

# Genki English

Top 50 Bonus Games eBook!

Hello,

Thank you for downloading this book of bonus classroom games ideas. They're my personal top 50 "bonus" games that make a great addition to the main games in the [Genki English Teacher's Set](#).

Although some recommendations of target language and age are included, most of these games work equally well for any language or age group so please do experiment!

There are lots more on the [Genki English website](#), along with the Genki English songs to help the kids remember the English for the next lesson.

Enjoy!

Be genki,

Richard

<http://www.GenkiEnglish.com>

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# 1 Warm Up Game!

Target Grade: 1-5

Target English: Greetings, verbs

NEW: Check out the new [Genki Disco Warm Up song](#) on CD vol 7

I use this at the beginning of each lesson, to get the kids awake, out of their seats and to introduce some important classroom English. If things get out of hand later on, the preparation you do here will be very useful in getting things back under control!

At the beginning you simply shout out commands at the kids. First of all simple things like "stand up" or "sit down" are OK, along with "good morning". Also, try tricking them by saying "stand up" when they are already standing.

As you meet the kids more you can add words such as jump, spin (a big favourite), eat, drink, cheer, clap,



Later boy, girl can be added (much laughter when boys stand up when you say "girls stand up"). Also big, small e.g. big jump, small jump and quiet, loud e.g. quiet clap, loud cheer.

Even 1st years can get quite advanced with things such as "girls, 5 big spin jumps"

Or try using "play" e.g. "Play the piano, play tennis" or things like "Watch TV"

For "clap" or "cheer" get them to vary the volume as you raise or lower your arm - it's a great "volume control" for the moments when you do want them to be quiet! If you want some more words, try "cry" or even "zip it!"

Once you get past these basics, try some other topics from the songs ( e.g. emotions from the "How are you?" song), and then start asking questions that the kids can answer. You don't just have to stick to commands.

## 2 The Lines Quiz

Target Grade: Elementary 1 to Junior High 3

Target English: Questions and vocab practice

I'd recommend this for every lesson to make sure the kids remember and can use the English you've taught!

1. Split the class into two groups. One lines up on the left side, one on the right



2. You ask the front kid in each group a question.

3. The first one to answer correctly gets to sit down. The other goes to the back of his/her team.

4. The winning team is the first where everyone is sat down!

Make sure the questions come thick and fast. Examples include "[What's your name?](#)" "How old are you" "What's this?" "What colour is this?" etc. etc. You can use anything from the curriculum page on the Genki English site: <http://genkienglish.net/curriculum.htm>

The magic of this game is that it gets the kids used to hearing questions and responding straight away, without all the customary "errr, eh" type pauses. It also lets the kids distinguish between "[How are you?](#)" and "[How old are you?](#)" and is a great way to pick up which themes need reviewing and which ones are OK.

This game is also great in Junior High, where all the kids want to sit down. Sometimes in Elementary School they want to lose just so that they'll get to go again!

# 3

# I Like Everything!

Target Grade:1-6

Target English: "I like...+ nouns" or [any conversation!](#)

This is a really cool game for quickly practicing vocab or conversation.

1. Teach "Do you like..?" and four bits of vocab (e.g. apples, bananas etc. or [eating, singing,](#) etc.)

2. Tell the kids to stand up

3. Get out a stop watch and as you say "Go!" start the watch.

4. The kids pair up. They say the following conversation

A: "Hello"

B: "Hello"

A: "Do you like apples?"

B: "Yes, I do! Do you like bananas?"

A: "No I don't!"

B: "Thank you"

A: "Goodbye"



5. They change partners and repeat the conversation. BUT this time they ask about a different food.

6. They find another partner. And again ask with a different food.

7. Repeat again, and again until they have used all 4 questions.

8. They sit down

9. When the last child sits down, the teacher stops the stopwatch!

You can also use it for conversation, such as "[How are you?](#)" or "[Where's the...?](#)". Teach them four replies to the question e.g. I'm hungry, I'm OK, I'm happy, I'm tired. When they play the game, the first time they reply "I'm OK", the second time "I'm happy" etc. etc.

This is a great way to get the kids ready to sing the ["How are you?" Song!](#)

## 4 Mingle!

Target Language: Any question you can answer with a number!

Target Grade: 1 to 6

Now "mingle" probably isn't very high on your "words to teach" list, and quite rightly so. But the real magic of this game comes when making groups.



1. Get rid of any tables and chairs and get the kids together in one big group.
2. Whilst singing a "mingle chant" the kids move around, mingling with each other.
3. The kids ask you a question that you can answer with a number e.g. "How old are you?" or "What time is it?",
4. You answer and the kids get into groups of that number e.g. you say "I'm 4 years old" and the kids get into groups of four.
5. Repeat from 2.

Once you've done it with "mingle" you can change the verb any time you want to play e.g. "swim" where the kids swim around whilst mingling, or "dance" or "hop" or anything really.

It's the quickest and best way to make groups and to teach Genki English rule no. 2:

# Losing Just Means Try Again!

# 5

# Monster Game

Target Grade:1-4

Target English: Genki English CD1's "[How are you?](#)"

1. The kids all line up at one end side of the gym.
2. This side of the gym is the "safe" side. But the kids really want to get across to the other side, where there is a sweet shop. Today all the sweets are free!
3. But, between the kids and the sweet shop is a monster! At first the teacher is the monster. Ask the kids to guess what your favourite food is. They'll shout out some foods (nice practice!), then you say that your favourite food is human!
4. Tell them that they can only cross to the sweet shop if the monster is in a good mood and isn't hungry. Ask them how they can check on the mood of the monster. After a moment a few kids will say "Ask him/her "How are you?""
5. All together the kids ask the monster "How are you?"
6. Do a few "I'm sorry?"s to get the kids to shout in big loud voices (so that all the kids join in, not just the super genki ones!)
7. The monster says an answer, e.g. "I'm OK".
8. The kids repeat the answer (important practice) and move forward one step ( no jumping!)
9. Repeat from 5.
10. But if the answer is "I'm hungry!", the kids have to run back to their safe wall! Any kid who is tagged on the way back becomes a monster for the next round!
11. Play again!

# 6

# Nemo Game

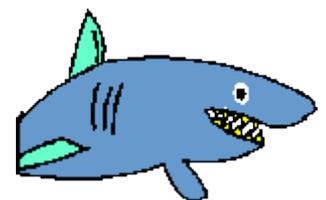
Target English: [What can you see? I can see a ...](#)

Target Grade: Elementary

Here's a very fun game for younger kids to teach with [CD vol. 6's "Under the Sea" theme](#).

1. The kids mime swimming around in a circle in the middle of the class.
2. If you have lots of kids (say 30 in a class) then have two or three concentric circles, one inside the other. Each circle swims in opposite directions.
3. The kids shout out "Nemo, Nemo, what can you see?"
4. The teacher, who is Nemo, looks outside the window and shouts out "I can see a ...." plus one of the [sea animals from the song](#).
5. Whilst still swimming the kids repeat the answer and do the mime.
6. Continue from 3.
7. But... if the teacher says "I can see a shark!" two kids, who were hidden outside, rush into the classroom from different directions.
8. The other kids all rush to touch the wall of the class, where they are safe.
9. If any of them are tagged by the sharks on their way to the wall, they are eaten and become sharks for the next round.
10. Continue from 3.

This is a great variation of the [What time is it, Mr Wolf?](#) game, and thank you to the teachers in Nara for the inspiration. Just using the name "Nemo" makes it really exciting for the kids.



For the first two sharks, it's good to get the "kids who've had too much sugar for breakfast and are disturbing the class" to help out as it keeps them under control. The main point of the game is to get the kids over the "just words" and into the "able to give answers to questions" style of lesson.

Picture cards are on the site at <http://genkienglish.net/underthesea.htm>

# 7 I Like Pink Fish!

Target Grade:1-6

Target English: I like + [adjectives](#) + [colours](#) + nouns

## Preparation

1. Split the class into 2,3 or 4 four groups.
2. At the back of the class spread out several [picture cards](#) of nouns.
3. At the front have several folded up pieces of paper. Inside each piece of paper is a [colour](#).

