

First day: Name games

If it's the first time the class meets learners will need a chance to get to know reach other and learn each other's names. Here are a few unusual games to try.

Bingo Was His Name

Procedure:

1. Print out a Bingo Board for each student (page 2).
2. Slowly read through all the names on the register (spelling difficult names). Learners must randomly select enough names to fill their bingo board. If there aren't enough students, you can add in some superhero, cartoon characters, or other names that you can think of until students have enough to fill out a board.
3. Write names in small pieces of paper and put them in a bag or hat.
4. Afterwards, play 'bingo' by calling out names randomly - students tick a name if they have it on their own grid.
5. For each name, you can have that person stand up so everyone can see them, and say something about themselves.
6. When someone completes their grid with nine ticks - they win. (But you could always play it again!)

Find The Differences

Procedure:

1. Have students make a name tag and wear it so everyone can see it.
2. Have two or three volunteers come to the front of the class and look at their classmates.
3. Ask the volunteers to study their classmates for a minute or two and memorize their names and where they are sitting.
4. Ask volunteers to leave the room and, while they're out, have two students switch places and two students switch name tags.
5. Have volunteers come back in and see who can identify what has changed faster.
6. Play a few rounds so everyone gets to be the volunteer once (if enough time).

Liar, Liar

Procedure:

1. Cut out "Liar, Liar" cards (page 3). Make enough copies so each student in your class can have a card.
2. Distribute them; students must not let others see their card. Learners then stand up and mingle, meeting people and talking.
3. When asked questions, anyone with a *True* card must give true answers; anyone with a *False* card must lie (except about their name), inventing false life stories based on the information in their cards.
4. Afterwards, get students into pairs or small groups. Have them share the information they found out on their classmates and guess who the "Liars" were.
5. Finish up with a whole-class stage when the lists are read out and the truth is revealed.
6. Groups get 3 points for each "Liar" correctly spotted but lose one for every mistake.

B I N G O

B I N G O

B I N G O

B I N G O

B I N G O

Teacher's notes



TRUE TRUE TRUE TRUE TRUE

TRUE TRUE TRUE TRUE TRUE

TRUE TRUE TRUE TRUE TRUE

FALSE FALSE FALSE FALSE FALSE

Teacher's notes