CATEGORIES 1

Vocabulary

Working individually or in pairs, the players write the words under the appropriate category. The first player to do this correctly is the winner.

ANSWERS:		
	Food:	rice, spinach, lamb, plums, mushrooms.
	Clothes:	scarf, suit, vest, coat, jacket.
	Parts of the body:	stomach, neck, feet, back, arm.
	Transport:	van, ship, scooter, coach, bicycle.
	Places:	forest, hill, valley, field, beach.
	Furniture:	settee, bed, desk, cupboard, wardrobe.

CATEGORIES 1 – extension

Vocabulary

With the help of the class choose six categories, e.g. *colours, games/sports, animals, fruit/vegetables, jobs, materials*. Each player in turn chooses a letter of the alphabet. All the players then try to find and write down as many words as they can for each of the six categories beginning with the chosen letter. For example, if the chosen letter is *p*, a player might write down:

<u>Colours</u>	<u>Games/Sports</u>	<u>Animals</u>	<u>Fruit/Vegetables</u>	<u>Jobs</u>	<u>Materials</u>
pink	polo	pig	plum	painter	plastic
		panda	pineapple		
		penguin	potato		

Set a three-minute time limit. Each player then reads out his or her list of words. If a player has found a word not thought of by any of the other players, he scores 2 points. If, however, one or more of the other players has also thought of the same word, then they all score 1 point. The next player then begins the next round by choosing a different letter, and so on. The player with the highest total of points at the end of the final round is the winner.

SOUTHAMPTON

Vocabulary

Write up the word *Southampton*. Demonstrate how many words the word *Southampton* contains: *so, out, south, ham, am, amp, ton, on*. Write up another long word the class knows, e.g. *information*. Then working individually or in pairs the players write down as many words as they can find in the given word. The words must be of two letters or more. Set a two-minute time limit. The player with the most words is the winner. Continue with other long words.

LAST IS FIRST

Vocabulary

Choose a category in which the class knows a lot of words, e.g. *animals*. The first player calls out a word in that category. The next player then continues with another word in the category beginning with the last letter of the previous word, and so on, for example:

Player 1:	*Shee**p**.*
Player 2:	*Pi**g**.*
Player 3:	*Giraff**e**.*
Player 4:	*Elephant.*

Players get minus points if they *(a)* are unable to think of a word in the category beginning with the last letter of the previous word; *(b)* repeat a word which has been previously used; or *(c)* hesitate too long. The player with the least number of minus points at the end of the game is the winner.

Hints: Play a trial round first. You could introduce the rule that whenever a player loses a point, the next player can begin with a new category. The category should be one in which the class knows a lot of words.