## The Game

4. One person from each group stands up. When the teacher says "Go!", these 3 kids race to the back of the class, They then pick up a card that they know the English for. Then they race to the front and pick up one of the folded pieces of paper.
5. They then have to speak out loud "I like" followed by the colour they have chosen and then the name of the object. For example "I like pink fish!"
6. The quickest person to say it gets 20 points! If the others can say theirs, they get 10 points.
7. Get the next person in each team to stand up and continue from 4

This is a really good game that the kids get into. When I first tried it with my first years I was at the back of the class, sorting out the cards when the first kid spoke. I was sure someone had the TV on as this little 6 year old came out with this sentence that sounded perfect.

For older kids (from years 3 up) have the colours at the front right, and a set of [adjective cards](#) (I have ones for cute, heavy, big, expensive etc.). This time the kids have to say "I like " + adjective + colour + noun. Or try "At .. ( [time](#) ), I like ( [verb](#) ), ( [adjective](#) ), ( [colour](#) ), ( [noun](#) ) + ( [noun](#) )" e.g. "At 9 o'clock I like eating scary blue TVs and cows" - great fun! You can then make other sentences such as "[I'm going to...](#)" + [countries](#) + [modes of transport](#)!

Sometimes they get it wrong and say the colour at the end, but once you correct them, they never get it wrong twice!!

There are picture cards for each theme on the Genki English website: <http://genkienglish.net>

# 8

# The Koala Game

Target English: Please, Thank you etc.

Grade: 1 to 6

This is a cool game for smaller classes. You need to prepare 2 or 3 small cuddly toys. Koalas are the best!



1. Sit the kids in a circle.
2. Teach them "please" i.e. "Koala please"
3. Pass the koala to a kid who says "Koala please".
4. The kids then pass the koalas amongst themselves. First of all a kid says "please" and then receives the koala from the previous player.
5. Now the teacher introduces "thank you".
6. Repeat as before, but this time after receiving the koala, the child says "thank you"
7. Now the teacher introduces "you're welcome!" and repeat again.

# 9 Doctor, Doctor!

Target English: Body parts

Target grade: 1 to 6

Preparation: A (new) roll of toilet paper (or kitchen towel)

1. Put the kids in groups of two.
2. Each group does "[Rock, Paper, Scissors](#)"
3. The winner ( doctor) says to the loser ( patient) "Are you ok?"
4. The patient picks up body part and says "No, my (body part) hurts".



5. The doctor bandages this body part.
6. Repeat from step 2 until both players end up looking like mummies!

The Doctor Doctor song is on CD Volume 4: <http://genkienglish.net/cd4.htm>

For other body parts practice, try the [Body Building Game](#) or the [Monster Drawing Game](#)

# 10

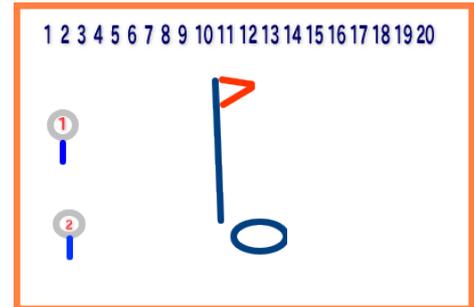
# Number Golf

Level: Elementary

Target English: [Numbers](#) (1-1000), [Alphabet](#)

1. Divide the class into two teams and draw a flag in the middle of the board with a "hole" next to it.

2. On one side of the board draw two tees with two golf balls on them and number them "1" and "2" for each team.

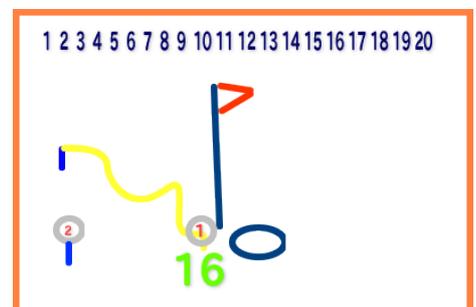


3. Write the number range you will be using on the top of the board (Start with 1-20 for younger grades and 1-100 for the more advanced).

4. Pick a number in your head (write it down if it's a big number so you don't forget!) and let the kids decide the team to go first with [rock, paper scissors](#). Let's pretend we chose 18 as the answer.

5. They guess a number (hopefully they will all agree on the number) and you draw a line from their golf ball to the hole. If they are spot on then the line goes right into the hole. If not, stop the line either too short or too far from the hole.

6. Draw the ball and write their team number inside and underneath write the number they guessed. e.g. here team 1 guessed 16, which is less than 18 so it didn't quite make it. You can make the line go wiggly or high up into the "air" for suspense.



7. Let the next team guess. The closer they get to the hole the better they will be able to narrow it down to the number.

8. Once a team guesses the number, they get a point and get to go first on the next round..

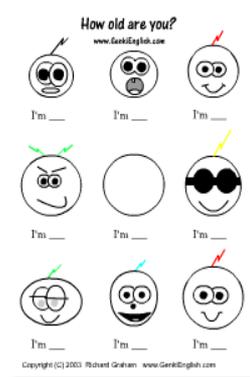
## 11

# Genki Bingo

Target English: Anything, but here let's use "[How old are you?](#)"

Target grade: 1 to 6

Preparation: Piece of paper for each student



In the traditional version of bingo the kids just sit and listen. Here we get them talking!

Do [Genki English CD2's "How old are you?"](#) song then...

## Game Part A

1. Give all the kids a piece of paper (or the [Genki English worksheet](#)). Draw a 3x3 bingo grid and a picture of themselves in the middle.
2. In the middle square they also write an age. Not their own age, but any age between 1 and 12. If the kids are all tending to write the same age, use dice to choose.
3. They then go and ask their friend "Hello, [how old are you?](#)"
4. The friend responds by saying "I'm... " and then the age that is written in their middle square.
5. The person who asked then writes this age in one of his/her vacant places on the paper.
6. If they already have that age written down they must pass and go and find someone who has a different age!
7. The game finishes when everyone has filled all 9 squares.

## Game Part B

1. Everyone sits down in their seats.
2. The kids pass around two balls whilst you play some music.
3. When the music stops the two kids who have the balls go through the conversation. i.e.  
 "Hello, how old are you?"  
 "I'm ..... How old are you?"  
 "I'm ..... Thank you, goodbye"  
 "Goodbye"
4. If anyone in the class has either of the two ages they cross them out on their bingo card.
5. The first person to get 3 in a row wins! (Or whichever bingo rules you wish to choose)
6. Do the "How old are you?" song to finish on a high!

# 12

# Dinosaur Danger!

Target English: Anything, but here let's use Genki English CD8's "I like + animals"

Target grade: 1 to 6

1. The kids gather at one side of the room.



2. The teacher holds up one picture card and the kids have to make a sentence out of it, i.e. I like penguins (or "Do you like penguins?")

3. Continue from step 2.

4. But ... when the dinosaur card appears the kids all rush to the opposite side of the room.



5. The teacher runs through the kids to touch the wall at the side where they were previously standing.

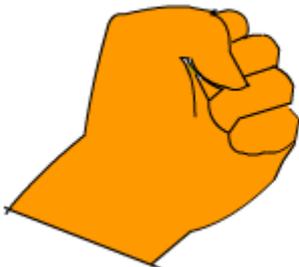
6. If any of the kids take longer than the teacher to touch their wall, they are out. ( But you rarely need to enforce this rule as the kids usually just enjoy the running part without needing the extra motivation.)

# 13 Rock, Paper, Scissors

Target English: [Rock, Paper, Scissors](#) – a game which we can use in other games!  
Target grade: 1 to 6

This English is insanely popular in Asia and also in other countries around the world. It's also a very useful way to provide winners in other Genki English games. If you don't understand it yet, ask the kids, they'll love to teach you! Run through the Rock, Paper, Scissors words, then the mini lesson and finally the song from [Genki English CD vol. 4](#). Then...

