



Pictionary

CHEMISTRY WINDSURFING CONCERT	JOGGING HEAVY MENU	CLASSMATE DISCO SINGLE	AEROBICS LIBRARY FAX
BEACH ENGLISH TOOTHACHE	DENTAL FLOSS BOOKSTORE ROCK STAR	CAVITY PARIS MUSEUM	BEARD CAFETERIA SUN BATHING
KARATE ARTIST BRUSH	MODERN BRAZIL PASSPORT	HOTEL FAST FOOD BALD	JOB SPORTS BUS STATION
COFFEE SCIENTIST COCKTAIL PARTY	HISTORY GROW PLANE	SINGER BLOND MEXICO	STUDENT CURLY TRAIN
BASKETBALL TOKYO BOSS	HIKING SALAD PRINTER	PRINCIPAL TENNIS MOUNTAIN	EXERCISE SHORT FAMILY
TEACHER TOOTHPASTE CHINESE	GEOGRAPHY HOSPITAL MIDNIGHT	SOCCER DENTIST MOON	COACH HAIR CONVENTION



Pictionary

Interaction

Group work

Aim

To review vocabulary learned in this and previous units.

Time

20–25 minutes

Skills

Speaking

Grammar and functions

Guessing or defining words

Vocabulary

General

Preparation

Photocopy and cut apart the cards. Only one set is necessary for the class.

Procedure

- 1 Divide the class into two teams. If the class is large, divide the class into groups of 6 or 8 and then divide those groups into teams. Play the game in each group simultaneously, so that more students have a chance to participate. (In this case you will need one set of cards for each group.)
- 2 Explain the task.
 - A student from one team comes to the front of the class, picks up a card from the pile and draws pictures on the board so that his / her team can guess the first word on the card.
 - Students are not allowed to write words but must draw pictures to represent the word.
 - The rest of the team watch the drawing process carefully and try to guess which word is being drawn or represented.
 - The student who is drawing is only allowed to say *Yes* or *No*.
 - There are three words on each card. When one word is guessed, that same student should start drawing the images for the second word, and then the third word.
 - Students have two minutes to get their team to guess all three words.
 - Teams will get one point for each word guessed in the two minutes. The team with the most points at the end of the game is the winner.
- 3 Demonstrate the game to the students by drawing pictures and having them guess the words.
- 4 Remind students that someone will time the game. As a member of one team goes to the board, the time manager must set a timer and shout *Time!* after two minutes.

Additional Ideas

Instead of drawing the items on the board, the student at the front of the room can define the words. Team members should guess the words within a time limit of two minutes.