**Three Activities**

1. **Chuchu**

This is an alternative version of hangman, simple yet a great filler for vocabulary recollection. I use this as a warm up at the start of the lesson and pick a word that is centered around the theme of the class. (for example, you might use ‘snowman’ for Christmas lessons). Students may not be inclined to raise their hands, so either a randomizing technique (I use number cards with my students names on them), or enticing them with stickers works.

Laminate a picture of a cat and a mouse and stick magnets on the back. Draw a long rectangle on the board, and place the cat and mouse at opposite ends with five boxes between them. Each time the students guess an incorrect letter, move the cat one box closer to the mouse. Students lose when the cat lands on (eats) the mouse.

My students seem to get a kick out of it when I slam the cat over the mouse. It’s the simple things.

1. **Mastermind**

Mastermind can be used with most any grammar from the text book. The example here is from Program 6.1 of Sunshine 2. This activity is a process of elimination game to see who can guess the sentence first, and focuses on speaking and listening practice with elements of writing and reading. This activity is best explained through demonstration on the board. Work with your JTE and ensure they understand the rules of the game.

Students make pairs and construct a sentence from a given list of options and fill in the blanks at the top of their worksheet. They then take it in turns to guess the secret sentence by constructing a question from the same list of options.

Students can only respond with the number of words that their partner as guessed correctly. Students must deduce the correct sentence through a series of intelligent guesses and deductions.

For example, if the secret sentence is

**‘I want to ride / a kangaroo / in the park / on Thursday.’**

…and your partner guessed,

**‘ Do you want to ride / a bicycle / in the park / tomorrow?’**

… the response would be ‘**Two’**. (‘ride’ and ‘in the park’ match)

1. **Cluedo**

The classic game of Cluedo can be used in different ways depending on your aims. A solo or pair version can be played students vs teachers or, with a little effort, the class can be taught to play autonomously. This is also malleable to the grammar you want to use.

Solo/Pair Game

Prepare a secret statement before class from a set of vocabulary, 3 lists with 5-6 words each (see worksheet for an example) and place these words in an envelope with a big question mark on it. As a solo/pair game, students construct sentences from the given vocabulary and approach the teacher with their guess of what is in the envelope. In the case that they have made an incorrect guess, show the students one card which was incorrect in their response.

Autonomous Classroom

As an autonomous classroom, set up the cards as you would for solo/pair play, divide the class into teams, have them janken an order of turns and then divide up the remaining cards not in the envelope to each team. Explain that these cards are to be kept secret. Instead of the teachers holding the cards and students coming to the teacher with the guess, students ask each team in a series of rounds.

Once they have found an incorrect guess in their sentence, the student returns to their seat and reports to the team. Continue until one team cannot find an incorrect guess and guesses the sentence correctly. If a team makes an incorrect accusation, have them sit out for a round as penalty or do something physical, like star jumps

This bears similarity to Mastermind, and the concept is essentially the same. However, as Mastermind is a sit down game, this is more suited to classes that need to get out of their seats to stay attentive.