

## Activity Type

Listening and Vocabulary Game: word recognition

## Focus

Vocabulary

## Aim

To practice listening for keywords or to review recently taught vocabulary.

## Preparation

None

## Level

Young learners

## Time

15 minutes

## Introduction

This entertaining listening game works well with young learners.

## Procedure

Choose three students to play first.

Clear a runway to the far wall of the classroom.

Outstretch your arm.

Each student then grabs one of your fingers.

Assign the three students with a keyword, e.g. take.

Tell the students that if they hear that word, they should let go of your finger and run to the wall.

Start saying words that have a similar sound to the keyword, e.g. took, tickle, bake, cake, etc.

If a student lets go of your finger and runs when you haven't said the keyword, they are out of the game.

When you say the keyword, the students let go of your finger and run to the far wall.

Your task is to tag out the students before they get to the wall.

Any student who is tagged is out of the game.

Repeat until only one student is left.

Then, start a new round with three more students.

When everyone has had a go, play again with the winners of each round until you find the ultimate champion.