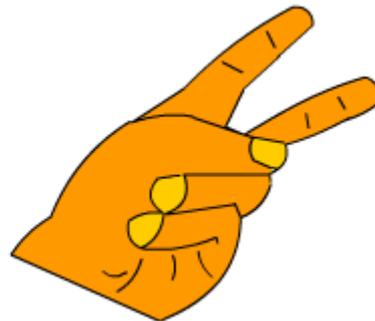
1. The teacher says "Rock, Paper, Scissors"
2. The kids repeat "Rock, Paper, Scissors"
3. The teacher says "1,2,3,"
4. The kids repeat "1,2,3"
5. Repeat the whole thing again, but this time on the final three you either hold up "rock" or "paper" or "scissors" with your hand.
6. Each kid goes mad seeing if they have beaten the teacher...



Rock blunts scissors,



paper covers rock,



scissors cuts paper!

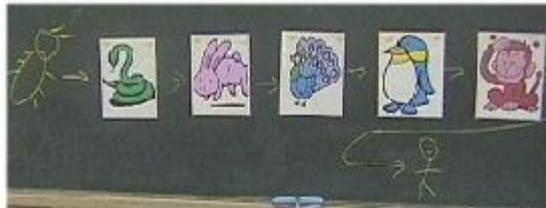
# 14

# Cockroach Game

Target English: Anything, but here let's use Genki English CD1's "[How are you?](#)"

Target grade: 1 to 6

First of all introduce the new conversation piece using the [Genki English song](#). Then...



1. Draw on the board an "evolution scale"
2. Everybody starts at the bottom of the scale, i.e. a cockroach. Cockroaches crawl about on the floor, hence the kids have to do the same.

3. The kids form into pairs of 2 cockroaches

4. They practice today's conversation piece.

For example,

"Hello. [How are you?](#)"

"I'm OK/Hot/Hungry/Tired etc. How are you?"

"I'm OK/Hot/Hungry/Tired etc."



5. When they've finished their conversation they do

["Rock, Paper, Scissors"](#) (make sure you've previously done the song from [CD vol. 4](#))

6. The winner then moves up one step on the "Evolution Scale" (i.e. cockroaches become snakes, snakes become rabbits etc.). The loser moves down on place (e.g. Peacocks become rabbits, monkeys become penguins etc.)

7. They then find a partner that is the same animal as they have become. (i.e. a monkey does the conversation with another monkey, a rabbit with a rabbit etc. but a snake with, say, a rabbit is not allowed!)

8. With their new partner they repeat steps 4,5 and 6 until they reach "Human". "Humans" have to practice the conversation and the Rock, Paper, Scissors with the teacher. If they win they then become superheroes, have won the game and can sit down!!

# 15 Shiritori

Target English: Warm up review

Target grade: Junior High

This is a great warm up game for older elementary or junior high kids.

1. Split the kids into groups.
2. Start the stopwatch.
3. The front person from each group writes a word on the board e.g. "fish"



4. The next person from the group comes up and writes a word that starts with the last letter of the previous word. e.g. if the last word was "fish" the new word could be "hotel" or "house"
5. Repeat from 4
6. When the time is up, see which team has the most words!

It's great to play some loud music when the kids are doing this game. You could also decide to give 2 marks for longer or cooler words!

# 16

# Ball And Music

Target grade: 1 - 6

Target English: Used for choosing “volunteers”

Preparation: A big ball, the bigger the better!

1. Play some loud [Genki English music](#).



2. Whilst the music is playing the kids pass around the big ball.

3. When you stop the music whoever is holding the ball becomes your “volunteer” for the next activity!

Alternative ideas are to pass around two old mobile phones. When the music stops the two kids with the phones practice today's conversation.

# 17

# Banana Tree

Target Grade:1-6

Target English: Anything! (Vocab, Conversation etc.) This is basically a scoring game and can be used in various different ways.

1. Put the kids in groups.

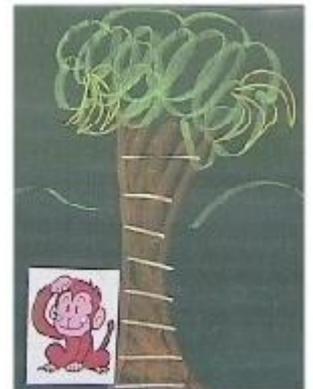


some bananas at the top. This takes about 1 minute if you're quick!

3. Each team then has an animal which will climb the tree (e.g. monkey, koala, but also things like "cow" or "helicopter" are very amusing!) Explain that the aim of the game is to eat the bananas at the top!



4. During the game you play some music (something fast and dancey). When the music plays the kids pass a ball around (no throwing!!)



5. You stop the music.

6. You then ask the person holding the ball today's question.

7. If the student gets it right then their team's animal climbs one rung up the tree!

8. Repeat from step 4 until one team reaches the top - and the bananas!



# 18

# Tower Game

Target Grade:1-6

Target English: Anything! (Vocab, Conversation etc.) This is another "scoring system" like the Banana Tree Game.

1. Play a game like the Ball and Music game (i.e. kids pass a ball whilst you play some loud music, when you stop the music the kid holding the ball is the chosen one.)
2. The person chosen answers a question and if they are correct they come to the front and has 5 seconds to build their tower as high as possible.



3. Repeat from step 1.
4. At the end of the time, the team with the tallest tower is the winner!

The good part is that if one team's tower falls, then they have to start again with what's left. This means that weaker teams always have the chance of beating better teams!

You can use any type of block from large plastic bricks to dominoes.

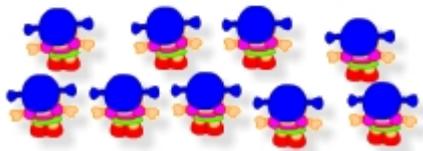
The 5 second time limit is very important as it keeps the game moving. The kids also have to think a bit, either placing one block on safely, or maybe taking a risk in trying to put on 2 blocks!

# 19

# Steal The Bacon

Target Grade:1-6

Target English: Anything! Let's try it with CD8's "[Vegetables](#)"



1. Make two teams.
2. Have each team line up along the wall on opposite sides of the gym.
3. Put a board erasure (bacon) in the middle of the gym.
4. Depending on what you're reviewing, assign a phrase or word to each student.
5. Call out one phrase e.g. "[I like carrots](#)"
6. The carrots from each team run to the middle of the gym and try to be the first one to steal the bacon.
7. The student who steals the bacon first has to run back to his or team before being tagged by the other student.
8. If the student who steals the bacon gets back to his or her team safely, then he or she wins. If the other student tags him or her before getting there, then the other student wins.

This game sounds simple on paper, but try it in practice and there's a whole level of tactical play involved! Try it and see...

This game comes from Joel Bacha. If you'd like more of Joel's ideas, check out his "Teachers & Kids" book! <http://genkienglish.net/joelsbook.htm>

# 20

# Newspaper Sumo

Target Grade:1-6

Target English: Any of the Genki English themes that have questions i.e. most of them!

The beauty of this game is that the kids love to play it themselves in their free time. It's played with two people at a time.

1. Place a sheet of newspaper on the floor.



2. One kid stands on the edge of the paper.

The other kid stands on the other side. Their backs are facing each other.

3. The teacher (or another kid) asks a question, "[How old are you?](#)", "[What's this?](#)" etc.

4. The first kid to answer correctly takes one half step back.

5. Repeat from 3 until....



6. When their feet touch, they stop. The teacher says "Go!" and without turning round they have to push the other player off the newspaper! Just like the real game of Sumo, the first person to touch any part of the ground outside of the "ring" (or newspaper) loses!

You can play the game with as few as 2 kids, or set up several games in one class.

Obviously make sure the kids are evenly matched size wise!

## 21

# Alphabet Chase

Target Grade: Junior High

Target English: Review, this one is more of a time filler, but it can be good as a warm up. I'm not too keen on teaching ABCs until your kids can speak a lot of English. But this is a little time filler with lots of variations.

1. Give each student a piece of paper.
2. On the left hand side they have to write down a word that starts with each letter of the alphabet.
3. When they get to the end, they go through and do it again with different words!

