

ENGLISH ONLINE CLASSES

English with Absolutely Nothing At All

TOTAL PHYSICAL RESPONSE

Ask students to stand up, and together walk around in front of the computer. Do some actions together, run, swim, fly etc. Do each action for just a few seconds. Ask the students to suggest some too. When you're nicely warmed up, you, the teacher, can stop doing the actions. Suggest playing a game. Agree how many points wins. You shout out a command: 'run!' and the first student to react correctly gets a point. You can extend this indefinitely depending on the level of your students. For example Jump! Can become jump like a frog, jump like a kangaroo, jump like a rabbit. Eat! Eat a hamburger, eat spaghetti, eat noodles.

THREE IN A ROW

Use actions from total physical response but this game is also a memory test. Teacher says three actions and the first to do all three in the right order gets a point. Count on your fingers, Run, jump, sit down! Not yet...Ready... Go!

NAME 10...

In this game the students have to say ten things that fit into a category. You could do this as teams, as one team against the teacher or individually. Answers could be given orally or written. Categories could be: jobs where you wear a uniform, body parts, colours, insects, animals on a farm, clothes, things that are red. Give a time limit, 3-5 minutes should be enough per category.

VOCAB TENNIS

You can do this as individuals or put students into teams. Give a category, for example fruit or sports. The first team/person says something from that category, second team/person something else. Keep a countdown of maximum 10 seconds to think of a word to keep it lively.

VERB FORM TENNIS

Verb form tennis. To practice irregular verbs in infinite, past simple and past participle. This can be done in teams or individually. Teacher gives the infinitive verb, team 1 replies with the past simple and team 2 with past participle. Teacher serves new verb to team 2, they reply with past simple and team 1 with past participle.

WORD CHAIN

A word game where the last letter of the first word must be the first letter of the next word. You could set a theme for higher levels like sports or food. But it's pretty tricky! Get everyone a time limit, max 10 seconds to say their word or it gets really slow. For example: Tiger, Round, Draw, Wall, Lime...

CAN YOU SPELL IT?

When you've learnt some new vocabulary or if you're studying phonics ask students to spell the words in the chatbox. They can send the message to all in the group or just you if they're shy. You can turn this into a game by awarding points for the quickest correct answer, the most creative spelling, the most correct answers during the lesson... etc.

MY AUNT WENT SHOPPING AND SHE BOUGHT...

This is a memory game that has various names. The aim is to remember everything that everyone has said before you. It can be an alphabetical list, which makes it easier to remember, but you can choose whether to do alphabetically or not. Start the game:
Teacher: my aunt went shopping and she bought an apple
1st student: my aunt went shopping and she bought an apple and a boat
2nd student: my aunt went shopping and she bought an apple, a boat, and a calendar.

IF YOU ... THEN...

This is good if you need to bring students' attention back to you, and they need some livening up. Give the students the instruction: If you like blue, put your hand on your head. If you like red, put your finger on your nose. If you like green put your hand on your shoulder. This could work for any question or as a way to gauge opinions, in any way you like.

ONE WORD STORIES

You're going to write a story in the chatbox. Make sure everyone is sending their messages to everyone (not just the host) Put students into an order - could be alphabetical or by age or birthday. Using the students in order that you can see them on screen is ok, but be aware that not everyone sees the same view as you. You can review some story-telling vocab before you start, for example Once upon a time...happily ever after etc. Each student will type one word (or maximum three words) in the chatbox in order to create the story. Don't worry about spelling or grammar at this stage. Give each person a time limit, 5-10 seconds to type. When the story is finished (or given a maximum of 10 minutes to complete) scroll up and read it aloud together, if you can. Ask students if it's a good story or not. Now focus on some of the errors that you found, and correct together.

HA, HAHA, HAHAHA

Not really a language game at all, but a warmer to break the ice. Try to do it with a very serious face. You must not laugh or even crack a smile. If the speaker smiles or laughs start again! Each person says an increasing amount of 'ha'
Teacher: ha
1st student. Ha ha
2nd student: ha ha ha
3rd Student: ha ha ha ha
4th student: hahahahhahah!

WORD ASSOCIATION

This is a simple game where you just say the next word that pops into your head. I find with learners it's good to make a simple sentence to focus on the association and not just a list of colours that it often becomes. For example.. The teacher give the first word: Banana! First student says: banana is yellow! 2nd student: Yellow is ...sun 3rd student: sun ishot 4th student: hot iscurry Continue until the chain is broken or a student is taking longer than 10 seconds to answer.

FILL IN THE MISSING WORD

Read a passage from an appropriate book, or make one up yourself, but pause and miss out some essential words. Get the students to type in the chat box their suggestions. Read out their suggestions, they might make a funnier story! For example. One day a prince was riding a ...blank...through the woods. He saw a ...blank....They went to ... blank ... together...

SAY THE THIRD ONE

Pronunciation and memory practice. Before the lesson prepare some words that you need to practice the pronunciation of, put them into groups of three. You're going to drill the class on these words. For example: telephone, computer, banana. Get the class to repeat: Telephone, computer, banana, get a rhythm going and repeat several times, then drop one word and the students have to fill in the gap:

Teacher: Telephone, computer, banana, three times

Everyone: Telephone, computer, banana, telephone, computer, banana, telephone, computer, banana

Teacher: Telephone, computer...?

Everyone: banana!

Teacher: computer, banana..?

Everyone: Telephone

Teacher: Banana, telephone....?

Everyone:.....er.... Computer!

20 QUESTIONS

Think of a person, animal, or object. Students have to ask questions to guess what you are. You decide if you'll answer any type of questions or just yes/no questions. But stick to 20 questions only! After you, students can take a turn too.

WHAT AM I SAYING?

What am I saying? This is for pronunciation practice. Think of some minimal pairs ie ship/sheep, tree/three, day/they, man/men. Assign one word one action. For example when you say ship put your hand on your head, when you say sheep put your hand on your chest. (don't do opposite cheeks/ears though as you never know if your or your student's camera view will be flipped). You can do the same action for different pairs. Then it's test time. Cover your mouth (but not the microphone) and say a word, students have to decide if it's a head or chest word and do the action that matches with the sound they hear.

CONUNDRUM

This one requires a little bit of preparation beforehand. Take some of the vocabulary words you have studied recently and scramble the letters up. Type the scrambled letters in the chat box. First student to get the correct answer gets one point. Make it easier by keeping the initial and final letter in the same position. Start with shorter words and work up to longer ones, but five is probably the maximum before students lose interest.

FIZZ BUZZ

A game for practicing numbers and maths ability! The whole class is going to count as high as they can. Each person will say one number in order. But here is the first rule, if the number is a multiple of five they must say buzz instead of the number. Practice a few rounds, and then introduce the second rule, if a number is a multiple of three then say fizz.

Teacher: one

S: two

S2: fizz

S3: four

S4: buzz

S5: fizz

S6: seven

S7: eight...

When you get to a multiple of both three and five, 15,30, 45 say fizz buzz.

YES/NO GAME

The aim of this game is to make the person say yes or no. Works best with higher levels, from about pre-intermediate and up. Tell students 'You mustn't say yes or no, ok?' if anyone answers yes, they're out! Focus on one student at a time, use your most confident student to start. Keep asking questions until they reply yes or no. Then get them to ask you questions.

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