

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning , Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)

Games for Language Learning
Third Edition



Cambridge University Press
 978-0-521-61822-9 - Games for Language Learning, Third Edition
 Andrew Wright, David Betteridge and Michael Buckley
 Frontmatter
[More information](#)

Cambridge Handbooks for Language Teachers

This series, now with over 40 titles, offers practical ideas, techniques and activities for the teaching of English and other languages providing inspiration for both teachers and trainers.

Recent titles in this series:

Learner Autonomy

A guide to developing learner responsibility
 ÁGOTA SCHARLE *and* ANITA SZABÓ

Personalizing Language Learning

GRIFF GRIFFITHS *and* KATHRYN KEOHANE

Teaching Adult Second Language Learners

HEATHER MCKAY *and* ABIGAIL TOM

Teaching Business English

SYLVIE DONNA

Teaching English Spelling

A practical guide
 RUTH SHEMESH *and* SHEILA WALLER

Using Folktales

ERIC K. TAYLOR

Learner English (Second Edition)

A teacher's guide to interference and other problems
edited by MICHAEL SWAN *and* BERNARD SMITH

Planning Lessons and Courses

Designing sequences of work for the language classroom
 TESSA WOODWARD

Teaching Large Multilevel Classes

NATALIE HESS

Using the Board in the Language Classroom

JEANNINE DOBBS

Laughing Matters

Humour in the language classroom
 PÉTER MEDGYES

Stories

Narrative activities in the language classroom
 RUTH WAJNRYB

Using Authentic Video in the Language Classroom

JANE SHERMAN

Extensive Reading Activities for Teaching Language

edited by JULIAN BAMFORD *and* RICHARD R. DAY

Language Activities for Teenagers

edited by SETH LINDSTROMBERG

Pronunciation Practice Activities

A resource book for teaching English pronunciation
 MARTIN HEWINGS

Drama Techniques (Third Edition)

A resource book of communication activities for language teachers
 ALAN MALEY *and* ALAN DUFF

Five-Minute Activities for Business English

PAUL EMMERSON *and* NICK HAMILTON

Dictionary Activities

CINDY LEANEY

Dialogue Activities

Exploring spoken interaction in the language class
 NICK BILBROUGH

Five-Minute Activities for Young Learners

PENNY MCKAY *and* JENNI GUSE

The Internet and the Language Classroom (Second Edition)

A practical guide for teachers
 GAVIN DUDENEY

Working with Images

A resource book for the language classroom
 BEN GOLDSTEIN

Grammar Practice Activities (Second Edition)

A practical guide for teachers
 PENNY UR

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning , Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)

Games for Language Learning

THIRD EDITION

Andrew Wright

David Betteridge

Michael Buckby



CAMBRIDGE
UNIVERSITY PRESS

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)

CAMBRIDGE UNIVERSITY PRESS

Cambridge, New York, Melbourne, Madrid, Cape Town, Singapore,
São Paulo, Delhi, Dubai, Tokyo

Cambridge University Press

The Edinburgh Building, Cambridge CB2 8RU, UK

www.cambridge.org

Information on this title: www.cambridge.org/9780521618229

© Cambridge University Press 2006

This publication is in copyright, which normally means, that subject to statutory exception and to the provisions of relevant collective licensing agreements, no reproduction of any part may take place without the written permission of Cambridge University Press. The copying of certain parts of it by teachers for use in classrooms, however, is hereby permitted without such formality. To aid identification, activities which are copiable by the teacher without further permission are identified by separate copyright notice:

© Cambridge University Press 2006.

First published 1979

Second edition 1984

Third edition 2006

6th printing 2010

Printed in the United Kingdom at the University Press, Cambridge

A catalogue record for this publication is available from the British Library

Library of Congress in Cataloguing in Publication data

Wright, Andrew, 1937–

Games for language learning / Andrew Wright, David Betteridge,
Michael Buckby. – 3rd ed.

p. cm. – (Cambridge handbooks for language teachers)

Includes bibliographical references and index.

ISBN 978-0-521-61822-9

I. Languages, Modern – Study and teaching. 2. Educational games.

1. Betteridge, David. II. Buckby, Michael. III. Title. IV. Series.

PB35.W7 2005

418.0071-dc22 2005032579

ISBN 978-0-521-61822-9 Paperback

Cambridge University Press has no responsibility for the persistence or accuracy of URLs for external or third-party internet websites referred to in this publication, and does not guarantee that any content on such websites is, or will remain, accurate or appropriate. Information regarding prices, travel timetables and other factual information given in this work are correct at the time of first printing but Cambridge University Press does not guarantee the accuracy of such information thereafter.

