

EARCOS : Handouts March 2010

1st game: Name's game/Le jeu du prenom

Rules: say your name and throw the ball to your friend, ask him/her what his name etc...is.

2nd game: Animal Magic Box/Le coffret magique

Rules: when you open your magic box, you imitate the sound of the animal inside; the students must guess what sound it is.

3rd game: The pigeon is flying/Pigeon vole

Rules: the students sit in a circle. One sits in the middle, and he says the name of an animal or an object and makes the motion of flying. The others repeat the name of the animal or object. If it flies, they make the flying motion. If it doesn't, they don't. If they make the flying motion for an animal that doesn't fly, they are wrong.

4th game: Poster game/ les affiches + bruitages

Rules: divide the class into two teams. The teacher gives animal posters (or any subject with sounds) to the students. When the students hear the sound they raise the poster corresponding to the sound.

5th game: With numbers/Les chiffres

A / Cards numbers/Les cartes nombres

Rules: divide the class into two teams. The teacher gives numbers to the students. When the teacher says one number (for example 255), the first team who can show the correct number to the teacher earns one point.

B/ Lotto games/Loto

Rules: the teacher gives a lotto card to the participants. When the teacher calls out (quickly) the 7 numbers (one set of 7 numbers per box) the participants should cross out the 7 numbers in the box. The first one who does it correctly wins Euros! Or candy...

C/ The bidding/Auction/Les encheres

Rules: the teacher needs a large whiteboard; he traces four vertical lines on the whiteboard. Two students are in front of each of the lines that the teacher traced on the whiteboard (so eight students are at the Whiteboard). One student is a “spellchecker” and another student says a series of numbers quickly to the teams. The teams should write the numbers on the Whiteboard correctly. When one team finishes, the spellchecker checks the numbers on the whiteboard to be sure they are correct. If they are, that team wins. If not, the team that successfully writes all the numbers first wins.

Variant/Variante: Divide the class into two teams. The teacher traces two lines on the whiteboard; he writes dates on the whiteboard (if he has 15 students he should write 30 dates on the whiteboard). When the teacher says a date the student who circles the date first earns one point for his team.

D/ Pouet-Pouet game

Rules: this is a numbers game. First, the teacher decides which multiples cannot be pronounced (for example, the teacher says “multiples of 3”). Then the students go around the room saying one number at a time, in order. The students must replace the multiples identified by the teacher with the “pouet-pouet”, sound. (So, for multiples of three, the first player starts to count “1” and the second says “2” and the third says “pouet-pouet”. If somebody wrongly answers, he is eliminated.

6th game: Items/Les objets

Rules: divide the class into two teams. Give them each a list of 10 objects. They have one minute to read the list of objects and another minute to decide who is in charge of finding each object. The teacher then gives them a limited time: two minutes to find these items. The first team finding the 10 items, in the given time, wins.

7th game: Colors game/Le jeu des couleurs

Rules: divide the students into teams. The teacher chooses a color (for example: red) at teacher's signal the first student of each team must touch anything in the classroom according to the color decided by the teacher. The team providing the item wins a point.

8th game: The papers/Les petits papiers

Rules: the teacher puts papers with English sentences in box. The students are sitting in a circle on the chairs. Each student must take a paper. He reads it, he shows it to his friends, and he must translate the English sentence into French. If he doesn't do it correctly the others in the class give him a "forfeit" (like he has to dance, or do push-ups etc..).

9th game: Big dice/Les des

Rules: on a big dice, the teacher glues a syllable to each face of the dice. The teacher will decide if the syllable should be at beginning of a word or at the end. The students roll the dice. The student must say a word that begins (or ends) with whatever syllable comes up on the face of the dice. For example, if the dice is on "Di" face, the student should say a word that starts (or ends) with "Di". If he is wrong decide on a forfeit for him to do.

10th game: Fruits and vegetables/Les fruits ET les legumes

Rules: divide the class into two teams. The teacher puts fruits and vegetables (or any subject: toys or clothes) on two tables. The teacher say one word “Banana” (Banane), the first student of each team, has to find the banana, and the first student who gives the fruit to the teacher gets one point for his team.

11th Sunshine/Rayon de soleil

Rules: the students are sitting in a circle, on the chairs. One student outside the circle says “I am in fourth grade” and all fourth grade students must stand up and change chairs. The last student who doesn’t find a chair in time loses.

12th any other: Having fun with stories

The teacher will read the story about the little yellow banana help the teacher to re-read the appropriate story with appropriate words!

13th / Sharing games

14th / Website address

15th / Thank you very much for your attention and cooperation!

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