OR

1. Put the kids in teams.
2. The first person from each team comes to the front and writes down a word beginning with A.
3. This kid sits down and the next kid in the group comes up and writes down a word starting with the next letter in the alphabet
4. Repeat from 1
5. When the time is up, give each team one point for each word, or 2 points for cool or long words

OR

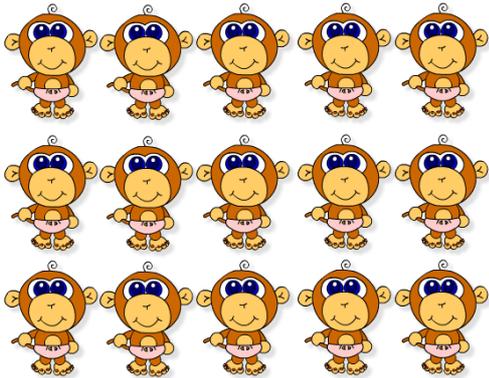
1. Put the kids in a circle
2. The first person says a word beginning with the first letter of the alphabet.
3. The next person says a word beginning with the next letter in the alphabet
4. Repeat from 3

That's it, really simple! You can also have more fun with more advanced groups by playing this to themes such as "Disney words" or "Star Wars words" - at least Star Wars is one theme where the letter "X" is easy!

# 22 Criss Cross Game

Target Grade: Upper Grades or Junior High

Target English: Any review, a quick way to practice a conversation idea or vocab set.



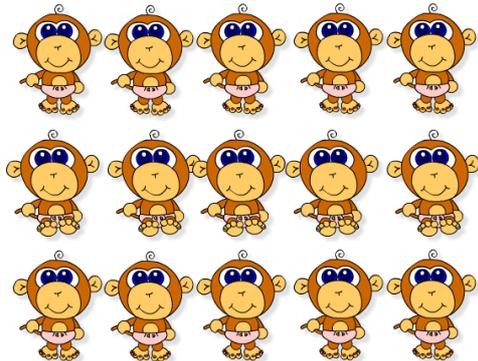
1. All the students stand up.

2. Ask a question.

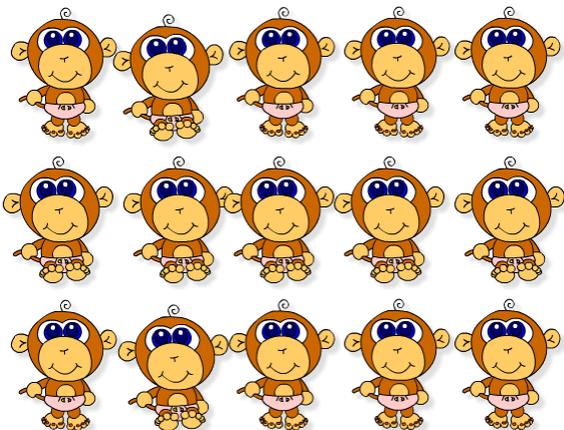
3. The student that wants to answer raises their hand.

4. If they get the question right then all the kids in their row of desks (ie. all kids to the left and right of them) sits down.

5. Ask a question. The student that wants to answer raises their hand.



6. This time if they get it correct all the students in the column they are in (all the kids in front and behind them) sit down.



7. Repeat from 2 until only one kid is left standing

If the kids are too keen and everyone wants to answer (or in Junior High none of them wants to answer!) then a good way to choose who answers the questions is to use the Ball and Music Game.

# 23

# Island Hopping

Target Grade: Kindergarten or Lower Grades

Target English: Any review for example Genki English CD4's "[What do you do?](#)"

1. Give each player a pile of [picture cards](#). They can be different cards, but the amount of cards should be the same for each person.
2. The teacher says "go!"
3. The kids pick up the top card of their pile of cards.
4. They shout out the word on the card. Or for a more challenging version they make up a sentence that features that word e.g. "[I'm a singer](#)"



5. They put the card on the floor and walk onto it.

6. Repeat from step 3.

7. First kid to reach the other side of the classroom wins!

For this version you need to prepare lots of [A4 cards from the Genki English website](#). For the desktop version you print out mini cards and they have to race each other to the edge of the desk (obviously without walking on the cards this time!)

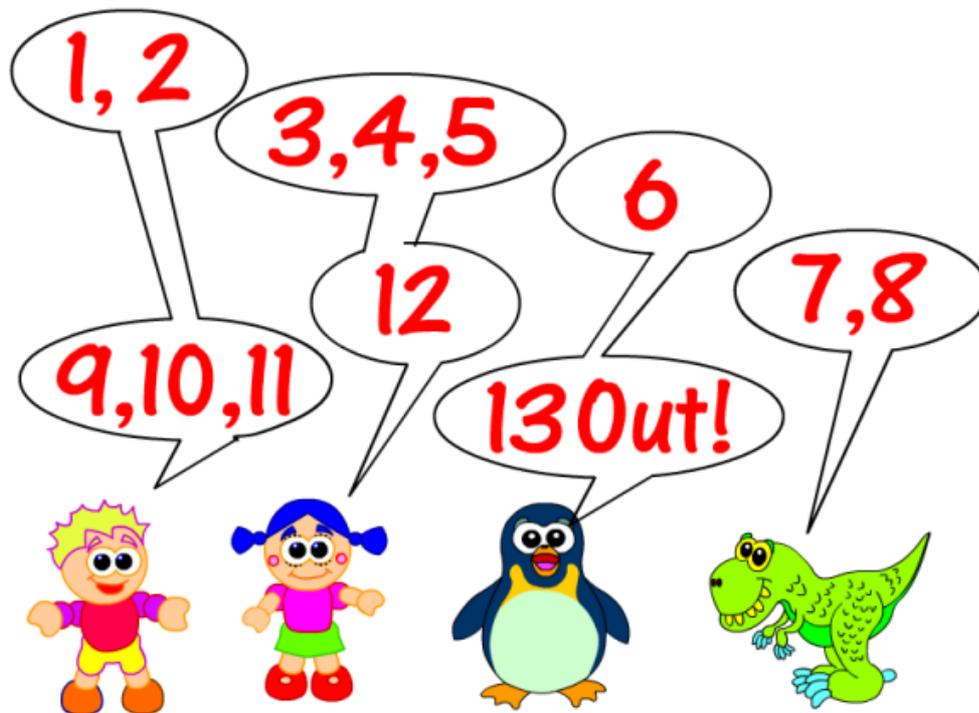
# 24

# Unlucky 13

Target Grade: 1 – 6

Target English: [Numbers 1 to 12](#) from Genki English CD vol. 8

1. Put everyone in groups of between 2 and 10 kids.
2. The first person says either "1", "2" or "3"
3. The next person continues on and can say an additional one, two or three numbers.  
E.g. if the first person said "1, 2", the second person can say either "3" or "3,4" or "3,4,5"
4. Continue around the group until one person is forced to say "13". They are now out.
5. Start again from step 2. For example...



This game is really addictive, and great for motivation!

# 25

# String Game

Target Grade:2-6

Target English: Any conversation, skit or description.

Preparation: Several pieces of string of different lengths.

1. Split the class into groups of 4 or 5 people.
2. Tell them to rock, paper, scissors within the group to select who will be the first person, the second, third etc.
3. The "first person" from each group stands up and takes a piece of string from your hand.
4. The person with the longest piece gets to play the game.
5. That kid then comes to the front.



6. The student then winds the string around their finger. But they can only wind the string when they are saying outloud any English words they know (e.g. words from the board, or anything they might know such as the numbers, good morning etc.)

7. When they are not talking they can't wind the string. They only wind when they are speaking English.

8. When they get to the end their team gets a point. The kids return the string to the teacher.
9. The second in line kid from each group stands up and each takes a piece of string.
10. Continue from step 5.

For elementary school kids it's fine for them to just say any words they know. But for higher levels you should assign a topic they have to talk about, e.g. self introduction, your favourite animals, the current economic situation in South America, or whatever you are studying!

This game works great for getting shy people to talk and giving chatterboxes a definite stopping point!