Contents

Preface to the Third Edition	xii
Acknowledgements	xiii
Introduction	I
1 Icebreakers and warmers	II
CARE AND SHARE	II
1.1 Learning names	II
<i>Variation 1</i> Getting to know each other	12
1.2 Stand in a line	13
1.3 Pass on a sound	13
1.4 Questions and questionnaires	14
<i>Variation 1</i> Questions about you	15
<i>Variation 2</i> Predict your partner's answers	15
<i>Variation 3</i> Yes/No questions to the teacher	15
<i>Variation 4</i> Questions to the teacher: what's the truth?	16
1.5 Find someone who ...	16
<i>Variation 1</i> Things in common	17
1.6 Match the person to the information	18
1.7 Topics to talk about	18
<i>Variation 1</i> Something nice which happened	19
<i>Variation 2</i> A special object	19
<i>Variation 3</i> A special number	19
<i>Variation 4</i> A random word	19
<i>Variation 5</i> A colour	19
1.8 All the words you know	20
1.9 Proverbs	20
1.10 Jog! Jog!	21
1.11 Visualisation	22
1.12 Lost in the fog	22
2 Mainly speaking	24
IDENTIFY: <i>DISCRIMINATE, GUESS, SPECULATE</i>	24
2.1 Slowly reveal a picture	24

Contents

2.2	Liar!	25
	<i>Variation 1</i> You're pulling my leg!	25
	DESCRIBE	26
2.3	Describe and draw	26
	<i>Variation 1</i> Describe and draw in pairs	27
2.4	Describe and identify	29
	<i>Variation 1</i> Describe and identify a picture	30
	<i>Variation 2</i> Describe and identify a detail in a picture	30
	<i>Variation 3</i> Describe and identify a conversation in a picture	30
	<i>Variation 4</i> Describe and identify thoughts in a picture	31
	CONNECT: COMPARE, MATCH, GROUP	31
2.5	Two pictures	31
	<i>Variation 1</i> Three words	32
2.6	What's the difference?	33
	<i>Variation 1</i> Comparing pictures	35
2.7	Find a connection	35
	REMEMBER	36
2.8	What can you remember?	36
	<i>Variation 1</i> What were they wearing?	36
	<i>Variation 2</i> What is my neighbour wearing?	37
	<i>Variation 3</i> Can you remember the picture?	37
	CREATE	37
2.9	Stories with ten pictures	37
	<i>Variation 1</i> Adding to a story	38
	<i>Variation 2</i> Silly news reports	38
	<i>Variation 3</i> Tour and tell	38
2.10	Question stories	39
	<i>Variation 1</i> Question stories based on pictures	40
	<i>Variation 2</i> Question stories based on objects	40
	<i>Variation 3</i> Question stories based on a single word or phrase	40
2.11	What can you do with it?	41
2.12	What would you take?	42
2.13	A sound poem	42
3	Mainly listening	44
	DO: MOVE, MIME, DRAW, OBEY	44
3.1	Listen and draw	44
3.2	Act out a story	46

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)*Contents*

	IDENTIFY: <i>DISCRIMINATE, GUESS, SPECULATE</i>	47
3.3	Listen for the difference	47
	<i>Variation 1</i> What's wrong?	48
3.4	Repeat it if it is true	49
3.5	Which picture is it?	50
	<i>Variation 1</i> Someone or something you know	50
	CONNECT: <i>COMPARE, MATCH, GROUP</i>	50
3.6	Bingo	50
	<i>Variation 1</i> Bingo definitions	52
	<i>Variation 2</i> Bingo rhyming words	52
	<i>Variation 3</i> Learner Bingo grid	53
	ORDER	53
3.7	Most important – least important	53
3.8	Put the story in order	54
	CREATE	55
3.9	Visualise and describe	55
4	Mainly writing	58
	IDENTIFY: <i>DISCRIMINATE, GUESS, SPECULATE</i>	58
4.1	True and false essays	58
	<i>Variation 1</i> True and false sentences	59
	<i>Variation 2</i> True and false dictation	59
	<i>Variation 3</i> True and false definitions	59
	DESCRIBE	60
4.2	Draw the bank robbers	60
	<i>Variation 1</i> Describe from memory	61
	<i>Variation 2</i> Describe an object	61
	CREATE	62
4.3	Bouncing dialogue	62
4.4	Bouncing stories	64
4.5	Bouncing letters	64
4.6	Ambiguous picture story	66
4.7	Rewrite a fairy story	68
4.8	Story consequences	68
	<i>Variation 1</i> New Year's resolutions	70
4.9	Five-line poem	70
4.10	What's in his pocket?	71
4.11	Speaking to the world	72

