wary that it can go on for a while if you don’t keep time well.