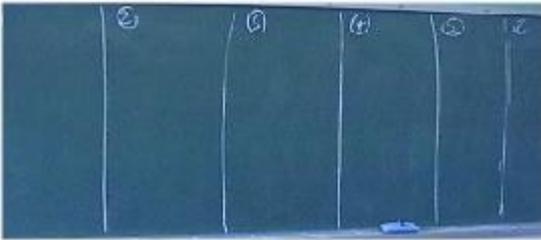
# 26

# Drawing Game

Target Grade: 2 -6

Target Language: Any review, a warm up to see what words they've remembered!

1. Split the class into groups of 5 or 6 people



2. Split the board into columns, one for each group (six is about the maximum).

3. From each group one kid comes and draws a picture on the board. The picture must be of a word that they know in English (e.g. a dog or a house etc.)



4. When they've finished the next kid from the group comes and draws something. Repeat round and round until the time is up.

5. Give them a time limit of maybe 5 minutes (but change it depending on their mood).



6. Sit them back down.

7. Go through each team's pictures asking them to shout out what each one is in English. Give them a point for each one they get correct. The team with the biggest score is the winner!

# 27

# Ski Game

Target Grade: 1 -6

Target Language: It's a counting system to review any language

Preparation: One paper cut out skier and one paper cut out snowboarder.

This is a method of counting how many points teams have in a game. It is similar to the Banana Tree Game.



1. Draw a "ski track" on the board from right to left. Have several "markers" along the track (eight markers will last about 20 minutes), and a start and finish gate.
2. Have a cut out skier and a cut out snowboarder and place them (using magnets) on the start line.
3. Assign the kids to either ski or snowboard teams. A good way is by starting with the kid at the near left corner of the room and saying "ski". Then "snowboard" to the next kid, etc.
4. Say "ski team stand up". Just to make sure everyone remembers what team they're on!
5. Play some music whilst the kids pass a ball around. Stop the music then ask the kid holding the ball question.
6. If they are correct the skier or snowboarder moves one space along the track towards the finish.

This is a cool game to play in the winter (its not much good in June!)

Alternative versions are to have a race track with race cards, two famous movie stars chasing the class teacher for valentine's or two baseball players hitting two baseballs.

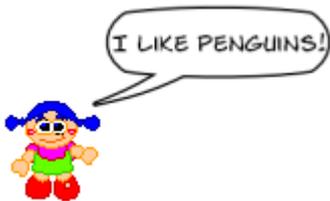
# 28

# Password Game

Target Grade: 1 -6

Target English: Anything, here let's use "I like ..."

1. Split the kids into groups of about 5 or 6 kids. Move the desks into little islands.
2. Give them today's topic e.g. CD8's "I like animals"



3. The first team says an answer from that category (e.g. "I like penguins" for animals or "It's an apple " for fruits etc.) If they can do it they get a point.

4. Go to the next group and ask them for another word from the same topic.
5. If they repeat a word that's been already said, or can't think of one, they gain no points and you move onto the next team!
6. Repeat from 4
7. When all the words in the category have been used then change to a different topic.

Sometimes saying " any English OK!" is a good idea. Also try maybe giving 1 point for an easy sentence ( like "I like dogs") or 2 points for a tougher one (e.g. "What do you think of Paris?")

# 29

# Ladders Game

Target Grade: 2 -5

Target English: Any vocab review, it's particular good with CD4's "[Genki Christmas](#)" theme!

1. Have the students make two lines. They turn so that the two lines are facing each other.



2. Have them sit down, with their legs outstretched in front of them. with their feet touching the feet of the person in front of them. They have now made a "ladder" and their feet are the "rungs" of the ladder.

3. Assign each pair of students an English word (e.g. [snowman](#), [Christmas tree](#) etc.).

4. You then read a story – I usually make one up on the spot. The students listen. If you say their word then they have to....



a) Stand up

2) Run down the middle of the ladder, over the "rungs" towards the "top" of the ladder.

c) Come back down the outside of the ladder.

d) From the bottom go back up the rungs to reach their own place.

e) Sit down in their own place.

5. The fastest student gets one point for his or her team!

6. Continue and repeat from step 6.

# 30

# Sticky Fingers

Target Grade: 1 -5

Target English: Any conversation, e.g. CD6's "[Under the Sea](#)" or CD2's "[Monkey Family](#)"



1. The kids each grab one of the teacher's fingers, which are outstretched as shown.

2. The teacher assigns a special "keyword" e.g. "[I can see a shark.](#)"

3. The kids ask today's question. You answer with something other than the keyword. The kids ask again. But if the teacher answers with the keyword .... the kids run to the far wall!



4. If on the way, the teacher "tags" a kid, they are out.

5. If a kid lets go when the teacher hasn't said the keyword (e.g. if the keyword is "I can see a shark" and the kid runs when the teacher says "I can see a starfish") then they are out!!

6. Repeat from 2 until only one kid is left.

7. Start again with 3, 4 or 5 more kids.

This is a great game to use part way through a theme if the kids are getting a little agitated!

# 31

# Genki Karuta

Target Grade: 1 -5

Target English: Any conversation, for example CD3's "Do you like...?" or CD9's "Excuse me" here the kids ask you, "Are you hungry?", "Are you hot?" etc. Or use it with CD3's "Adjectives" theme where the kids ask questions like "Is it big?" etc.

1. Split the kids into two halves, and give each team a cool name.
2. Three kids from each group are designated runners and stand at the back.



ketchup



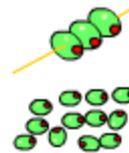
lettuce



mayonnaise



noodles



olives

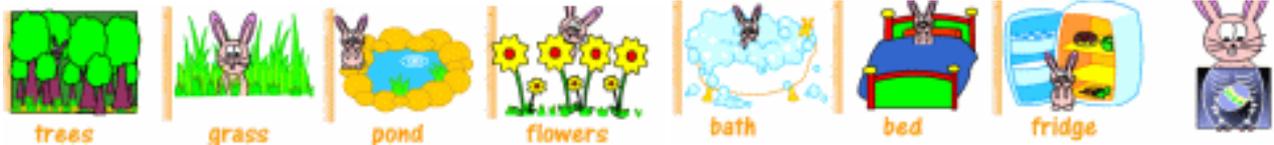
3. Put the picture cards at the front of the class.
4. Wonder round the class and say "hello" to a random child and pretend to point a microphone towards them.
5. This child then asks you "Do you like...?" plus one of the foods at the front.
6. You answer "No, I don't".
7. Wonder around getting a few more kids to ask you.
8. Eventually you say "Yes, I do!" to one kid's question.
9. The front runner from each group has to rush forward and pick up the matching card. The further they have to run, the more fun!
10. Continue from 4

# 32

# Chocolate Monster

Target Grade: 1 -5

Target English: Any conversation for example CD6's "[Easter Song](#)"



1. Put some [flashcards](#) on the board.
2. The kids choose one card and ask you a sentence that goes with it e.g. [Look in the trees!](#)



3. You turn over that card. On the back of each card you have previously placed a post-it note with a number of points e.g. 2, 4 or even 10,000!
4. The kid's team gets that number of points.
5. Repeat from step 2.
6. But if the back of the card has a chocolate monster it eats all that team's points!

Try combining several previous games for an even longer game or changing the name to a popular movie villain such as Godzilla!

# 33

# Super I Can!

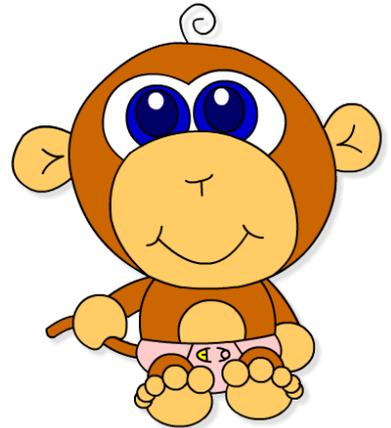


Target Grade: 1 -5

Target English: I can!