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)*Contents*

4.12	Create an island	73
4.13	Create a soap opera	75
5	Mainly reading	80
	DO: <i>MOVE, MIME, DRAW, OBEY</i>	80
5.1	What's my mime?	80
	IDENTIFY: <i>DISCRIMINATE, GUESS, SPECULATE</i>	81
5.2	Telepathy (texts)	81
	<i>Variation 1</i> Guess the preferences of others	83
5.3	Flashing a text	83
5.4	Texts word by word	84
	CONNECT: <i>COMPARE, MATCH, GROUP</i>	85
5.5	Pelmanism (reading)	85
	ORDER	87
5.6	Jumbled texts	87
	<i>Variation 1</i> Stand in order	88
5.7	Proverbs	88
	REMEMBER	90
5.8	Running dictation	90
5.9	Memorise and draw	91
5.10	Pass the message	93
6	Mainly vocabulary and spelling	94
	IDENTIFY: <i>DISCRIMINATE, GUESS, SPECULATE</i>	94
6.1	Feely game	94
	<i>Variation 1</i> Touch and describe	95
	<i>Variation 2</i> Identify an object and its owner	96
	<i>Variation 3</i> Identify by listening to a voice	96
	<i>Variation 4</i> Identify by listening to an object	96
	<i>Variation 5</i> Identify by smelling	97
	<i>Variation 6</i> Identify by tasting	97
	<i>Variation 7</i> Identify by looking	98
	<i>Variation 8</i> Building up a picture	98
	<i>Variation 9</i> Strip of a magazine picture	99
6.2	I spy	100
6.3	Silent speaking	101
6.4	Stories in ten words	101
	<i>Variation 1</i> Key words in a topic	102

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckley

Frontmatter

[More information](#)*Contents*

	<i>Variation 2</i> Word webs	102
6.5	Mime and guess	103
	<i>Variation 1</i> Mime an adverb	104
6.6	Guess what I'm drawing	105
	CONNECT: COMPARE, MATCH, GROUP	105
6.7	Word associations	105
	<i>Variation 1</i> Personal lists	106
6.8	Odd-one-out	106
	<i>Variation 1</i> They're all odd!	107
	<i>Variation 2</i> Somebody must go!	108
6.9	Vocabulary cards	108
	<i>Variation 1</i> Pelmanism or remembering pairs	110
	<i>Variation 2</i> Asking other learners	110
	ORDER	111
6.10	Hangman spelling	111
	<i>Variation 1</i> Words with letters in common	112
	REMEMBER	113
6.11	A long and growing list	113
6.12	Kim's memory game	114
	<i>Variation 1</i> Numbers and plural forms	115
	<i>Variation 2</i> Adjectives and comparisons	116
	<i>Variation 3</i> Containers	116
	<i>Variation 4</i> Actions in the past	116
	<i>Variation 5</i> Describe and compare	117
6.13	Would you make a good witness?	117
	CREATE	118
6.14	Change the story	118
7	Mainly grammar	120
	DO: MOVE, MIME, DRAW, OBEY	120
7.1	Simon says	120
	<i>Variation 1</i> Film director	121
	<i>Variation 2</i> Magicians, hypnotists and robots	122
	<i>Variation 3</i> Forfeits	123
7.2	Can you stand on one leg?	123
7.3	Miming	124
	<i>Variation 1</i> Present continuous and present simple	125
	<i>Variation 2</i> Present simple	125

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)*Contents*

<i>Variation</i> 3	Simple past	126
<i>Variation</i> 4	Past continuous	127
<i>Variation</i> 5	Past continuous interrupted by the past simple	127
<i>Variation</i> 6	Present perfect	128
<i>Variation</i> 7	Present perfect continuous	128
<i>Variation</i> 8	Future with <i>going to</i>	129
<i>Variation</i> 9	Future in the past	129
<i>Variation</i> 10	Future in the past and simple past	129
	IDENTIFY: DISCRIMINATE, GUESS, SPECULATE	130
7.4	Drama of sounds	130
	<i>Variation</i> 1 Mystery action and person	131
7.5	Telepathy (pictures)	131
7.6	Random sounds	134
7.7	Dramatised sequence of sounds	135
7.8	Paper fortune-teller	137
	<i>Variation</i> 1 Inventing fortunes for friends	139
7.9	Why did they say that?	139
7.10	Objects in a box	140
7.11	Where's the mouse?	142
	<i>Variation</i> 1 Hiding place	142
7.12	Twenty questions	143
7.13	Flashing a picture	144
	<i>Variation</i> 1 Flashing a text	145
7.14	How long is it?	146
	<i>Variation</i> 1 How wide is it?	148
	<i>Variation</i> 2 How big is it?	148
	DESCRIBE	149
7.15	Riddles	149
	<i>Variation</i> 1 Riddle and write	150
	<i>Variation</i> 2 Riddles and questions	150
	CONNECT: COMPARE, MATCH, GROUP	152
7.16	Pelmanism (grammar)	152
	<i>Variation</i> 1 Phrasal verbs	155
	<i>Variation</i> 2 Knowledge quiz	156
7.17	Bingo grammar	157
	<i>Variation</i> 1 Bingo parts of speech	158
	ORDER	159
7.18	Delete a word	159
7.19	Word by word	161

