Games and activities

If you want to encourage your child's English skills, why not play some fun games with them? Here are some ideas for additional home practice activities.

Word islands (levels 1 and 2)



1. In an outdoor space which is covered with concrete or paving slabs, use coloured chalk to draw a number of islands, each no smaller than the size of an A4 piece of paper. Make sure they are close enough together that your child will be able to move from one to the next without touching the ground in between.
2. Choose some words from your child's Pupil's Book, e.g. *cat, taxi, girl*.
3. Write one word in large letters on each island.
4. Ask your child to 'jump', 'step' or 'hop' from one word to another, e.g. *Can you jump to 'taxi'? Can you step to 'girl'? Can you hop to 'cat'?*

ABC game (levels 1–3)



This game helps your child remember the alphabet and to practise a range of vocabulary. You may need to refer to your child's Pupil's Book or the word lists on the parent's website. Take it in turns with your child to say words beginning with the letters of the alphabet, all the way from a to z. For example, you say 'apple', then your child must say a word beginning with *'b'*.

- Encourage your child to use some of the new vocabulary they have recently learnt.
- Can you get to the end of the alphabet? If not, try to beat where you got to last time.

Sing-along fun (all levels)



Songs are a great way for children to learn English. As they learn the words by heart, they recognise the patterns in the text and match them to the sounds. This is an important decoding technique. Selected songs and lyrics can be found on the parent's website. Encourage your child to sing along.

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What's missing? (all levels)



This is a fun vocabulary-building game your child will enjoy.

1. Refer to the word lists on the parent's website to choose between five and ten words from the unit that can be easily illustrated.
2. Create a picture to illustrate each word (either drawn by hand, cut out of magazines or printed from the internet).
3. Place the drawings on the table.
4. Ask your child to look at them and say all of them.
5. Ask your child to look away, then remove one picture and move the others around so that it is not clear which has been removed.
6. Can your child remember which image is missing?
7. Repeat this as many times as you like, taking away a different image each time.

To make the game easier:

- Use no more than 6 pictures.
- Lay the pictures in a clear formation rather than randomly – the pattern will help them to remember.

To make the game harder:

- Increase the number of pictures.
- Ask your child to spell each word rather than just saying it.

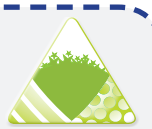
Child as teacher (all levels)



One of the simplest things you can do is to ask your child to teach you the new vocabulary they have learnt. Teaching another person is one of the best ways to practise something you have learnt. Moreover, once your child has taught you the new vocabulary, you can use it to take a role in other games.

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Word chain (all levels)



This game helps your child practise vocabulary. You may need to refer to the word lists on the parent's website to help you with this task.

1. Say a word in English, e.g. *dog*.
2. Ask your child to say a word that starts with the last letter of the word you just said, e.g. *girl*.
3. Now you find a word that begins with the last letter of the word your child said, in this instance 'l'.
4. Continue the game. How many words can you and your child say in a row without repeating?
5. The next time you play, try to beat your previous score. You could also put a time limit on each play, or you could limit the words to a particular theme.

Sentence shuffle (all levels)



This game is a good way to help your child practise building sentences in English.

1. Choose a sentence from your child's Pupil's Book (from one of the units they have already completed).
2. Write it on a piece of paper and cut out the separate words.
3. Mix them up and ask your child to arrange them in the correct order.
4. Depending on the sentence and on the age and ability of your child, it might be a good idea to tell them the meaning of the English sentence in their own language.
5. Use the Pupil's Book to check with your child if they got it right.

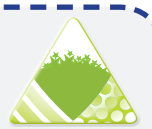
Sticky words (all levels)



Use sticky notes to help your child learn the English name of everyday objects. For a topic about the house, your child can write the English word for an item on a sticky note and stick it to the item, e.g. *cupboard*, *fridge*, *freezer*, *sofa*, *television*, *table*, etc.

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Spider (all levels)



This is another great game for all levels for learning vocabulary. *Spider* is a variant of the game *Hangman*.

1. Choose a word from your child's Pupil's Book.
2. Draw the body of a spider on a piece of paper, but don't draw any legs.
3. Underneath the spider, draw a series of short lines to represent the word you have chosen. For example, if you had chosen the word 'cherry' you would draw six dashes like this: _ _ _ _ _ _
4. Your child must guess the word. You should give them a hint, e.g. 'fruit'.
5. If your child guesses incorrectly, draw one of the eight legs on the spider.
6. The game is over after eight incorrect guesses. If you want to give your child three extra turns, draw a face on the spider – two eyes and a mouth.

This game can be played as whole word guesses, or in the more traditional way in which your child guesses letter by letter. If they say a letter that exists in the word, you write that letter into the correct space. If they say a letter that doesn't exist in the word, you add a leg to the spider.

Snap (all levels)



1. Look at the word list on the parent's website. Choose 26 words. Make sure they are words from the units your child has already studied.
2. Make two sets of 26 cards and write the same words on each set.
3. Shuffle the two packs separately.
4. Play the game with your child. Each of you has a pile of cards.
5. Pick up a card and place it face up on the table. Your child puts down another card on top of the first card. If the cards are the same, you have to call out 'Snap!' Whoever says 'Snap!' first keeps the cards.
6. Keep playing the game until one player has won all of the cards.

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