Part One:

1. On the board draw a tree, building or something that can be climbed.
2. Split the kids into two groups.
3. One group is CD9's "[Genki English Man](#)" Superhero (or any other character)
4. Place a cut out of the character on one side of the building.
5. The other team is [Baby Monkey](#) (cue cheers from the girls!)
6. Place a cut out Baby Monkey on the other side of the building.
7. Each team has to ask a question, if they get it right their character can either move one space up the building, or they can force their opponent one step down the building!
8. First team to get to the top is the winner.



Easy so far, yeah? OK, here's where the English comes in...

Part Two:

1. Cover the rest of the board with flashcards.
2. Ideally you'd have the food from CD3's "[Do you like...?](#)", the drinks from CD3's "[I'm thirsty](#)", the [sports cards](#) from CD3's "[What sports do you play?](#)", verbs from CD9's "[Eat, drink, dance](#)" and the [CD9 superhero cards](#).
3. In turns each team asks about their character using "Can ..... " and one of the flash cards. e.g. Can Baby Monkey fly?
4. You turn over the "fly" flashcard.
5. If there is a check mark on the back, the character can do it and they win that round!
6. If there is a cross mark, they lose and the other team get a go.
7. Repeat from step 3 until one team reaches the top!

# 34

# 3 2 1 Jump!

Target Grade: 1 -5

Target English: Any conversation, e.g. CD9's "[Can you speak...?](#)"

Hand out a [minicard](#) to each student. Then....



1. Everyone gets in a circle.
2. Everyone holds up their card.
3. The rule is you can't move your heads or eyes. You've got to be still! (Cue lots of laughing!)
4. Teacher says "[Can you speak German?](#)"
5. Everyone says "3, 2, 1, Jump!"
6. You jump to face and point to where you think someone who has a German card is.



7. You either say "German" or "I can speak German" as you point.
8. The German person then picks another language and asks "Can you speak...?"
9. Repeat from step 5.

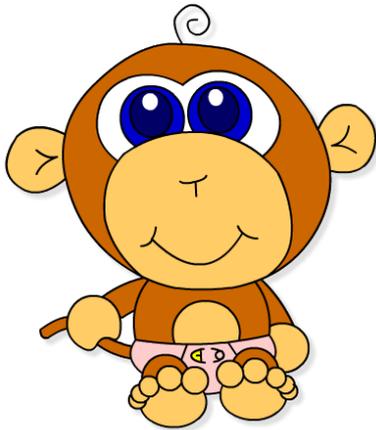
Of course, just like any of the other games in this book you can use it with any other Genki English theme!

# 35

# Teddy Dancing

Target Grade: 1 -5

Target English: Any actions or verbs e.g. Genki English CD9's "[Eat Drink Dance!](#)"



1. Have some cuddly toys at the front.



2. Have the [verbs mini cards](#) at the back.

3. The kids have to pick up the mini card, say the sentence and make one of the toys do this action!

Very simple but using the toys means the kids have lots of fun!

# 36

# I Want To Be A...

Target Grade: 1 -6

Target English: Occupations, joining Genki English CD4's "I'm a..." & CD9's "I want to be a"



1. Put several [jobs picture cards](#), face down, at one side of the room.
2. Put another set of jobs cards on the other side of the room, again face down.
3. Put the kids in teams.
4. The front person from each team races to the first pile of cards.
5. They choose a card and say "I'm a ...." plus whatever is on the card.
6. Then they rush over to the other pile of cards pick another and say "I'm a ...." + the first card, then "I want to be a..." plus whatever is on the second card.
7. Two points for saying both phrases, an extra point for being the fastest team to do it and an extra bonus point if both of the jobs match!

# 37

# Shiver Me Timbers

Target Grade: 1 -6

Target English: Directions, left right etc. from Genki English vol. 1's "[Left & Right](#)"



1. Blindfold one student – or use a double eye patch for more pirate fun!

2. Place several “shark” picture cards on the floor.

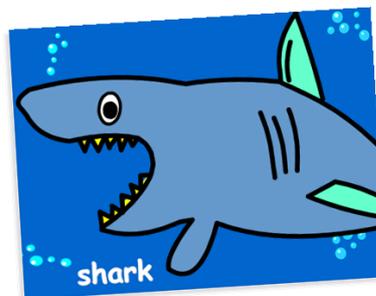
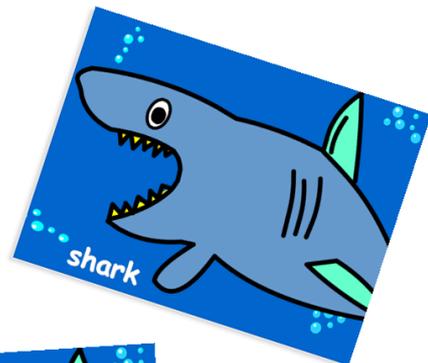
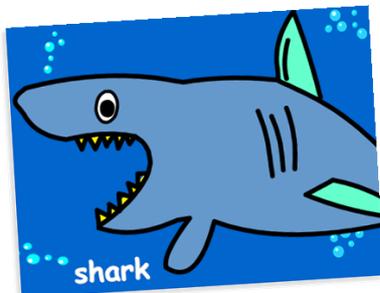
(<http://genkienglish.net/underthesea.htm>)

3. The other students guide the blindfolded pirate to the treasure at the other side of the room.

4. The pirate can only move when he/she hears a command in English!

5. But if they step on a shark it's game over!

6. Repeat from step 1 with the next group!



# 38

# On Friday I Have

Target Grade: 1 -6

Target English: [School Subjects](#) & [Days of the Week](#)

This is similar to the I want to be a... game above, but this time to combine days of the week with school subjects!



1. Put the [days of the week cards](#) at one side of the class & [subjects cards](#) at the other.
2. Kids get into teams.
3. The front person from each team runs to pick up one days of the week card & one subjects card.
4. They then run back to the front of the class and shout out a sentence using those words.
5. The quickest team gets 2 points.
6. The other teams get 1 point if they can say the sentence correctly.

I'd recommend using "On Monday I have English" as the target sentence. But if your textbook insists on using "I study" then just miss out PE as you don't usually "study" PE in school!

You can of course use this game with any topics and it also works great in junior high school, e.g. At (time card) I'm going to (verb card) etc.

# 39

# Are You OK?

Target Grade: 1 -6

Target English: Parts of the body with Genki English CD4's "[Doctor, Doctor](#)" song.

This is another game to use with the "[Doctor, Doctor](#)" body parts song from CD4. I wrote it for the teachers in India as we have to keep the resources used in the classroom to a minimum, and this one needs no preparation at all.



1. One child comes to the front.

2. The class ask "[Are you OK?](#)"

3. The child becomes a patient and says "No, my (part of body from the song) hurts."

4. The first person to touch this body part on the patient wins.

5. But, the patient has to try and run away from the fake doctors!

6. The first person to touch the patient where it hurts becomes the next patient and repeat from step 2.



The kids love it, and it's also a great playground game. Just watch it doesn't become too rowdy though!

## 40

# What's Left?

Target Grade: 1 -6

Target English: Any vocab for any of the Genki English themes.



1. Give each child a sheet of mini cards for the theme.
2. The kids cut out their cards and hold them in their hand so their friends can't see.
3. Everyone shouts out today's question. For example CD8's "What's your favourite flavour?"
4. The teacher shouts out any answer e.g. chocolate!

5. Without letting their friends see, and without making any noise, each child has to put this card away, under their desk or on the floor or somewhere out of the way.

6. Repeat from step 3 until there is only one card left.



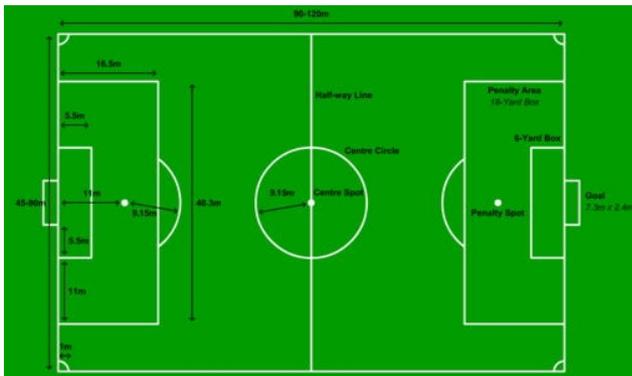
7. Then you shout out "What's left?".
8. Everyone holds up the final card they are holding and shouts it out.
9. If everything has gone well hopefully everyone will have the correct final card and a big smile.
10. If they don't, it's time to review the lesson and try again!

