

Classroom Games

What's missing?

Spread the cards on the floor (table). Sit in a circle. Let one child leave the circle, going into a corner with their face to the wall.

Another child takes a card away and hides it.

The other child is called back and asked to tell which card is missing.

"Come back please and tell us what's missing."

Who knows first?

Show one of the flash cards. The child who is first in naming it, gets it. The winner is the one with the most cards.

Let the winner be the "teacher", showing the flash cards, asking "What is it?" and giving them away. Of course each child will have his or her turn at being the "teacher", whether winner or not.

Another version: let the children stand in line at a certain distance away from you.

The child who can name the item is allowed to come one step further toward the teacher.

The one who first reaches the teacher is the winner.

Roles are swapped again and the winner is allowed to be the teacher.

Chinese whisper

Sit in a circle.

Think of a word which belongs to the lesson. Whisper it into the ear of your neighbour. The neighbour continues by whispering the word to the next child and so on. The last child must speak the word out loudly that he or she has understood, whether it be right or wrong.

Fishing game

Put the flash cards or utensils into a cardboard box. Let the children "fish" out one of it and name it. If it is right they can keep it. If not, the card should be put back into the cardboard box.

The child with the most cards is the winner.