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Games & Warmers

Warmers and Games

Below is a list of warmer/cooler/filler/game activities in no particular order.

Aims of warmers and games:

- to introduce a theme
- to relax students after a hard day's work
- to wake students up after a hard night
- to wait for late arrivals
- to provide a break in the lesson
- to provide humour
- to provide oral fluency practice
- to finish the lesson on a light note

1. Persuasion

Persuade each other that their favourite colour, animal, film, etc. is more important, better, etc.

2. Spot the difference

2 pictures - the same but with a few differences. Without looking at each other's, describe and find the differences.

3. Word association

Go round the class, each student giving a different word connected with the previous one given.

4. Word disassociation

Same as previous idea but with no connection between the words - can be tricky. Students challenge each other.

5. Invisible writing

Write message on partner's back with finger. Students need to guess, can practise vocabulary.

6. Collocations

Sort out which are right/wrong e.g. high person, tall building, Happy Birthday.

7. Cut up story or conversation - put in order.

8. Match headlines and articles.

9. Find connections between words e.g. television, lake and pen.

10. Call my bluff

Give three definitions of a word & guess which is right.

11. Brainstorm all words connected with area

12. 20 questions

Say whether it is an animal, vegetable or mineral & Ss guess what it is in only twenty questions.

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13. What's my line
Guess the job & can only answer Yes or No.
14. Train compartment
Each student has sentence. Must use it naturally in conversation without others noticing. Winner is the one who gets their sentence in first and if you incorrectly guess you lose!
15. Weekend
5 words from each student to describe their weekend. A different student tells class what other did. Original student verifies.
16. Pictionary
Interpretation of pictures, doodles.
17. Mime what they had for dinner last night.
18. Moaning
Mime a complaint, as a guest, in a hotel ('Hotel Receptionist'). Rest of the class are the receptionist. e.g. The sheets are dirty and you've found four cockroaches.
19. What's the situation
Students discuss where they might hear the sentence e.g. 'A pint, please.'
20. Brainstorm
...all words that melt, are green, etc....
21. Grouping
Put words into lexical groups.
22. Odd man out
Give group of words and decide which is different e.g. hat, tie, bus, trousers.
23. Famous personality party
Students have names on backs and by talking with others guess who they are.
24. Different uses
Students think of as many different uses for different objects e.g. a brick.
25. Charades
Mime a film, book or play with a time limit & teams guess.
26. Vocab revision
Test each other on vocabulary from previous class/week. Could mime them.
27. Guess the word with yes/no questions.

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28. Picture dictation
One describes a picture & the other draws.
29. Desert island
5 things you would take, good for practising 2nd conditional
30. Mime an idiom
e.g. 'to pull somebody's leg'
31. Clothes touch
Students walk round room and have to touch somebody else's clothing when told, e.g. Touch a white shoe.
32. Anagrams
33. Functions
Match sentence with functional description.
34. Exercises
If they're in need of livening up. Students follow instructions. e.g. Touch your toes. Run on the spot.
35. Blind men directions
One student with eyes closed follows directions of other student.
36. Mime story
The teacher/a student tells a story. Class mimes it walking around the storyteller in a circle.
37. Describing the object
'A' is taken, with eyes shut, to object 'B' puts As hand on it and A has to describe it and give it a name.
38. Which picture?
'A' has a few pictures and 'B' has one. B describes it and A identifies which one it is of his pictures.
39. Jumbled sentences
Mix up order of words in a sentence. Students unravel and put in correct order.
40. Guess the town, city, country
One student describes and the others guess.
41. American words
Students match up British English and American English words.

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42. Prefix/suffix brainstorming
Give only the prefix or suffix e.g. dis_____, _____ness and students think of all words that could fit.
43. Spotting the connection between words
(could be dictated and students shout out when they think of the connection), e.g. Sun, star, mirror, Telegraph
44. Picture composition cut up
Each student has one picture. Without showing each other, discuss pictures and put in order.
45. Prepositions of time
Match times with prepositions e.g. at 6 o'clock on Saturday.
46. Memory
Look at picture for 45 seconds. Turn over and describe.
47. Quotes from famous people
Match quotes and names.
48. Deduction
Students work out what picture is, e.g. the Mexican on a bicycle.
49. Lies
One student tells rest/partner about self but lies 3 times. At the end others say what lies were.
50. Survival games
e.g. The NASA game. Students have list of things, choose 5 things that will be most useful for survival on the moon, in the desert, etc
51. Write down as many things as you can think of which are
(choose one: round/smaller than a CD/beautiful/dangerous etc.), 2 minutes - students brainstorm alone, then words on board. Use words to quiz each other (it's something you use to...)