# 41

# World Cup Soccer!

Target Grade: 1 -6

Target English: Any vocab or try CD7's "[Can you kick?](#)" World Cup theme!



1. Draw a soccer pitch on the board.
2. Put a cut out 2D ball (with a magnet on the back), in the middle.
3. In each goal put a famous football player from different teams.
4. Split the kids into two teams.
5. Ask the kids a question or even try giving them an answer such as "[Yes, I can catch](#)" and they have to ask you a correct question.
6. Now move the ball one place farther away from the goal of the team who answered the question the quickest.
7. If the ball ends up in your opponent's goal, you win!

# 42

# Hammer Game

Target Grade: 1 -6

Target English: Any review,

Preparation: An inflatable hammer!

1. Split the class down the middle into two groups.
2. The left group form a single file line down the left hand side of the room.
3. The right group form a single line file down the right hand side of the room.



4. The front person from each group come and stand facing each other in front of the teacher.

5. One student says an English word (any word is OK, for example "banana")

6. The other student says another English word.

7. You keep going backwards and forwards like this until.....



8. ...if they repeat a word (i.e. one of the pair have already said it) then the person who said the repeated word gets a hit on the head and sits down in their seat. The other person, the winner, rejoins the back of their queue and will eventually get another go.

9. Similarly if they speak an non English word, or pause or hesitate then they get a bash on the head and have to sit down, and their opponent gets back in line!

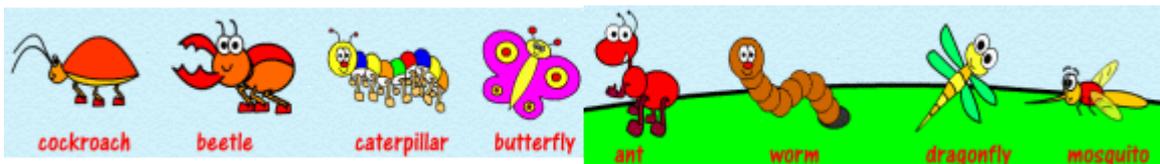
10. The next two people come to the front Repeat from step 5 .....

# 43

# Bugs Battle!

Target Grade: 1 -6

Target English: Any theme, but let's try Genki English CD5's "[Creepy Crawlies](#)"



1. Give each kid 4 or 5 [mini cards](#).



2. They fan them out so other people can see how many cards they have, but can't see what's on them.

3. The kids find a partner.

4. The first kid asks "[What's that?](#)" whilst pointing to one of their opponent's cards. ( "[What's that?](#)" is one of the target phrases in CD5's "[Creepy Crawlies](#)" song,.)

5. The other kid answers.

6. The kid who just answered points to one of the cards from the first kid and asks "What's that?"

7. This kid answers.

8. Now they [Rock, Paper, Scissors](#). The winner takes the loser's card and adds it to their fan of cards.

9. They go around asking different people until someone has a full set of 8 cards, then they are the winner!!

10. If anyone runs out of cards, they come and ask the teacher who has an infinite supply!

# 44

# Name Card Game

Target Grade: 2 - 6

Target English: Any theme, but let's try Genki English CD4's "[What do you do?](#)"

Preparation: Several business cards for each child (see [CD4's Worksheet Book](#))

1. The kids stand up and find a partner.



2. They ask each other "What's your name?". They answer with the name on the top card of their pile. For the first go this will be their own name.

3. Next they ask each other "What do you do?". They answer with the occupation written on the top card.

4. Next they do "[Rock, Paper, Scissors](#)"

5. The winner takes the top card from their opponent and places it on the top of their own pile of cards.

6. The kids split up, find another partner and repeat from step 2.

7. If any kid runs out of cards they come and ask the teacher for some more.

8. Continue till you run out of time and then count to see who has the most cards.

You can also do this for "[What's your favourite...?](#)" with movies, food etc.

# 45

# Live Weather!

Target Grade: 2 - 6

Target English: Genki English Vol. 1's "[Weather](#)" and "[Where are you from?](#)"



1. Put the kids in groups and put a large world map on the board. Also give each group a smaller map of the world.

2. The kids have to decide which country has what weather. They draw a picture to mark this weather on the country. It's up to you to decide how detailed to do this e.g. "It's sunny" or "It's 24 degrees" etc.



5. When the kids have finished, everyone turns round to look at the board.

6. The teacher chooses one country and one person from each group stands up and says what weather they chose for that country. The teacher writes, or draws, this on the board.

7. When all the groups info is in the teacher reads out real weather there! Either use a newspaper, the internet or this page <http://genkienglish.net/weathercountries.htm> If it's Autumn or Spring time you might have to do a bit of creative adjustment to make it a bit more fun if all the countries end up saying "cloudy" or "fine"!

8. The nearest group to predict the correct weather wins that country and one point!

9. Repeat again from step 6, this time asking a different kid from each group.

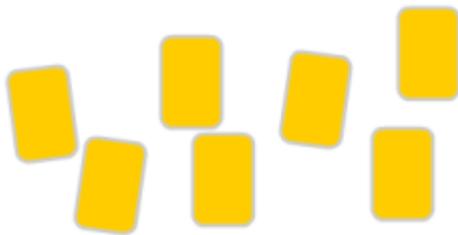
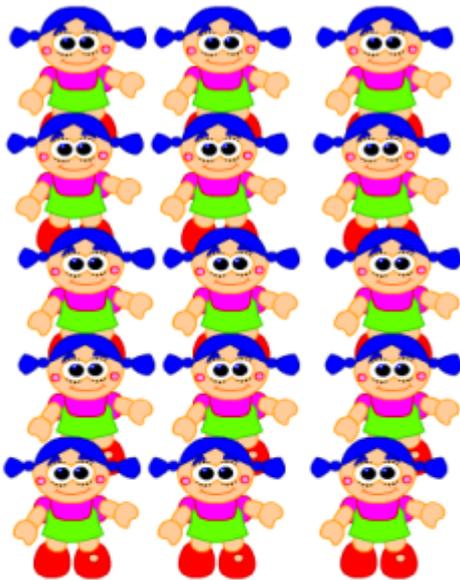
10. The group with the most points at the end of the game has won!

# 46

# Boat Race Game

Target Grade: 1 -6

Target English: Any theme, but let's try Genki English CD7's "[Where is Baby Monkey?](#)"



1. Split the kids into groups
2. Put them in lines
3. Spread out a set of mini cards in front of each line.
4. The kids ask a question in unison e.g. "[Where is Baby Monkey?](#)" and the teacher answers.
5. The front kid from each line picks up the card that has the answer.
6. They pass it to the person behind them, but they also have to say the word or phrase.

7. When the card gets to the back person, they race to the front and tell the name of the card to the teacher! Fastest is the winner!