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)*Contents*

	REMEMBER	161
7.20	Picture the scene	161
	<i>Variation 1</i> Picture in groups	163
	<i>Variation 2</i> Clothes	163
	<i>Variation 3</i> A mini drama	163
7.21	Kim's memory game (Variations 6 and 7)	164
	<i>Variation 6</i> Present perfect, past simple, prepositions	164
	<i>Variation 7</i> Present perfect and comparisons	164
	CREATE	165
7.22	Alibis	165
7.23	Passing on a story	166
	<i>Variation 1</i> Remembering and continuing a story	167
7.24	Interrupting a story	167
7.25	Pattern poems	168
	8 Solo games	171
8.1	Folding vocabulary book	174
8.2	Cards	175
8.3	Match the cards	177
8.4	Match the halves	178
8.5	Word snakes	179
8.6	Odd-one-out	180
8.7	Different groups of words	181
8.8	Mind map	182
8.9	Word Sun	183
8.10	Steps	184
8.11	Add a word	185
8.12	Add a sentence	185
8.13	Favourites	186
8.14	Lose the vowels	187
	<i>Variation 1</i> Remember the vowels	187
8.15	Write a crazy story	188
8.16	Write a dramatic dialogue	189
8.17	Be dramatic	189
8.18	Make a crossword	190
	Index	191

Cambridge University Press

978-0-521-61822-9 - Games for Language Learning, Third Edition

Andrew Wright, David Betteridge and Michael Buckby

Frontmatter

[More information](#)

Preface to the Third Edition

This book has enjoyed a relatively long life since its first publication in 1979, serving language teaching (and language learning) needs in a great variety of schools and colleges across the world. It has been translated into many languages. A revised and greatly enlarged second edition was published in 1984, and has proved very popular.

We have learned that many teachers of languages other than English have found the book to be useful. They have reported to us that the games are essentially engaging and that their language concerns can easily be substituted for English in many, though not all, cases.

Over the years, we have gathered a great deal of information from teachers in many different countries concerning their experience of using our games with their students. In this third edition we have drawn on this rich experience and made a number of changes accordingly. Here they are:

- The eight sections of the book are based on broad teaching aims, e.g. *Mainly speaking*, rather than on types of games, e.g. *Picture games*, as in earlier editions. However, the book continues to support those teachers who want to adapt our games or create new ones of their own. It does this through the idea of families of games, that is, games in which the learners Connect, or Discriminate, or Create, or whatever. Within each section the games are grouped according to family.
- Concern for the individual learner has come to the forefront of teaching in recent years, and we have tried to reflect this in the choice and presentation of games. We have included a new section, *Solo games*; and we have included games covering a wide spectrum of individual preferences in ways of learning (visual, auditory, kinaesthetic, etc.).
- The book has always been a basic handbook of games, but in this new edition we have tried to strengthen that claim. In particular we have tried to support the new teacher or teacher in training by offering a wide range of games which are easily adaptable to different classes and to different learner needs.

Our aim: If you can only take one book with you ... take this one!

Cambridge University Press
978-0-521-61822-9 - Games for Language Learning, Third Edition
Andrew Wright, David Betteridge and Michael Buckby
Frontmatter
[More information](#)

Acknowledgements

We would like to acknowledge a debt to Donn Byrne, Paul Davis, June Derrick, Alan Duff, Josie Levine, Alan Maley, John Morgan, Mario Rinvolutri and Jim Wingate.

We would also like to thank the many other colleagues who have contributed such a richness of games and activities to the world of language teaching over the last twenty-five years, both in the classroom and through books, articles and talks at conferences. We have benefited from their insights and practicalities.

In working on the third edition of this book, we have especially benefited from the advice of Eva Benko, Klara Czirle, Julia Dudas and David A. Hill; and from the many helpful suggestions, based on a detailed reading of our draft manuscript, made by Carrie Loffree and Tom McCarthy.

Our editor at Cambridge University Press, Alyson Maskell, has been perfect. She has blended compassion for us as writers, concern for the practical needs of teachers, and professionalism in steering the successive drafts of the book to its present form.

In spite of all this wonderful help, any mistakes remain our responsibility.

Drawings by Andrew Wright