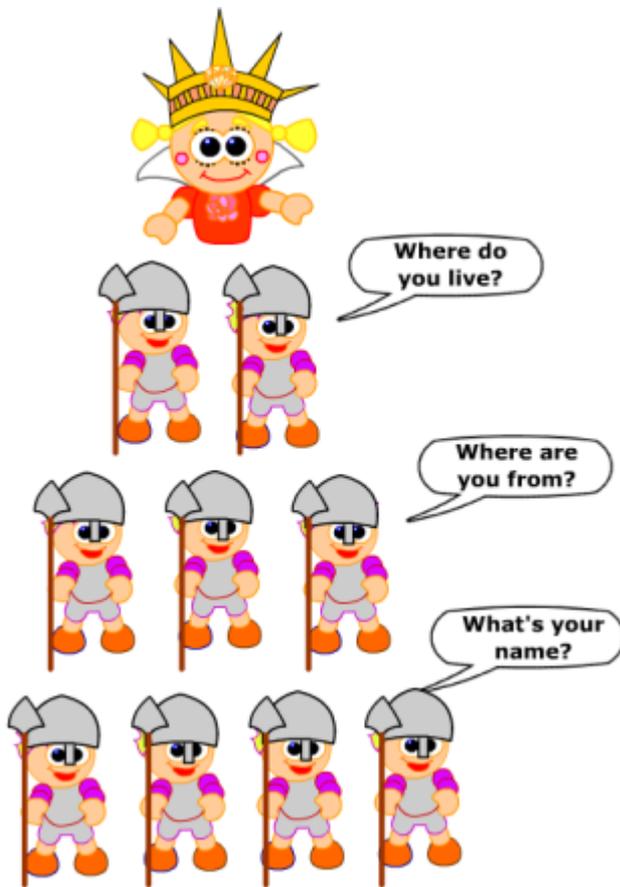
8. The kids who ran to the front now join the front of their line, everyone shuffles back and you repeat from step 4.

# 47

# Soldiers & Ninjas

Target Grade: 2 - 6

Target English: Basic review questions e.g. Genki English CD1's "What's your name?" & "Where are you from?" or Genki English CD6's "Where do you live?" etc.



1. Select 9 students to become the soldiers. They stand in rows to protect you, the king or queen!

2. The other kids, the ninjas, have to answer one soldier's question from each line and then beat that soldier at "Rock, Paper, Scissors" before moving on to the next line.

3. If they make it to the final soldier, i.e. they have answered all the questions and beaten one soldier from every line at "Rock, Paper, Scissors" they must answer a random English question from the king or queen!

4. If they can answer this question in English correctly and they beat

the king or queen at "rock, paper, scissors" they become the new king or queen!

5. Keep going and going! (Of course the deposed kings and queens want their thrones back so start back as ninjas answering and battling with the soldiers!)

# 48

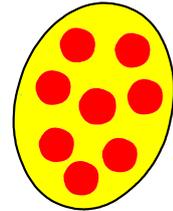
# Easter Eggs!

Target Grade: 1 -6

Target English: Bonus ideas to use after Genki English vol. 6's "[Easter Egg Hunt](#)"

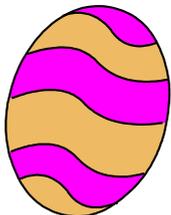
## Colouring Easter Eggs:

Either real eggs or drawn on a piece of paper, shout out the colours to put on the egg. Also good for names of shapes e.g. "Draw a red square", "Draw an orange circle" etc.



## Prepositions Easter Egg Hunt:

Hide a real Easter egg somewhere in the classroom. You ask the kids "Where's the Easter egg?" The kids reply with "Is it under/on/near/next to the ....". You reply with "Warmer or Colder" depending on how near they are. The winner gets to keep the egg (and share with their friends of course!)

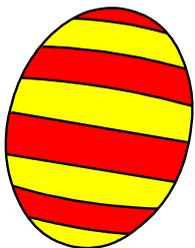


## Do you have a pink egg?

Give the kids different coloured eggs. Put the kids in groups. Give each group a colour to collect. They run around the class asking the other kids "Do you have a" + their team's colour + "egg?" First team to get all the eggs of their colour wins!

## How many eggs? (use with CD8's "[How many ...?](#)" theme)

Fill a big jar with mini Easter eggs and ask the kids how many are in the jar.



## Broken Easter Eggs:

Print out some paper Easter Eggs. Tear each one in half. On each half draw one piece of vocab from a theme you wish to review e.g. a helicopter for CD3's "[How did you get here?](#)" Do lots of different broken eggs each with a different vocab item. Mix up the halves and give one to each kid. They have to pair up the correct halves by asking the other kids in the class today's question and seeing who gives the same answer as theirs!

# 49

# Christmas Games

Target Grade: 1 -6

Target English: Christmas words and phrases from Genki English [CD4](#), [CD6](#) or [CD10](#)!



## Christmas Ho Ho Ho

Chant "Christmas, Christmas, ho, ho, ho!", then everyone mimes (and says ) one of the vocab items from CD4's "[Genki Christmas](#)" song. Anyone who has the same gesture as the teacher is out and sits down.

## Christmas Snowballs.

Ask the kids a Christmassy question ( e.g. CD6's "[What would you like for Christmas?](#)") The winner throws a wet tissue "snowball" at a snowman on the board. Each body part is worth points.



## Christmas Clothes Race:

Set up some (100 yen) Santa outfits. Everyone shouts "Put on your ....". You shout out "boots" or "hat" or whatever words from CD9's "[Winter Clothes](#)" theme. The kids rush to the other side of the room and put on the correct clothing.

## Poisoned Presents

This again uses the [Christmas Minicards](#) or the "[What would you like for Christmas?](#)" [mini cards](#). This time you need a couple of sets and laminate them with backings so you can't see what they are when they are turned over. The kids turn one card over and say the word or phrase as they turn. But if it's the "Poison Present" ( which you choose before you start), they have to run and touch the nearest wall otherwise they'll fall down dead! It's a great way to mix brains and running!



# 50 Halloween Haunts

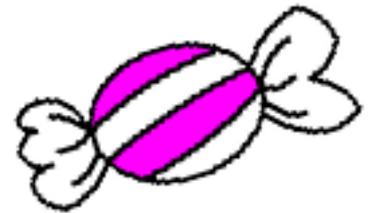
Target Grade: 1 -6

Target English: Bonus Ideas to do after Genki English [CD6](#) and [CD10](#)'s Halloween themes!

## How many candies? (use with CD8's "How many ...?" theme)

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Put a load of candies in a jar and the kids have to guess, in English, how many there are. Once they get the magic number, they get a candy each. Use "higher" and "lower" to give them hints if you like.



## How heavy is the pumpkin?

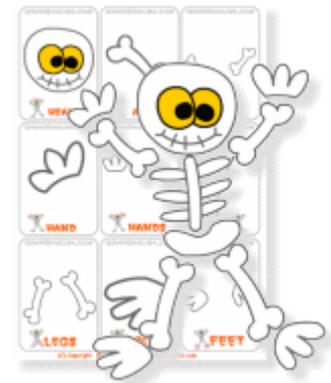
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Similar to the above game, the kids guess how heavy the pumpkin, or Jack o'Lantern, is. Great to link in with maths lessons ( e.g. grams vs. kilograms etc.)

## Pesky Hound - Build a skeleton Game

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Ask the kids some review questions. Whoever gets the answer correct gets to roll a dice. If they roll a "1", they can draw the head of their team's skeleton on the board, "2" let's them draw an arm, "3" is a leg, "4" is a foot, "5" is a "hand" and "6" is the "dog card" where a pesky hound comes and steals one of the bones they've already drawn! First team to draw 1 head, 2 arms, 2 legs, 2 hands and 2 feet is the winner.



## Make a Pumpkin Face

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- Use the [Make a Face](#) song from CD6, then do a version of the Make a Face game where the kids are blind fold and have to put cut-out eyes, nose and mouth onto a giant jack o'Lantern you draw on the board.

# 51 Ready For The Next Step? The Full Teacher's Set!

Once you've tried the games in this book you'll want to then take things to the next level. That's where the "Teacher's Set" comes in. We use not only games, but the power of specially written songs to make sure the kids remember all the English you've taught. It is incredibly effective, and incredibly easy to teach. We ship the sets to any country in the world. Have a look at the demos on the site to see for yourself!



<http://www.GenkiEnglish.net/cdset.htm>

There is also a downloadable set at

<http://genkienglish.net/downloadpack.htm>

Or if you're teaching in Japan and want your school to pay for your CDs, you might want to go for the "Superpack". It has everything from the Teacher's Set above, but also has lots of Japanese language support so the teachers can understand what's going on. The good part is we can also provide all the paperwork your school will need to claim the costs back.

If you have any questions, please email me!

<http://www.GenkiEnglish.net/contact.htm> or [Richard@genkienglish.net](mailto:Richard@genkienglish.net)

